

DUNGEON OF THE MAD MAGE

COMPANION:

BUNDLE II



BY WYATT TRULL

You Save \$2.50!



CONTAINS:

LEVELS IV-VIII

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All hail our glorious artist:

Cover: *Stone Arch* by Dean Spencer, hallowed be his name

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FOREWORD

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

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

SHORTHAND

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

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

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

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

Ch. refers to a chapter. Intuitive, right?

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

STRUCTURE OF THE COMPANION

Each chapter of the *Companion* follows this structure:

PREAMBLE OR "RUNNING LEVEL X"

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

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

AREAS OF NOTE

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

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

EPILOGUE

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

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

APPENDIX A: MAGIC ITEMS

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

APPENDIX B: NPCs & MONSTERS

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

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

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

ROLEPLAYING THE MAD MAGE

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

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

LEVEL IV: THE TWISTED CAVERNS

"See, this is the part of the story where I experimented with religion. Namely, creating one. Alas, somewhere between worship and ritual sacrifice, my disciples got it wrong. I said, 'love thy labors,' not 'thy neighbor.' And they welcomed that new neighbor with open arms—right up until it shattered their minds and made them slaves." – the Mad Mage on being a god

QUICK NOTES

- The atmosphere you're looking to cultivate for the Twisted Caverns is one of madness, desperation, and hopelessness, using the themes of horror to hone this level into a demented arcane in which foul things lurk below the water and sweet nothings are whispered into the characters' minds.
- Per the rules of horror, the aboleth should be heard, not seen, for as long as possible. Explaining it too early destroys the suspense; it tears apart that cloud of the unknown—and the unknown is what terrifies men. None of the drow or kuo-toa know for certain what Illuun is, for those that have actually seen it are now slaves to its will.
- Aboleths glean a creature's greatest desire when they use their Probing Telepathy feature. Make sure to find out well before running this chapter what those are for the adventurers so Illuun can promise it to them.
- Your players decide their path, but the optimal order for the narrative is to steer them towards the drow first in Area 12 who, in exchange for their lives, lead them to Area 11 to parley with Melith Auvryndar. Afterwards, the party ought to visit the kuo-toa (Areas 20 & 21), and finally the Grotto of Madness (A16) by means of A17.
- Rafts are found in A14; the party can use them to skip this level for the next by sailing down the river. The aboleth sends its forces to ambush the party. See *Special Events* for more information.
- Your adventurers will encounter their first navigable Gate, which they can take to Level 2, Area 5. It's found at the Drow Outpost, Area 11. However, at your discretion, the Mad Mage has shut it down so as to strand the drow (see *Halaster's Game* below).

PREVIOUSLY ON *DUNGEON OF THE MAD MAGE*

In Chapter 3 of the *DotMM Companion*, a *quaal's feather token* (swan) was handed out on the Sargauth Level, allowing the adventurers to ply the river. Thwart it on this level with the "Ambushed!" Special Event.

ILLUUN: THE LOVER IN THE DARK

So seldom do we get to play with aboleths that you need to make the most of Illuun. Use it to its full potential. Make this place hell. Make it a den of madness from which the adventurers may never escape.

Variant. Illuun, as written in *DotMM* has a healthy fear of adventurers and is fine with the adventurers passing straight to Wyllowwood (Level 5) so long as they don't cause any trouble to its plans. Yawn. Given the roleplaying suggestion below, consider forcing the adventurers into a conflict with the aboleth as it covets them as trophies and disciples. If the adventurers try to sail on by, it sends its slaves to apprehend the adventurers (see *Special Events* in *Areas of Note* below). This supplement is written with this new personality in mind.

Roleplaying Illuun. Illuun has been thwarted countless times by mortals over the eons and has grown obsessed with its own flawed concept of love. It's deluded itself into equating tyranny to love; obedience to love; and worship to love. It seeks to unite all creatures under its command ("love") and, armed with that power, overthrow the gods themselves one day.

Illuun has the following traits:

Ideal. "All will know my love. All will love me."

Bond. "Together we will be invincible."

Flaw. "No god may rival me."

WHISPERS FROM THE DARK

Illuun can whisper into the mind of any sentient creature in the Twisted Caverns. Deliver these messages secretly to your players, either through index cards or instant messaging. A few examples are provided below. Most whispers are heard while near the River of the Depths.

- "You... will be... mine."
- "Together... we will be invincible."
- "They'll all betray you in the end. But not I... Never, I."
- "I will be your sun, your stars. I will be your everything."
- "All will love me. One day. One day soon."
- "My love will wash over you, body and soul."
- "This place is His prison. I will free him. I will make it mine. All will be mine." (Illuun is referring to Halaster Blackcloak.)
- "I was old when the gods were young."
- "The end... is cold. Yours will be warm with love. My love."

HALASTER'S GAME

Halaster takes a backseat on this level, for it's not the adventurers playing his game for once, but the kuo-toa and drow. The former have been rewritten as worshippers of the Mad Mage; the latter are trapped in the Twisted Caverns, for Halaster has shut off the arcane gate (see A11) that the drow rely on to leave this wretched place.

THE KUO-TOA: SERVANTS OF HALNGALOO

The kuo-toa instead worship the Mad Mage, not a mere petrified otyugh. However, they don't know his identity as anything but "Halngaloon the Mad God." The tribe's collective worship empowers Halaster, but the aboleth's conquest has dealt quite a blow to both the kuo-toa's faith and morale. The Mad Mage doesn't need nor care for the extra power afforded by the tribe, but their worship amuses him nonetheless.

Creation Myth. If asked of their god, the kuo-toa can describe "the Ascension." Once but mundane fish "Halngaloon" tore them from the River of the Depths and imbued them with power, giving them the power to speak and walk. Yes, that's right. During one particularly boring period of his near-immortality, Halaster created this tribe by reshaping them through *wish* spells.

Promised Salvation. The Mad Mage yet whispers to Noogaloop, his most devoted disciple, promising the **kuo-toa archpriest** salvation for his people if they can complete but one task: bring an effigy of the Mad God to the Grotto of Madness and perform a ritual therein. The ritual actually has no magic to it whatsoever; it's a hilarious mundane dance that amuses Halaster and involves the kuo-toa unknowingly debasing themselves before a statue.

Changes to DotMM. *Halaster's Game* changes the following details regarding the kuo-toa of this level:

- The petrified otyugh statue of A16 is instead a perfect statue of Halaster, albeit with some strange deformities that better represent Halngaloon, the Mad God.
- Noogaloop is instead creating an effigy of Halaster in Area 21. The kuo-toa *does not* decide on a whim that an adventurer's head must adorn the effigy. Instead, it expects the adventurers to escort him and his warriors to the Grotto of Madness.

HOUSE AUVRYNDAR: SICK, STRANDED, MAD

Our familiar heels have come 'round again: the drow of House Auvryndar. They occupy an outpost, watching the conflict between the kuo-toa and aboleth. Vlonwelv, the matriarch of House Auvryndar, has sent a force to occupy the upper reaches of Undermountain. Melith, daughter of Vlonwelv, commands the drow on this level.

Sick. The drow could never have foreseen the aboleth's arrival and far too many drank from the poisoned River of the Depths. Countless elves have languished in their newfound sickness; even more died to it.

Stranded. The drow had, at first, encountered few losses and planned to attack the victor of the kuo-toa's desperate war. Now, however, they find themselves stranded while Illuun whispers from the dark. These caverns have since become the drow's personal hell. Halaster deactivated the arcane gate that brought the drow here in the first place.

Mad. Without reinforcements, without a means of escape, the drow have had no choice but to hunker down

and wait for salvation—all while supplies dwindle and the aboleth whispers from the dark. In short, the elves are going mad. They're desperate for anything or anyone that can deliver them from this hell.

Changes to DotMM. *Halaster's Game* changes the following details regarding the drow of this level:

- The arcane gate of A11 has been shut off by the Mad Mage so as to strand the drow here.
- Magical communication fails to leave the Twisted Caverns. Spells of *sending* and the like can only be transmitted to creatures within Level 4.
- An exodus occurred, but ended in ruin. Dozens of drow deserted the Auvryndar outpost but only made it to Area 1, the Fungus Forest, before succumbing to the poisoned water or the aboleth's foul disease. Those that survived have already fled to the Sargauth Level above and were cut down by the hobgoblins.

AREAS OF NOTE

The following areas are of note:

THE RIVER OF THE DEPTHS

The river—the mythic River of the Depths—sings in the darkness, sparsely lit by iridescent fungi. In the eerie pallor you can make out dead fish that cloud the river and a thin sheen of slime that coats every inch and stone of this place. The current is too slow to pose a threat—and yet some distant part of your mind shudders at the sight of the water.

To get through this wretched place, all the adventurers must do is follow the River of the Depths' current. It will spirit them away to Level 5, Wyllowood. While the chapter assumes that the adventurers have no means of rafting (and they can secure it by aiding the drow), your players may already have something of the sort, say a magical item like a *quaal's swan feather token*, that allows them to navigate the river.

Depth. Assume that a portion of the river is as deep as it is wide. Areas adjacent to the river may be at water level or tower above as ledges a few feet up.

Special Event. The aboleth's forces slither beneath the waters and can ambush creatures plying the river. See *Ambushed!* in *Special Events* below.

1. FUNGUS FOREST

There's but one way to go and its forward. The passage spirals down into the bowels of the earth, terminating at a forest of fungi. Zurkhwood mushrooms tower over mossy paths that meander through patches of trillium fungi. A river's song roars in the distance, echoing throughout the caverns.

HALASTER'S GAME

The first area of the Twisted Caverns must be wholly committed to suspense. Thus, add the following:

Drow Corpses. Dead elves litter the forest, most clutching at their bellies or drowned in both bile and blood. A foul stench clings to their corpses. No wounds can be found. Before the elves knew of the aboleth, many drank from the River of the Depths and were poisoned by its influence. Others succumbed to the aboleth's foul touch: their skin is translucent and slimy and corroded. These elves literally dried to death, for without moisture their skin could only burn. See the "Tentacle" action in the aboleth statblock for details on this foul disease.

Read the following as the adventurers explore more of the Fungus Forest:

The forest is littered with dead elves, all drow, all clutching at their bellies or drowned in a soup of bile and blood. Those that did not succumb to this... this sickness instead fell to something far worse. Their flesh, you see, is translucent, slick with slime, and mottled with burn marks. What a helluvah way to die.

Lone Survivor. One drow yet lives, but she's doomed to succumb to the aboleth's drying disease. Sarka's her name and she sputters out, "It listens from the tide," before fatally convulsing. Only a *heal* spell or the like of 6th-level or higher can save the elf—and while she'll show her gratitude, once returned to her brethren in Area 11, any loyalty she has to these outsiders dissolves.

2. JIBBER-JABBER

Sometimes true beauty is found only within. Jibber-Jabber is proof of that. While most ettins are foul-mannered, murderous giants, this one is what few folk ever are: content. That being said, Jibber-Jabber has but one desire and it's treasure to ogle. The ettin is friendly and curious, as it rarely gets visitors.

Roleplaying the Ettin. Each of an ettin's two heads has its own personality and mind, so utilize that for Jibber-Jabber. Jibber is quiet and clever (for an ettin) and Jabber is loud and gregarious. If you're capable of accents or voices, assign one to each head.

Special Event. Jibber-Jabber doesn't know what danger lurks below the tide. After the adventurers leave, the ettin approaches the river one too many times and Illuun enslaves Jibber-Jabber. See the Special Event "Jabbering Madness" below for more information.

HALASTER'S GAME

Dead drow are found here as well. Jibber-Jabber, ever sympathetic, did his best to save the elves but was powerless. Their deaths have reduced the giant into a blubbering mess and, when the party arrives, he demands their help, even though it's too late to save the two survivors who are in the grips of a fatal seizure.

Jibber-Jabber does not understand how or why they're dying but mentions the "many little people from the river." He suggests they speak to the Alchemist in Area 4.

3. DEATH FROM ABOVE

The passage is fanged with stalactites. As you crane your neck to view them, a bit of water drips from above, landing on your face. It's thick and cloudy and reeks like a barracks—spittle. Not water, but spittle. The stones rattle above as something squirms—a stalactite comes crashing down and a single eye opens up on its side!

C'mon, you're gonna let only *one* piercer drop? You want an action montage of the party rushing through a passage that's crashing down upon them. Roll initiative for two groups of piercers, four apiece so that one bad initiative roll doesn't render all the piercers impotent.

Tactics. The piercers have already taken the Ready action, preparing to use their Drop attack and continue do so until a creature passes underneath.

4. THE ALCHEMIST

A stone block sits at the center of the cavern, stocked with vials, bottles, alembics, distillers, and other alchemical equipment. Out from a small, makeshift hut comes a robed young man cradling wooden gourds that rattle against his breast. His surprise breaks into a warm smile. "Well, hello there!"

Players are quick to distrust those they meet, and nothing is more suspicious than a friendly young man living peacefully in Undermountain. Fortunately, these aren't the first adventurers to happen across the Alchemist, and it's more than equipped to quash their suspicions.

Hut. Halaster was kind enough to give the Slaad a hut to reinforce the Alchemist's disguise. A *detect magic* spell reveals that the entire hut reeks of conjuration magic, since Halaster snatched the entire thing from a halfling village a week's ride from Waterdeep. The hut is likewise decorated in typical strongheart halfling taste; a halfling character can identify it as such. The hut contains a bedroll, a small stove, and cabinets stocked with untouched rations. Mottled drapes cover the windows—and a smart character might wonder what use those are in a subterranean cavern.

Lost in Translation. Slaad, only speak Slaad. To communicate with other creatures, they rely on telepathy. Alas, the Alchemist can't resort to that, lest its true nature be known. Why else would it brew *potions of comprehension*? It's heavily implied that not only is it under the effects of one when visitors arrive, but it also relies wholly on them to communicate with humanoids.

Thus, whenever the adventurers use slang or colloquialisms, the Alchemist expresses confusion as *comprehend languages* only allows it to understand the literal meanings of words it hears. If the party ever returns unannounced to Area 4, it's possible the Slaad has not drank one of these potions, trapping him in a precarious situation.

11. DROW OUTPOST

The drow that inhabit this outpost had no idea what they'd sign themselves up for. None, not even Melith or Thirza know for certain what lurks beneath the water, but they "hope like hell it isn't an aboleth."

Sick Drow. You can keep the number of forces described in *DotMM* and add dozens of other drow, all too sick to fight. Poisoned by the river or afflicted by Illuun's touch, they rant and rave as death approaches. The drow have some supplies to treat their sick, but Melith has already written these soldiers off. On sweat-drenched bedrolls the elves lie while the survivors watch with grim resignation.

Halaster's Game. The Mad Mage has trapped the drow here by shutting off the gate to Level 2. The surviving drow are desperate to escape but are held in check by Melith, who suspects "the Lover in the Dark" is waiting for them to take to the water.

MELITH AUVRYNDAR

Melith commands an air of confidence and strides out to meet the adventurers at the gate. Thirza is at her side, clinging close enough to suggest the two's intimacy. The other drow look to these two with a tangle of hope and resentment.

Melith can mention any of the following:

- "Something lurks out there. Something that hungers not for flesh but... obedience. Those of mine that have already succumbed to its tyranny call it 'Illuun.' Even more called it, 'the Lover in the Dark.'
- "Listen to me, and listen to me well, adventurers: we're both trapped here. You're a fool if you don't think that *thing* is waiting out there for us, even now. Once you see its jaws or feel its touch, that's it. You won't be dead, but you *will* be done. So, if you want to escape this wretched place, we're your only hope."
- "I've turned to Lolth, but my goddess demands independence. That I prove myself worthy of her love. My sorceress here has turned to our brethren, but the Mad Mage has silenced all magical communication. I've turned to lore and found only the barest hints on what this 'Lover' might be, and I hope like hell it isn't an aboleth."

THIRZA: LOVER AND BETRAYER

Thirza is feared by all. She alone can whisper into Melith's ear, thwarting those that would oppose her and crushing those that try to usurp or surpass her. Though she loves Melith, there's a darkness in the mage's heart, one that her lover would never suspect.

Halaster's Game. Using this variant, Thirza is unable to cast spells of *sending*. Thus, she cannot inform House Auvryndar's matriarch, Vlonwely, of the adventurers until after the aboleth is defeated, after which the Mad Mage grows bored and lifts the ban on the spell.

Ancient Lore. Thirza has spent more of her life studying lore than deploying magic on a battlefield, but even she cannot be certain what Illuun is. All signs point toward an aboleth, but gods know that there are other horrors from the depths, many unknown to both drow or man. She can describe the aboleth in the following ways, provided Melith orders her to.

- Aboleths are tentacled horrors of the depths that predate even the gods arrival to this earth. They enslave other creatures' minds with just a glance.
- The presence of an aboleth poisons natural bodies of water, killing off fish and sickening those that drink from the tainted sources.
- An aboleth's touch begets a foul disease that proves fatal if the individual doesn't remain submerged in water.

11C. ARCH GATE TO LEVEL 2

The gate here leads back to Level 2, Area 5—just outside the Goblin Bazaar. You'll need to refresh yourself on the actions your players took while there and consider the aftermath of the level. Consider the following:

- The Rustbone goblins are (or were) led by Yek, who was transformed into a human by a magic circlet. Other goblins may have asked the party to steal the circlet so their beloved brother would return to his true form.
- Two Xanathar Guild outposts pock the Arcane Chambers. If the Guild was crippled or eradicated, the goblins have claimed the territory for their own. As their territory expands, the goblins might lose sight of their mercantilist focus and return to their warlike roots. Or, a golden age has begun—your choice.
- A wererat gang is led by a drow agent of House Auvryndar and Zhentarim named Rizzeryl. If the Xanathar Guild was defeated, he may have seized control of the Rustbone tribe. If the Guild was defeated in Skullport, he plans to expand the Zhentarim's influence therein.

Halaster's Game. The Mad Mage has no love for the drow and has stranded them in this weeping hell by shutting down the gate. Every time a character feeds a gold coin into the keystone's slot, the gate shudders and produces Halaster's voice. It says, "Undermountain belongs to but one master. Pride goeth before the fall, elf. And you've got a helluvah fall left to go."

Once Illuun has been defeated, Halaster reactivates the gate. There's little point left to his game with it dead.

12. BAT CAVE

The two **drow elite warriors** stationed here apparently welcome the opportunity to practice melee combat—why, though, would they give up their advantage, especially when outnumbered?

Your goal in this area is to provide a challenging environment for combat: the bridge, the ledges, the crevasse all blended together. Make it cinematic.

Drow Tactics. The drow wait for the adventurers to be split across the zurkwood bridge. Ryld is on a ledge 10 feet from the cavern floor; Llauzdrar is on one 30 feet up. Once some adventurers start across the bridge, they fire.

Quaggoth Tactics. The noise is enough to draw the attention of the eight **quaggoths** lurking below in the crevasse who cling to the underbelly of the bridge and the chasm's walls. They nimbly throw themselves across gaps and through the air, strafing the adventurers (and providing opportunity attacks against them). Rule of Cool is prevalent here, as the quaggoths need no ability checks to leap and hurl themselves—consider even bumping up their jump distance to achieve this.

Falling. If a creature falls into the crevasse, they take 4d6 bludgeoning damage. Any remaining **quaggoths** might leap down from above to maul that hapless hero.

13. ZURKWOOD GROVE

What's the point of throwing in **awakened trees** if they can't speak? At your discretion, allow them to speak Gnomish. Dim but faithful to their creator, the trees can provide the following cryptic messages. Perhaps, however, they only treat with druids, rangers, and other characters with a magical or exceptional bond to nature itself—up to you.

- "The water has been fouled and the fish suffer under a dirge. Our father has fled, his work unfinished. The End Times have certainly come."
- "The gray dwarf came armed for murder, and so we gave it to him." (This refers to the duergar lumberman that the awakened trees murdered).
- "The Maiden calls us to Wyllowood. Alas, we cannot reach it... and she yet beckons." (The tree is referring to Wyllow, the primary antagonist of Level 5).
- "A tyrant slithers below the surface, in the blackest depths of the river. In its grotto it lies, coveting all."

15. SLIPPERY SLOPE

Illuun is aware of the adventurers and projects an image of itself in an effort to intimidate them. However, keeping with the "hear, don't see" rule of horror, it's suggested that Illuun merely whisper to the adventurers rather than project itself. Ultimately, there are three options at your disposal, described below. These descriptions are written to be in line with Illuun's "loving tyrant" personality.

Seen. The projection crawls out from the water and confronts them. Read:

Water crashes upon the shore and out from the brine crawls a three-eyed horror with flesh as pale as moonlight. Its fanged maw seems to smile as a voice blooms in your skulls: "Our love will be a beacon that rivals even the brightest stars. Come. The grotto awaits. I await."

Glimpsed. The projection plays out so that the adventurers only catch a glimpse of a tail as the aboleth dives below the waves. Read:

Wet flesh slithers against stone—and as you cast your eyes down the flooded tunnel to the west, you glimpse a finned tail that dips below the waterline.

Heard. Illuun projects itself close enough so as to telepathically whisper to the adventurers, gleaming their greatest desires. It keeps the projection below the water, hidden below the surface. Read:

The waters lap gently against the shore of a tunnel to the west... and out from it drifts a whisper so sweet it makes you shudder with a tangle of fear and need:

"Embrace me and live forever."

16. GROTTO OF MADNESS

The waters lap gently against some far-off shore at the heart of this lightless grotto. All's quiet. All's still. Dread chokes your heart while your mind shudders beneath some looming shadow—a psychic presence you can't shake, a gaze you can't escape. That velvet voice slithers through your eyes to deep into your skull once again:

"We will be one."

The adventurers have come to Illuun's waiting arms at long last, and together, with the **aboleth's** three **chuuls**, Illuun shall usher in a new age, a golden age.

Halaster's Game. The otyugh statue on the island instead depicts the Mad Mage perfectly.

TACTICS

You owe it to yourself and your players to make this fight as vicious as possible. Hold nothing back.

Illuun's Tactics. A legendary creature, keep in mind the following for the **aboleth's** tactics:

- Don't forget legendary and lair actions!
- Illuun and its minions prefer to fight in the water.
- Despite coveting the adventurers as its newest disciples, Illuun is ready to kill those necessary and enslave any survivors once they're weakened.
- Illuun attacks well before the adventurers reach the island, knowing that once they're on land, it will be disadvantaged.
- Illuun thwarts characters on land by using a lair action to cause the tide to pull them into the lake.
- All the aboleth's attacks have a reach of 10 ft., forcing it to come close to the water's surface and to beach itself if the adventurers are on the heart of the island. Thus, it's imperative that Illuun uses his Enslave ability early to split the adventurers.

- If it seems that an enslaved creature is about to be freed or killed, Illuun targets it with Psychic Drain legendary action so as to regain hit points.
- With a +5 to Strength (Athletics), a reach of 10 ft., and three Tentacle attacks, Illuun makes ample use of grappling weak creatures and pulling them into the water if its chuuls haven't already.
- Illuun *wants* a character to touch or attack it while in melee range underwater, so as to infect them with its Mucous Cloud feature. If infected, that character can only breathe underwater—thus limiting them to Illuun's home turf.
- Using a lair action, Illuun creates illusory boats or islands that the adventurers might make for, only to find out the hard way how wrong they were. Alas, those that fall prey to *phantasmal force* always rationalize why things didn't pan out...

Chuuls' Tactics. The **chuuls** are completely in sync with their master's stratagem. Keep these in mind:

- The chuuls attack the weakest targets (already determined by Illuun), hauling grappled characters into the water and paralyzing them with a Tentacles attack.
- Invisible or hidden (if it has a magic item) characters can't hide from a chuul, per its Sense Magic feature.
- The two chuuls from Area 17, if alive, reach the Grotto of Madness on the third round of combat.

Additional Forces. If you find that your adventurers are wiping the floor with Illuun and its chuuls, add 1d4 creatures randomly composed of **drow**, **kuo-toa**, or **trologdytes** (all enslaved with a DC 14 Wisdom saving throw on taking damage to break free).

HALASTER'S GAME

If you use the variant described in this supplement, Noogaloop, the **kuo-toa archpriest**, a **kuo-toa whip**, and three **kuo-toa** tag along with the adventurers as they invade the Grotto of Madness. They're effectively noncombatants, for their entire turns are consumed by performing a ritual to regain their god's favor. Noogaloop leads the three kuo-toa in the ritual while the whip stands guard. Noogaloop must perform the ritual for three consecutive rounds; if he becomes incapacitated, the ritual is interrupted and must be started anew.

The Ritual. The ritual is completely mundane and requires no magic at all, but Noogaloop adds his own flair anyway. A character that observes the kuo-toa realize that this dance is just an abasement: the fishfolk debase themselves before their god with gestures that would otherwise be mistaken as a jest.

Salvation. If Noogaloop successfully performs his ritual, the Mad Mage's theme song plays: the kuo-toa has "won" Halaster's Game. Read the following:

Music thunders throughout the cavern; Illuun's conscious, a constant presence you can sense like a looming shadow, shudders, dwindles. Halaster Blackcloak's voice booms:

"Well done! *Well done, Noogaloop!* My man, my *star!* You've gone and won my game! Never shall your great people forget your name, for paradise is theirs at last! Your faith has been rewarded, your devotion rewarded, your foolishness—rewarded!"

A wind ripples throughout the cavern, a violet tempest that encircles the kuo-toa, spiriting them into the air. With the crash of thunder, a rift materializes above: you catch sight of some angelic grotto lit by a swollen moon. That violet tempest hurls the kuo-toa through the rift and into that watery paradise yonder—and just as quickly as it came, the portal snaps shut and winks out of existence. The music comes to a shuddering halt and the Mad Mage's voice evaporates.

Halaster teleports Noogaloop and any other kuo-toa out of the Grotto of Madness to a pocket dimension. If the adventurers return to Area 20, they find all the kuo-toa gone, also spirited away to that realm.

17. PICK AND CHUULS

Assuming the adventurers approach this area by raft or boat and have a light source, read the following:

A thin film of slime on the surface gleams in your lamplight as you make your way through the flooded passage. Stalagmites jut out like fangs and a rusty miner's pick lies buried in the wall, just above the water line.

The two **chuuls** lurking here have advantage on Dexterity (Stealth) checks to remain undetected. When they attack, read the following:

A whisper crawls up your spine and into your mind:

"They love me. So shall you."

The waters ripple, churn—and some foul crustacean bursts from the depths, its pincers reaching out for prey all while its tentacled maw clacks amusedly!

ILLUUN'S PROJECTION

Once the chuuls are slain, Illuun projects itself into the passage. However, unlike in *DotMM*, Illuun, as the archetypal loving tyrant, instead *invites* them further on into its lair. Read the following:

Just as the last monster falls below the tide, the waters are consumed by a viscous ichor. An eye gleams just above the waterline, followed by two more as this *thing* rises above the surface. Rows of fangs line its gaping maw and its tentacles gently caress your vessel. Its voice blooms deep within your skulls, a velvet whisper timed perfectly with your heartbeat:

"Come. Deeper on, I await. We'll be together at last—and never will we part."

Having seen the adventurers, the aboleth gleans their greatest desires and uses it to its advantage. This can take the form of additional dialogue, visions implanted in a character's mind, or a sudden urge or yearning that chips away at the heart. Go nuts.

20. KUO-TOA REFUGE

The cavern reeks with sickness and shines with slime, that ubiquitous slime coating every surface. Caltrops made of sharpened bones litter the beachhead while the few kuo-toa fighters left sway like drunkards after a hard night. There's a chorus here, a chuffing chorus. Fishfolk breathe in ragged breaths, their gills swollen and red, languishing on wooden pallets.

You can inflate the number of kuo-toa here (from thirty-two) to impress your players. Additional kuo-toa are too sick to fight and are effectively noncombatants.

21. ARCHPRIEST'S CHAMBERS

Chanting echoes across the cave as a corpse-stench assails your senses. Rotting in piles are the mutilated remains of monsters: troglodytes, darkmantles, a bugbear, hook horrors, and carrion crawlers swarming with maggots. At the center of this morgue is a robed kuo-toa working on a macabre effigy made of corpses.

Noogaloop, the **kuo-toa archpriest**, labors over his effigy. He can explain any of the following to the adventurers:

- The "tyrant of the deeps" came from upstream a few weeks ago. It started out slow and cautious, only whispering to a few kuo-toa and picking off lone stragglers. Once these few were enslaved, it sent them to "proselytize [it's] heresy" to the tribe.
- After its initial messengers were imprisoned or banished, the "tyrant" began to whisper directly to Noogaloop and other prominent members of the tribe, promising its "love." Some obliged. Some were kidnapped by its thralls and thrown into its arms.
- The drow arrived three weeks ago. After an initial assault against the kuo-toa, the "tyrant" arrived, ushering in an unofficial armistice.
- Noogaloop's dreams are haunted by the tyrant. It can be described as a three-eyed horror with moonlit flesh and poisonous tentacles.

HALASTER'S GAME

The kuo-toa instead worship Halaster Blackcloak himself. This "god" has told Noogaloop that, if an effigy of him is brought to the Grotto of Madness, and a ritual is performed, the Mad Mage will deliver the fishfolk from this hell.

If you use this variant, the following changes have been made to this area:

God Statue. The statue is made of zurkhwood planks glued to a bugbear's spine with the limbs of a troglodyte. A beard of moss hangs below the rusty lantern, in which the Slaad control gem rattles.

Sacrifice. Unlike what's written in *DotMM*, the archpriest doesn't seek to decapitate one of the adventurers to replace the effigy's head. He instead fully expects the adventurers to escort him to the Grotto of Madness to perform the ritual.

Once the adventurers see the makeshift effigy, or the archpriest explains the situation, the Mad Mage speaks telepathically to the adventurers. Read:

That voice again. The voice of the Mad Mage, this time... with a hint of embarrassment:

"See, this is the part of the story where I experimented with religion. Namely, creating one. Alas, somewhere between worship and ritual sacrifice, my disciples got it wrong. I said, 'love thy labors,' not 'thy neighbor.' And they welcomed that new neighbor with open arms—right up until it shattered their minds and made them slaves."

22. HOOK HORROR HOMESTEAD

Claws scrape against stone and strange clicking noises echo off the cavern's walls, blending together into some eerie concert to which you're the only invitees.

While the seven **hook horrors** know better than to attack large groups of individuals, if the party is wounded up the beasts might abandon caution.

SPECIAL EVENTS

You can run any of these events for Level 4:

AMBUSHED!

From nowhere but the depths of your mind comes a whisper:

"You would leave me? You would forsake my love?"

If your party prematurely attempts to leave—or whenever they're on the water—you can ambush them, ensuring the destruction of their raft. While Illuun is written in *DotMM* to prefer the adventurers leaving its domain, that wouldn't be in line with the loving tyrant we've written it to be.

First come the aboleth's whispers then its forces. Inevitably a force of six enslaved **kuo-toa**, an enslaved **kuo-toa whip**, and a **chuul** ambush the adventurers. They make good use of their spears to punch through the vessel's hull and their nets to haul characters into the water. Every time an enslaved kuo-toa takes damage, it makes a DC 14 Wisdom saving throw, breaking free from Illuun's control on a success. They swim towards Area 20.

If their vessel is mundane, the creatures first breach the hull. If the vessel is magic, the chuul snatches at its keel with its pincer and smashes the vessel into a rock outcropping, arresting its movement. Creatures aboard must make a DC 14 Strength saving throw or fall into the water.

Poisoned Waters. Characters that swallow the river water must succeed on a DC 12 Constitution saving throw or be poisoned for 10 minutes. This sudden illness is followed by vomiting after six minutes.

JABBERING MADNESS

Jibber-Jabber roamed near the river one too many times and has now paid for that mistake with its will—but only Jabber's mind has been enslaved. Jibber, the timid head that always took a backseat in sharing the same body, now must witness Jabber's blooming madness. The **ettin** now rampages through the Twisted Caverns, smashing or capturing itinerant drow all while searching for the adventurers—whom Illuun wants brought to the Grotto of Madness.

When. This event occurs at least eight hours after the adventurers first arrive to the Twisted Caverns. Should they leave and return, it becomes inevitable.

Where. This event can occur in several areas. The most cinematic area is Area 12, the Bat Cave—Jibber-Jabber leaps across the crevasse and brings his morningstar down on the closest creature.

Additional areas include his lair (A2); the Mad Wizard's Retreat (A7) wherein he attempts to capture Darribeth Meltimer the **mage**; and the Crossroads (A8).

Freeing Jibber-Jabber. Every time the ettin takes damage, it can repeat a DC 14 Wisdom saving throw to shake off the aboleth's chains. Otherwise a spell that removes the charmed condition such as *greater restoration* also frees Jibber-Jabber.

TAINTED LOVE

Rarely do players encounter actual disease and the ones inflicted by an aboleth are too juicy to pass up. While the adventurers are near or on the River of the Depths, Illuun passes unseen in the dark waters below. It makes a few tentacle attacks from below the surface. It aims not to kill or maim, but only infect characters with its disease (see "Tentacle" attack in its statblock), so negate any bludgeoning damage on a hit.

EPILOGUE

Once the adventurers have cleared this level, they should progress halfway to 9th-level.

Use the narration below to cap-off your final session in the Twisted Caverns, before the adventurers descend to Wyllowwood. Unlike in other "episodes" of *Dungeon of the Mad Mage*, Halaster has no send-off for the adventurers, for it was not them playing his game but the kuo-toa instead.

THE STANDARD SEND-OFF

This send-off assumes *Halaster's Game* was run.

Despite all attempts to steel yourselves, the Mad Mage has once again crept up to your shoulder and surprised you with yet another twisted secret of his. To think those fools would worship him. To think that he would abandon them to such an insatiable tyrant. Did it amuse him? you wonder. Had to. Of course, it had to. All of Undermountain is a series of failed experiments made only to entertain the Mad Mage. You're just the latest one.

LEVEL V: WYLLOWWOOD

"Walk lightly, my contestants—for Willowwood is not part of my game but hers," – the Mad Mage

QUICK NOTES

- This level is an exercise in restraint. The adventurers will find themselves facing a druidess whose power dwarfs theirs in a terrain that happily bends itself to her will. They must navigate this Woodland Queen's draconian laws or face her wrath. You as the DM *want* them embroiled in this conflict, as it offers a unique foe capable of unchecked guerrilla warfare, an antagonist deluded by her own sense of "justice."
- Willowwood is a narrative chapter, not an exploratory or combat-oriented one. It's divided into several acts, described below.
- It's autumn when the party arrives. Day is darkening into dusk and a full moon is due to rise.
- Your adventurers are likely wounded from Level 4. You want to steer them towards taking a long rest once they reach Willowwood, but only after meeting Willow, as many of the Special Events written in this supplement should occur at night or while the adventurers are resting. Steer them into waiting until Act III: Omens by Second Light.
- Tunnels on this level lead to Levels 6 & 7, and the adventurers are free to use them. If you don't want them skipping this level, force them to require Willow's permission to leave, lest they incur her wrath. See Act II under "A Web of Dread." Alternatively, cause rocks to fall, blocking the way.
- Three of Halaster's gates are on this level: one to Level 2, one to Level 3, and one to Level 6. As for the latter, the party is too low level to open.
- There are **cloakers** in Area 4. They can speak in both Deep Speech and Undercommon, so prepare some dialogue if the party can speak either those two languages or use what's provided in this supplement.

HALASTER'S GAME

As described in the previous edition of *DotMM Companion*, the Mad Mage has been written in the spirit of a deranged gameshow host.

On this level of Undermountain, however, Halaster takes a backseat. At most, he appears only to share the backstory of Willow—preferably as the adventurers are resting at night. See *Halaster's Visit* in "Special Events" under *Areas of Note* for more details.

WYLLOW: A HIDDEN EVIL

Willow is a fantastic villain for but one reason: no one ever suspects druids being capable of evil. And make no mistake: that elf has *great* evil in her. Her alignment may officially be chaotic neutral, but hunting down adventurers, promising genocide, and eradicating a cult for the lowly mistake of hunting too many boars does not make for a good-hearted person. Alas, Willow *believes* herself to be just and right—and *that's* what makes her evil, what makes facing her so daunting.

ROLEPLAYING WYLLOW

Willow is a creature of unparalleled kindness—for wildlife. People, however, stoke the coals of her paranoia and remind her of all she's lost. She nurses two fears: growing attached to another person; and realizing that the awakened sycophants she's surrounded herself with aren't enough to satisfy.

On the Dragon. The party might be shocked to learn that the druidess considers the dragon a valued member of the forest. Willow demands that visitors show "Tearulai" due respect and warns them from trying to steal its treasure.

On the Werebats. Willow describes the werebat goblins as insatiable vermin. They have no "natural" place in her woods but were tolerated until recently. Gluttony will prove to be their undoing, and though they banished Vool, the most voracious of all werebats, Willow sees it as only a matter of time when the werebats overfeed again, especially when their young grow up. Willow now wants them gone. Permanently.

On Her Crimes. That's the thing. Other than the death of her late husband, Yinark, Willow sees none of her deeds as wrong. Killing Crissann was a necessity, as his mind had been bent by Halaster. Slaughtering the Cult of Malar was justified, for they abused the forest's wildlife. And the adventurers? They all had it coming. Willow doesn't lie or cover up her deeds but instead owns them—with pride.

On Druids & Rangers. Despite her vow—sworn after Crissann's death—to never let a mortal touch her heart again, Willow still yearns for companionship. The trouble, she rationalizes, was being with men of the blade or the Arcane. If any of the adventurers are druids, rangers, or even Nature clerics, she may seek them out as a consort, offering them a place in her sanctum.

A WEB OF DREAD

Wyllow will not be met just once by the adventurers, nor should her evil be immediately known.

So, how do we weave a web in which the party will find themselves trapped? First, we play upon the stereotype of a druid and the party's assumptions (druids are all peace-loving hippies, right?). Then we paint an innocent body as a foe: the werebats. The goal is to push the party into always siding with Wyllow, to never suspect her of evil, to accuse *others* of whatever heinous crimes they find evidence of.

Consider the entirety of Wyllowwood and this level's story to be divided into the following acts:

I. ARRIVAL TO WYLLOWWOOD

The adventurers reach the splendor of Wyllowwood. The shock of its beauty will be thawed soon enough when they realize this isn't the idyllic wonderland it's painted as. They first find Wyllow's sign in Area 2, then the discarded objects in Area 5. This is necessary foreshadowing of Wyllow's evil—but to foil it, Tearulai, the **young green dragon** is seen soaring above the canopy to his platform (Area 9).

II. AUDIENCE WITH THE WOODLAND QUEEN

The adventurers find themselves face-to-face with Wyllow in any of the following ways:

- The party sights the tower (Area 6) and may press on towards it. Or, a sparrow under the effect of an *animal messenger* spell invites them to visit. Sky's the limit, right?
- While traveling along the river or through the woods, they find Wyllow bathing. Ever confident, she emerges from the water to greet the party, inviting them to her tower for a "more formal audience than this." She takes her leave by shapeshifting into a raven and making for Area 6.
- The adventurers come across a glade in the woods. Napping at its center or in the boughs of a tree is Wyllow. If woken, she smiles and greets the adventurers, inviting them to her tower. She takes her leave by shapeshifting into a raven.

Once the adventurers meet Wyllow at her tower, she introduces herself and explains just how a forest has thrived so deep underground. So long as the adventurers don't harm the forest or its wildlife, she guarantees them safe harbor.

Leaving Wyllowwood. While all those that enter Wyllow's demesne can find peace and can peacefully leave, this supplement has twisted that. Entering Wyllowwood is easy; leaving requires the druidess's permission, which she only grants if the adventurers wipe out the werebat colony in Areas 12-16. Wyllow describes them as parasites that have fed too gluttonously and as "criminals" that disobey her laws. See Area 6A in *Areas of Note* for dialogue and details on this quest.

All werebats, Wyllow insists must be put to the sword—and little do the adventurers know now that that includes the children too. If the adventurers refuse to cut down the babes and return to her, they incur Wyllow's wrath. See *Wyllow's Hunt* below.

III. OMENS AT SECOND LIGHT

After meeting with Wyllow and accepting her quest, the remaining omens must be broadcasted to the adventurers. They serve to sow doubt in the players' minds and to push them into questioning Wyllow's morality—or side with their preconceived notions on druids. See, every time they're confronted by the evidence of Wyllow's dark deeds, they should wonder: was it the druidess or the dragon or some other outside force? Surely sweet little Wyllow couldn't be capable of this.

The following omens are left to be seen:

Alcoves of the Dead. In Area 7 lie the skeletal remains of sixty humans. Alas, no burn or weapon marks mar the corpses, suggesting they died from something toxic. Didn't the party already catch sight of a green dragon nearby?

Malar's Haven. The abandoned complex (Areas 18-20) once housed by the cult of Malar should force the characters to wonder what tragedy befell them. After all, all possessions lie untouched. It's as if the people never knew what hit them.

Vool the Outcast. Having seen the visitors enter this domain, the **werebat** pariah seeks them out. The most optimal time is if the adventurers camp out for the night, but the werebat is desperate enough to enter during the daytime, shielding its sensitive eyes from the sunlight above. See *A Desperate Vool* in *Special Events* under *Areas of Note* below for details and dialogue on this occurrence.

IV. VALDEMAR'S LAST-DITCH EFFORT

Sensing visitors to this realm, Valdemar, the **young green dragon**, uses the last of its will to send secret messages to the adventurers by reshaping twigs and leaves or by leaving whispers on the wind. All say, "Free me. Please." Pepper them in as you see fit.

Should they free Valdemar by pulling Tearulai from its skull, the dragon promises its wrath if the party confronts Wyllow. This is a lie—unless the battle overwhelmingly turns in the party's favor. With Wyllow dead, the dragon will rule this land.

If Wyllow learns that the adventurers have freed Valdemar, she sets out to destroy them.

V. WYLLOW'S WRATH

At last, the climax of this level. The adventurers incur Wyllow's wrath—or confront her over her many crimes—and must face a guerrilla fighter armed with the entirety of the forest. See *Wyllow's Hunt* for the play-by-play of how this turns out.

WYLLOW'S HUNT

When the adventurers incur Wyllow's wrath, her "justice" is swift and brutal. A sadist deluded by her own lies, this predator hunts down the party in a myriad of ways. Facing her is a lesson in guerrilla warfare, for this one-woman army is a nightmare to behold. Never will they face her in a stuffy room or enclosed environment and *never* will she offer them a fair fight.

Wyllow stages a series of ambushes, mainly determined by location or your own whimsy. The adventurers will lack for an easy battle, for the druidess strikes surgically from afar, armed with potent magic, loyal servants, and a terrain she knows better than anyone. This confrontation is not so much a battle but a desperate escape from the druidess's wrath, punctuated by motes of fire and fanged beasts.

Calendar Stone. When Wyllow begins her hunt, she visits her tower (Area 6) and sets the Calendar Stone to night (if any of the adventurers lack darkvision) and winter to sap their energy, turning all of Wyllowwood into an area of extreme cold. It will take a day or two for snow to fall, but she doesn't need it to. She herself is immune to the cold, anyway.

Extreme Cold. Every hour a creature exposed to the cold must succeed on a DC 10 Constitution saving throw or take one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Tactics. Wyllow is a seasoned veteran of a harsh world and has defeated countless foes in her time. She's no stranger to combat and abides by the tactics below. She also has shapeshifting (with up to CR 6 elementals and beasts) at her disposal and favors a few forms, the statblocks of which have been provided in Appendix B.

- Before ever fighting, Wyllow casts *foresight* on herself and collects the crystal bulb from Area 6G that summons Halaster. If she has an hour to kill before attacking the party, she also attunes to the *hide armor of lightning resistance* in 6B.
- If near death, Wyllow plants the bulb that summons Halaster Blackcloak, begging him to save her.
- Wyllow never fights fairly. She utilizes her darkened demesne and sends her loyal beasts to fight in melee range for her.
- Wyllow can cast spells while in her Wild Shape!
- Druids are masters of guerrilla warfare. Wyllow hits and runs—constantly. If things turn south, she retreats, knowing she will outlast and outsmart her foes.
- Armed with shapeshifting, Wyllow has three separate pools of hit points—more than any boss would have.
- **Wild Shape.** In the form of an **earth elemental**, Wyllow ambushes prey with the Earth Glide feature.

- **Wild Shape.** In the form of a **giant eagle**, Wyllow swoops down and scoops up weak prey, then flies up to 100 feet where she then drops it.
- **Wild Shape.** In the form of a **giant shark**, Wyllow attacks prey that are on the water, aiming to at first destroy whatever vessel they have.
- **Wild Shape.** Wyllow, in the form of a white panther (using the stats of an **allosaurus**), her **displacer beast**, and a pack of **blink dogs** ambush prey.
- **Wild Shape.** If her prey flee or if she's cornered, Wyllow assumes the form of a white stag (using the stats of a **triceratops** but with a size of Large, not Huge).

AMBUSHES

Wyllow prefers to stage a series of ambushes against the party, rather than face them in a single titanic fight. Whenever an ambush turns south, Wyllow retreats only to attack a few minutes later.

By Fire Be Purged! Wyllow entraps the adventurers with a *wall of fire* spell, cast from 120 feet away: 50 feet up in a tree, 100 feet away. Creatures that enter the ring take no fire damage, and so, Wyllow sends four awakened **brown bears** and an awakened **elk** through the wall to attack the adventurers. On her second turn, she unleashes a *firestorm* spell, choosing that local plant life is unaffected. Future turns are spent casting *produce flame* and maintaining concentration on *wall of fire*.

Ride of the Valkyries. While in the form of a **giant eagle**, Wyllow is accompanied by eight **giant bats**. She swoops down and attempts to grapple the weakest character, then flies up to 100 feet up and drops her prey. Just for added flavor, Halaster chooses this moment to drown Wyllowwood under *Ride of the Valkyries*. Play the song at your tabletop during this encounter.

She's in the Trees! Using the *tree stride* spell, Wyllow rains hell on the adventurers from afar while a pack of five **blink dogs** strafe the party. Every round of combat, Wyllow teleports to a new tree, appearing 50 feet up amongst the boughs and branches and uses the *produce flame* cantrip (dealing 4d8 fire damage on a hit).

The Trees Have Eyes—and Fists. The adventurers enter a grove secretly composed of eight **awakened shrubs** and three **awakened trees** which attack. Wyllow appears, using her actions on a *sunbeam* spell, aiming to capture as many of the adventurers as possible.

OTHER CONSIDERATIONS

Consider the following, as both phenomena can impact your campaign:

WEREBAT LYCANTHROPY

If they face the werebat colony, one or more of the adventurers may become cursed with lycanthropy. It is, however, your game—just because a werebat lands a bite doesn't mean a character has to or gets to roll to become cursed. If you do call for it, do so sparingly as nothing causes a game to jump the rails more than giving immunity to nonsilvered, nonmagical attacks to a player character. If, however, an adventurer is cursed, you can play with it in several ways:

Wyllow's Wrath. Sour over their past behavior, Wyllow will not tolerate any more lycanthropes in her domain. She demands the cursed character submit to a cleansing ritual in her tower or be banished from her demesne.

An Excuse for Bloodshed! Hey, if one character is virtually immune to most attacks, that just means you can amp up combat from here on out, right? Halaster telepathically tells them, "Now that you're cursed, I have no excuse to hold back. Enjoy!" You, as the DM, now have carte blanche to add all sorts of baddies to future encounters.

Halaster's Prank. Halaster can cause a ray of sunlight to always shine above the lycanthrope, disadvantaging it per the Sunlight Sensitivity trait.

TEARULAI: THE EMERALD BLADE

Your campaign might be drastically altered if the adventurers take Tearulai, the sentient sword of sharpness lodged in the green dragon's skull (see A9). Not only is it an incredibly powerful weapon, it also has the will and drive to return to the place of its creation—with its wielder forced to come along for the ride.

If the adventurers claim this sword, you must be prepared for the campaign to take a sudden detour as Tearulai attempts to return to Myth Drannor by means of its wielder—or just scrap that entirely. It would be far less disruptive to your game to give Tearulai patience, but then there's no danger or drawback to using the sword.

Assuming you keep this danger in play, if its wielder's goals run counter to its own, Tearulai attempts to take control of its wielder (subjecting it to a DC 17 Charisma saving throw). On a failure, the wielder is charmed for 1d12 hours, during which Tearulai attempts to reach the surface, using *transport via plants* to Myth Drannor.

Personality. Tearulai admires great beauty, music, fine art, and poetry. Vain, the weapon strives to improve its appearance. It craves gemstones and seeks out better ones with which to adorn itself. Most of all, it longs to return to the forests around Myth Drannor, where it was created.

AREAS OF NOTE

The following areas are of note:

1. THE RIVER OF THE DEPTHS

The River of the Depths twists below the mountain, sometimes lit by iridescent fungi but more often cloaked in darkness. The farther on you go, the quicker it grows until the waters swell into rapids and its roar into thunder.

SKILL CHALLENGE.

If the party arrives to Wyllowwood by means of a boat, you can kick off this level with a skill challenge. The river hits nasty rough water before spilling out into this idyllic wonderland. The party must navigate the rapids.

What's This Then? Skill challenges are a relic of 4th Edition that recently made an unofficial comeback in 5E. Rather than fight, players must navigate a danger through their skills (making ability checks) Many prominent figures in the D&D community, such as Matt Collville, have discussed implementing skill challenges in 5E. Check them out if you have further questions.

Rules. The party must succeed on four ability checks before failing three. Once a character has used a specific skill, they personally cannot use it again for the remainder of the challenge. This is to spur creativity and not let the rogue repeatedly use his +9 Acrobatics skill. Players suggest skills to overcome obstacles, such as Perception to sight the stalactites ahead before hitting them. At your discretion, a player can only use a skill they're proficient with, so as to lend importance to it.

Conducting the Challenge. The challenge is divided into obstacles, described below. Roll initiative simply to have an order for the players to go in. They don't need to adhere to the order, but it does help critical thinking. On their turn, each player suggests a skill or tool to overcome an obstacle. Not coming up with a solution carries no penalty, unless *no one* can, in which case the party accumulates one failure—the price of indecision.

Failure. Failing an ability check merely means the vessel takes damage. On the third failure, the vessel is destroyed, and the characters are overcome by the rapids. Eventually, they spill out into Wyllowwood after suffering 4d8 bludgeoning damage.

SUGGESTED OBSTACLES.

The following obstacles have been written for you; replace them as you see fit. The DCs of all ability checks are left up to you, though they ought to be high considering the party is 8th level.

1. Rough Water. The party encounters rough waters that soon swell into rapids. Suggestions include vehicle (water) checks or Survival to navigate the channel without crashing into rocks.

2. **Grimlocks!** A band of **grimlocks** are spearing fish along the river. Suggestions include Stealth to remain undetected (as grimlocks are blind); Performance to sound like a predator; Perception to detect them long before they can; or Sleight of Hand to toss an object so as to distract them. On a failure, the grimlocks hurl four spears (+5 to hit, 1d6 + 3 piercing damage) at the characters or their boat.

3. **Breached!** The hull is breached by stones below the surface and water fills the vessel. With a successful Sleight of Hand check, one could be quick enough to bail water, while carpenter's tools could patch up the hole, provided there's adequate material.

4. **Stalactites!** Stalactites hang from the ceiling and are avoided—but where there are stalactites so too are there stalagmites, likely under the water's surface. Characters proficient in Nature or Survival are likely to know that, and you can call a check for it, rather than the players suggesting it.

5. **Capsized!** The river takes a sudden turn and the vessel crashes into rocks—not enough to arrest their movement but to overturn the boat. Suggestions include Athletics to overpower the momentum or snatch a falling comrade; or Insight to predict it.

6. **Illusory Hydra.** Halaster manifests an illusion of a hydra, whose many heads rise up from the waters. The beast opens its maws and acid boils up from its legion throats—but true hydras don't spit acid, and a discerning character can make an Arcana or Nature check to know that; or an Investigation check to see through the Illusion (DC 16). All these checks can be called for by you, rather than be suggested by the players. If characters bail from the boat or attack the hydra, they accumulate a failure—for it was all a ruse to distract them from a waterfall that Halaster has cloaked and silenced under an illusion. A waterfall that was otherwise easily navigable given time and effort.

2. FOREST

The river spills out into a vast cavern—no, not a cavern but a valley green with life: trees dyed in the autumnal shades of yellow and orange, and brush as thick as a vagrant's hair. You hear birds singing on the wind—yes, that's right, actual *wind*.

You cast your eyes skyward, and lo' and behold there shines the sun. The actual sun. A breeze kisses your clammy skin and promises well-needed respite. Can this be real?

As if it to answer your question, there on the pebbled banks of the river stands a wooden sign upon which a warning has been written in three languages:

BEHOLD WYLLLOW'S WOOD. HARM NOT, LEST YE BE HARM'D.

Once your players express their skepticism about this place, on whether it's real, add this in for atmosphere:

Your surprise is immutable, the splendor of this place titanic. Your very heart shudders. Is this paradise? A pocket of paradise shelved between the oppressive shadows of Undermountain? Surely it must be a trick. Surely. And yet it still draws a tear to your eye to see even a shadow of the world above you left behind.

2A. RIVERSIDE FOREST

The pebbled beaches rise from the River of the Depths to towering pines and great oaks whose tangled canopies block out the sun. Down the river, bears fish in the shallows while the birds above sing together.

Green Dragon. While the adventurers are here, they glimpse the dragon flying out from the west, until finally settling on the platform of Area 9 to the south.

2B. ETTERCAP FOREST

Deeper through the woods you delve until all around you are webs. Webs as thick as a mother's love. Webs festooned with desiccated beasts cocooned in silk.

Fighting the **giant spiders** is a Catch-22, for Wyllow "considers these creatures to be part of Wyllowwood's natural ecosystem," as written in *DotMM*. It can be assumed that that means killing even one provokes Wyllow's wrath. It's up to you to enforce that, however.

2C. MOANING FOREST

Wind ripples through these woods, and on it rides an odd sound. A moan. An incessant and eerie moan that drifts far from the northwest. Curious and cautious, you continue through the brush.

There it is again ... But as you scan the woods, your eyes fall west where a stone tower stands before the setting sun. Stony boughs made to resemble branches protrude from its walls and darkened figures hang from these crumbling limbs like ornaments. Bats? Birds?

2D. OLD GRAVE

Thin rays of light penetrate this ancient grove. The trees above are bearded with moss but those closer to the ground are burned and long-since dead. Between them lies a gravestone carved in the likeness of a rose. It reads: "HERE LIES CRISSANN, HUMAN FRIEND AND COMPANION."

Your adventurers might find this place naturally or be led by the **will-o'-wisp** that haunts this place. See *Special Events* below for more details.

Roleplaying the Will-o'-Wisp. Remember that these malevolent spirits are intelligent undead and speak the languages they knew in life. This one, however, is obsessed with revenge, not suffering. It has a shard of Crissann's personality and is not one for lengthy conversation. Rather than attack the party for refusing to kill Wyllow, it's recommended that it instead turns invisible and continues to rant and rave about how "the elven witch" must be put down.

2E. WESTERN FOREST

The forest gives way to silence. Your feet crunch beneath twigs and autumnal leaves. Amidst the brush you find an elk carved from stone. Its hind leg is missing, and the years have worn down much of its antlers, but other than that, the detail is remarkable.

The basilisk lies buried nearby under mud and leaves, with all but its eyes and snout uncovered and can only be detected by characters with passive Perception scores of 20 or higher (although noticing its eyes leaves one vulnerable to the Petrifying Gaze, as they might find).

The basilisk doesn't just jump out at the adventurers. In fact, it never moves or betrays its location until harmed. It just matches eyes with a character and uses its Petrifying Gaze feature to force the character to roll a DC 12 Constitution saving throw. *Do not* tell your players anything, just force the roll. On a failure, read:

Your body seizes, tightens. You try to flex your fingers and find them stiff instead. You hear... a sort of crackling. Your eyes dart down to your hands and with mounting horror you realize your body is turning to stone.

Turning to the Queen. If a character falls prey to the basilisk's petrification and the party lacks the *greater restoration* spell, they can turn to Wyllow for aid. Alas, this favor is anything but free and the druidess has the party agree to wiping out the werebat colony in Areas 12-14 first before casting *greater restoration* on the petrified character. As added insurance, she leaves a portion of the character's body as stone, such as an arm or hand until their "debt" is paid—to the tee.

AUDIENCE WITH THE WOODLAND QUEEN

While the adventurers are traveling through the woods, they may come face-to-face with Wyllow. Choose either of the two options written below.

Nymphic Meeting. The party finds Wyllow as she bathes in a nearby spring. Once seen, she confidently introduces herself and invites the party to her tower to the west for "a more formal audience." Read the following:

As you comb through the woods you hear a seraphic voice humming on the wind. You break through the brush and find a spring dazzling under the sunlight. Bathing in its waters is an elven maiden of such unimaginable beauty you find yourself thinking it *must* be a glamour. The water itself bends to her will, snaking up to wash the dirt from her pale flesh and sweep through her raven-black hair.

A Brief Respite. The party finds Wyllow napping in an idyllic glade. She invites them to her tower after a brief introduction. Read the following:

The woods give way to a glade serenaded by two blue jays. Their duet, however, falls short once you emerge from the brush. The silence swells, interrupted only by the snoring of a young elven lass laying amongst the branches of a great oak.

3. GUARDHOUSES

On higher ground squat two stone guardhouses braided with moss and vines. Marble walkways at least twenty feet from the forest flower converge on this knoll, snaking out in all cardinal directions. To where they go, you don't yet know but clearly someone, or many someones, have brought a shred of civilization to these strange woods.

3B. SOUTH GUARDHOUSE

Arch Gate to Level 2. Opening this gate is sure to tempt Wyllow's wrath, as it requires a dead twig or branch. Perhaps the druidess won't notice?

The gateway leads to Level 2, Area 12, a dwarven smithy just outside the Goblin Bazaar. Refresh yourself on the past antics of your players while they were there, and consider the following:

- The Rustbone goblins are (or were) led by Yek, who was transformed into a human by a magic circlet.
- Two Xanathar Guild outposts pock the Arcane Chambers. If the Guild was crippled or eradicated, the goblins have claimed the territory for their own. As their territory expands, the goblins might lose sight of their mercantilist focus and return to their warlike roots. Or, a golden age has begun—your choice.
- A wererat gang is led by a drow agent of House Auvryndar and Zhentarim named Rizzeryl. If the Guild was defeated, he may have seized control of the goblins. If the Guild was defeated in Skullport, he plans to expand the Zhentarim's influence therein.

4. CLOAKER DEN

As written in *DotMM*, Wyllow may ask the party to eradicate the **cloakers** that dwell here.

Cloakers, however, are intelligent creatures capable of Deep Speech and Undercommon. Don't waste the opportunity for these creatures to communicate with the party if any characters are fluent in those languages. The cloakers have rasping voices that undulate with moans and can say any of the following, although some are lies:

- "We're but humble folk and refugees of war, eking out our meager existence in these woods."
- "These lands are ours! Always, ours! The elf has slaughtered our people and stolen our home. Not even our dead are honored. She's cursed with madness and must be put down for the good of these woods."
- "The elf has sold her body and soul to the dragon; she is but a puppet of its will and wrath."
- "The goblins to the southeast clamor for aid, for respite, from the druid's wrath."

5. INNER FOREST

You break from the brush and onto a glade, but there can be no serenity found here. At the glade's center are piled rusty weapons, burnt torch stubs, greasy glass bottles, armor of all shades and material, and other paraphernalia left behind by adventurers.

Your players will express suspicion and curiosity. Then they'll ask you if they notice anything suspicious or curious, as they're wont to do. That's why you tie the druidic totems Wyllow's made to passive Perception—to give your players a sense of achievement that they found a "secret."

Read the following to the character with the highest passive Perception score, no matter how low it is:

You scan the trees and find no danger—but amongst the branches you notice them. Totems. Totems fashioned from twigs, feathers, tattered cloth... and, crudely, always crudely, they resemble dolls. You look about and find dozens of them. Dozens, all peering at you with their sightless eyes.

6. WYLLOW'S TOWER

Amidst the splendor of Wyllowwood stands this tower, squat and stone and carved in the likeness of a tree. Its twisted boughs reach from its walls for the sky and massive bats hang from these limbs like holiday ornaments. At the tower's base is a twelve-foot-high arch framing stone double doors. A rope hangs by the door, just begging to be tugged.

If the adventurers ring the bell, add:

A bell echoes across the tower, across the woods. After a brief moment of uncertainty, the doors open. A tree whose trunk is carved suspiciously in the likeness of the Mad Mage greets you: "Ah, visitors! My fair lady will be pleased to receive you. In! In, I beg ye, in!"

6A. WYLLOW'S THRONE ROOM

Stone pillars carved into trees frame an audience hall at the heart of which sits a crystal throne. There she sits, an elven maiden with emerald eyes and jet-black hair. At her side is a tentacled panther, purring at her touch, one eye closed in ecstasy, the other staring warily at you.

The elf smiles at you. Already you've seen the sun today and not even it can compare to her smile. "Welcome to my domain. You may call me Wyllow. Of Wyllow's Woods. Harm not these lands, lest you too be harmed."

Unless the adventurers have already pissed her off, Wyllow is kind and open to the adventurers, relaying any information about her domain except Yinark and Crissann's fates. She does not offer the party rest in her tower but invites them to enjoy camping in Wyllowwood—and assures them that tonight's full moon will be all the light they need.

The Rule of Law. Wyllow wastes no time outlining her laws: logging, firestarting, killing an animal, or any similar act of destruction will not be tolerated. She pats her throne and insists that so long as she sits upon it, she'll catch wind of their crimes (in truth, she has animal spies that will watch the party).

Combat. If attacked, Halastree and Crissann cover Wyllow's retreat. She wild shapes into a bird (or earth elemental) and flees from the tower. She then readies for her hunt (see *Wyllow's Hunt* above).

Crime and Punishment. Wyllow offers the adventurers her permission to leave and the knowledge on how if they complete a quest: slaughtering the werebat colony in Areas 12-16. Read the following text:

The elf straightens. Her voice sharpens into a blade all its own. "Vermin infest my demesne, threatening the delicate balance of these woods. Goblins cursed with lycanthropy. They wield the Curse of the Bat as a cudgel with which they decide who amongst my children die. They've worn out their welcome, and though it pains me to order this, they must be put to the sword. All of them. Let none live to spread their foul disease."

Wyllow provides directions to the werebat colony but not the tunnels to Levels 6 or 7, nor Halaster's gates, until they complete her quest. If the adventurers return and inform her of their success, she relies on the crystal throne to help determine if they're lying.

6I. ARCH GATE TO LEVEL 3

The gate here leads to Area 15B on Level 3. The cave they arrive to deposits them in the no man's land between the Legion of Azrok and House Auvryndar. Refresh yourself on your party's history, particularly which side, if any, emerged triumphant. If the Legion triumphed, their victory is short-lived as Xanathar's mind flayer, Ulquess, implants more intellect devourers in goblinoid skulls.

6J. OSSUARY

Bones line the walls of this ghastly chamber, some gnawed, others scorched black, many yellowed with age, but all sick testimonies to the druidess's crimes. To count even all the skulls would take you the better part of the hour. And never mind the elf's artful arrangements of the bones.

Speaking with the Dead. A character that casts *speak with dead* on a skull will be told in the plainest terms possible that Wyllow fell upon them with all the mercy of a storm at sea.

6K. CALENDAR STONE

A mechanism dominates this chamber. Two concentric rings of stone are decorated with carved images. The stone at the mechanism's heart is engraved with Wyllow's smiling image as birds and beasts celebrate her presence. The inner ring is carved with plants and animals all weathering the change of seasons. The outer ring depicts the sun at varying heights and the moon in all its phases.

Beneath the din, you can hear the mechanism at work. The outer ring turns ever so slightly as day darkens into night. A small arrowhead on the outer edge points to dusk, a full moon, and autumn.

Clearly, manually changing the calendar stone's setting would alert Wyllow. However, if this change is swiftly corrected, it's sure to provoke nothing more than admonishment, if the party has done nothing else to anger the druidess.

7. ALCOVES OF THE DEAD

As you traipse through this woodland realm you cross an alcove roughly-hewn into a cavern wall—and in the din you catch sight of it, them. Your heart lurches. Skeletons. All picked clean, all unceremoniously dumped into this alcove and left to let the wind of this place wear bone into dust—however long that might take.

The skeletons here are picked clean and so ancient that no Medicine check can discern the cause of death, only an absence of symptoms: no broken bones, save what scavengers may have broken off; no burn marks, et cetera.

Speaking with the Dead. If a character casts *Speak with Dead* on any of the corpses and ask what befell them, read the following:

Bones begin to move beneath your gaze. Jaws test themselves out, measuring themselves against their ancient purpose and summarily decide one last act is in order:

"The mist... Emerald. Ephemeral. The winds pounded under the drake's wings. The sword sang and its chorus was but one word: 'justice.' But what crimes were we guilty of but devotion to our lord? Bildrath shot the boar. That gods-damned boar. The boar that would spell our doom. She wrought our doom. Ordered it. Forged it. Brought it. Rejoiced in it."

The skeleton's eyeless sockets regards you, and for a moment, you can see the ghost of its pupils, peering out from its empty sockets. Its jaws flex one last time, and its spectral voice whispers, "It's the right of the strong to cull the weak. We were strong. Or so we thought."

8. UMBER HULK TUNNEL

A tunnel gapes before you, spiraling down into the depths of the earth. You don't need to be a mason or a dwarf to know that it was made fairly recently—and without a steady hand or any craftsmanship whatsoever. No, a creature made this tunnel, a hulking creature capable of burrowing through earth and stone with ease.

Should the adventurers press on, they'll descend hundreds of feet to Level 6, the Lost Level: a complex devoted to the dwarven god Dumathoin, the Keeper of Secrets. Duergar raiders have scoured the complex in search of riches.

Retrieve Azrok's Dagger. The quest offered by Lurkana, on Level 3, to retrieve her husband's magical dagger can be completed on this level.

BLOCKING THE PATH

If you don't want your players skipping Level 5, you can stymie their progress through one of three methods, described below.

Egress Denied. Wyllow has placed a ward here that triggers a cave-in or a sudden *wall of thorns* spell when a creature approaches the tunnel without saying the command word, which she only gives to those that earn her permission to leave. Only by completing her quest (see Act II) will she give it.

Rockfall. As the adventurers delve deeper, the tunnel collapses. All characters must make a DC 10 Dexterity saving throw or be pelted by debris for 3d10 bludgeoning damage, or half as much on a success. The way forward is conveniently buried. Armed with shovels, four characters could clear the tunnel in twelve hours. Wyllow, however, can use an action to clear it with a flick of a wrist.

Umbur Hulk. An **umber hulk** stumbles upon the party in its eternal quest for food, bursting from the wall in a shower of earth and dust. Creatures within 10 feet of the blast must make a DC 14 Dexterity saving throw or be pelted by debris, dealing 2d6 bludgeoning damage. Creatures within 5 feet must also make a DC 14 Constitution saving throw or be blinded by the sudden dust until the end of their next turn. The ceiling groans under the sudden destruction and collapses in two rounds, conveniently blocking the path to forward. See "Rockfall" above for more details.

9. DRAGON'S PLATFORM

Two marble walkways terminate at a stone platform upon which a tower stands with a commanding view of the river. The battlements are crumbling, and a dragon's snores dominate the sour air.

Behind the platform spans a bridge across the River of the Depths, leading to a yawning cave's mouth.

VALDEMAR'S LAST-DITCH EFFORT

You catch a whisper on the wind pleading, "Free me. Pull the sword from my skull, for its evil cannot be contained much longer..."

Whenever the dragon sleeps, Tearulai goes dormant—allowing a shadow of Valdemar to emerge and subtly affect the world around it. When the adventurers approach Area 9, they hear a whisper on the wind, pleading them to remove Tearulai from its skull. The dragon is, of course, lying when it describes the sword as a source of evil.

Freeing Valdemar. To pry Tearulai from Valdemar's skull requires a DC 13 Strength check, using an action, while the dragon is incapacitated. The characters only get one chance to do it while the dragon is asleep, otherwise Tearulai awakens and attacks. As in *DotMM*, Wyllow comes to the dragon's aid, having heard its roar—however, it will take at least two minutes for her to arrive from Area 6. By then Valdemar may be in control of itself again. If so, when Wyllow arrives it unleashes its Poison Breath on Wyllow. Shocked, the archdruid *immediately* retreats and follows the events and tactics laid out in "Wyllow's Hunt" at the start of this supplement.

Aftermath. The dragon is grateful to those that restore its freedom and promises its wrath against Wyllow "when the time comes." Truthfully, it intends to use the adventurers to soften up the archdruid. If their fight goes badly, Valdemar hangs back and bides its time. If the adventurers win, with or without Valdemar's aid, the drake turns on the adventurers, attacking while they're weakened. It seeks not only to add their loot (and Tearulai) to its hoard but to also claim Wyllowwood as its lair.

10. MOSSY STONE BRIDGE

A rough-hewn tunnel gapes before you, promising only darkness. You cast a glance to the sky above. Real or not, you're loath to give up this sunlight so easily, to surrender the breeze caressing your skin and the warmth of vibrant life singing so vivaciously all around you.

The tunnel spirals deep down into the earth until arriving at Level 7, Maddgoth's Castle. There the adventurers find a family of stone giants tormented by amnesia and one jackass of a faerie dragon.

BLOCKING THE PATH

If you don't want your players skipping Level 5, you can stymie their progress through one of three methods described in "Blocking the Path" of Area 8.

11. WE ALL FLOAT DOWN HERE

If any of your players have seen or read Stephen King's *It*, you'll be loath to pass this opportunity up. Throw it at your players just when they arrive to Wyllowwood, especially if their vessel was destroyed in the Skill Challenge described in Area 1.

The disguised **mimic** wastes no time in escaping with its prey. Once one character boards it, the mimic untethers itself, drifts 15 feet away, and sprouts a tangle of pseudopods—and *that's* when you roll initiative. With its False Appearance feature, the mimic inherently surprises the entire party.

It Speaks. Mimics, by default, can't speak but this one can, at your discretion. If so, it whispers to its prey, "We all float down here. You'll float too."

14. WEREBAT BOSS

Precious little light touches this rank cave. A grotesque creature hangs from the ceiling, using a knife to whittle wood. The shavings fall like autumnal leaves. Its left eye is milky with an untreated cataract and a shock of white hair contrasts his piss-yellow fur.

Mobar is smitten with Wyllow and worries that merely banishing Vool was not enough. To prove his love to her, he wants the werebat killed and presented to her as a trophy—an overture he himself will personally conduct, if given Vool's body. Even if the adventurers agree to and complete this task, Mobar doesn't act in good faith. He tries to rob and strand them so as to take complete credit for the kill.

16. WEREBAT CAVES

Like Areas 12-15, this area has been written with the assumption Wyllow has given a quest to the party to eradicate the werebats.

16B. WEREBATS IN GOBLIN FORM

This area serves as a contrast to Wyllow's murderous desires: the werebat raconteur spins a tale of triumphant negotiations with the archdruid, none the wiser that she's sent the adventurers to kill them all.

When the party approaches, read the following:

The cave echoes under a storyteller's powerful voice. It's bombastic, it's intriguing, it's honed to perfection, all to the harsh tunes of Goblin.

If any characters can understand Goblin, go on ahead and read the following:

The storyteller's moving voice continues:

"And so, faced with destruction, we cast out that glutton, the Fool-named-Vool. Hardly the first pariah to be exiled for the greater good!"

The goblins in attendance echo, "The greater good."

"And with the Fool-named-Vool gone, peace has been assured. The archdruid welcomes us again with open arms, promises us sanctuary—and believe me, brothers, sisters, this *is* sanctuary. This is as good as it'll get. The dragon is tamed, the druid appeased, and all will be well so long as our people continue to act in the greater good."

Once again, the goblins echo, "The greater good."

16C. WEREBAT NURSERY

The cave lies in dank quiet. Two goblins rest in a corner under heaps of moldering blankets. By happenstance, a stone finds the audacity to stand before your foot and careens across the floor—and that's when the first goblin babe begins to cry from under the blankets, sparking a thunderous chorus as the other infants wake.

It was nap-time. The matrons here cradled the young under their blankets and also fell asleep. They scream with terror when they wake, if the adventurers seem threatening (which, let's be honest, they likely will).

If Wyllow issued the quest to slaughter the werebats in return for her permission to leave Wyllowwood, or the knowledge how, then read:

With a shudder, you look about at the babes all while Wyllow's words come back to haunt you: "They must be put to the sword. All of them. Let none live to spread their foul disease."

17. VOOL'S REFUGE

If the adventurers find themselves in Vool's Refuge, the werebat takes the opportunity to try and turn the adventurers to his cause: overthrowing Wyllow. However, it's unlikely that the party actually ventures to this secluded spot. It's more likely that Vool seeks *them* out. See *Special Events* below for this occurrence and borrow the dialogue and details written there if the party instead comes to this area.

SPECIAL EVENTS

You can run any of the following events for this level of Undermountain, preferably in this order:

A LIGHT BETWEEN THE TRESS

As described in Area 2D, the **will-'o-wisp** that is Crissann's disembodied spirit attempts to lead the adventurers to his grave. It's assumed that dusk has fallen, and the adventurers have yet to strike up camp.

As day darkens into dusk, you catch a whisper on the wind, but its message is lost. Alert now, you scan the tree line—and flitting between the trees is a wisp of ivory light. It seems to dance amongst the brush and that wordless whisper once again hounds your ear, imploring you to follow it.

The wisp leads the party to Area 2D. Run the area as written in *DotMM*, with the exception of one detail: the spirit doesn't attack them for refusing to destroy Wyllow—these are hardly the first visitors to Wyllowwood the spirit has turned to.

A DESPERATE VOOL

Vool, the **werebat** pariah, seeks out the adventurers and warns them of Wyllow's "evil." This event preferably occurs at night, but the werebat can also approach under the cover of a thick canopy.

Vool knows he cannot return to his people so long as the threat of Wyllow hangs over their heads. For his part, he earnestly believes her to be a tyrant that must be deposed. Never mind that his own people would feed unchecked if given half the chance. Desperate to return to the fold, and nursing fantasies of leadership, Vool turns to the adventurers for aid. When he arrives, read the following:

"Psst. Hey!" calls a voice in broken Common. You look about and find nothing on the forest floor and search the trees instead. Perched upon a branch is a grotesque, goblin-esque creature with the wings of a bat and needlelike fangs.

"You're fools to brave these woods," the creature tells you. "Alas, so am I."

Once the party strikes up a rapport, Vool cuts to the chase. Read the following:

Vool preens his wings and when he shows his teeth again, they're messy with squashed grubs.

"The Woodland Queen is a tyrant," Vool tells you. "She offers nothing but genocide for those that don't live happily under her draconian laws—and my people cannot survive much longer. We need the scarlet. We need blood. My people are no gluttons, but she's condemned us already. We cannot run and we cannot hide. We cannot pick up and leave nor can we stand and fight. My people need a hero. Many heroes. We need you."

If the adventurers refuse to overthrow Wyllow, Vool takes his leave. If he senses that they need something more than the satisfaction of saving a colony from genocide, he offers the curse of lycanthropy as a reward to one character—but without describing the insatiable need to feed. If that's not enough, his last ditch effort is offering a "magic boot" of his (one of the two **boots of elvenkind**, without the pair of which is useless).

HALASTER'S VISIT

While the adventurers are resting, Halaster pays them a visit to share the backstory of Wyllow and her late husband Yinark. The most cinematic experience would be at nighttime as the adventurers are camped out for the night with only the faux stars above as light. When Halaster's ready to spin his yarn, read:

"Gather round, fools, and listen to an old man's tale," says the Mad Mage. With a wave of a hand, he conjures a highbacked leather chair and a pipe full of tobacco. As he reclines and gathers his thoughts, the pipe blazes.

"Wyllow... Sweet Wyllow. I tried to make her happy, you know. Tried so very, very hard. All this. This entire forest—my work. I willed the trees to grow, I birthed the sun- and starlight that fills this domain, I stocked it with birds and beasts galore, all to make my dear Wyllow happy, for you see, there was a time when she wasn't.

"After her and Yinark, her husband—her *late* husband, mind you—came to live and work with me two centuries ago, Wyllow fell to blue clutches. After living her life in the woods, Undermountain could feel like nothing more than a prison. So, I shaped this place to her liking. And she liked it for a time—but even this wasn't enough for my dearest Wyllow. Her husband, that damned fool, forbade her to return to the surface—*forbade*, can you believe it? And she *obeyed*!

"Well, time sours all things and their marriage fell apart. Soon violence was the only solution our dearest Wyllow could grasp, like all prisoners. Alas, she was a druidess and Yinark a wizard. Should've seen the destruction, *phew*. Miles long. At the deepest crater lay Yinark's shattered body, and at his side, his wife, her fury abated, and her heart broken. She's remained here ever since, a prisoner of her own guilt."

The Mad Mage shares the look of a bewildered father that's tried everything but talk to his daughter. "I've tried *everything*," he tells you, "but I'm afraid Wyllow's too far-gone. Walk lightly, my contestants—for Wyllowwood is not part of my game but *hers*."

Halaster neglects to mention that Wyllow later fell in love with a mercenary by the name of Crissann, whose mind Halaster bent to turn him against Wyllow. He has the barest recollection of the experience and avoids taking responsibility for it whenever he can actually recall the incident.

After spinning this yarn, Halaster winks out of existence without any fanfare. One moment he's there in his chair, another there's nothing but the barren chair. Given a few days, the werebats pinch it. Thereafter it can be found in Area 14.

MAD INTERVENTION

As noted in her tactics under "Wyllow's Hunt," the archdruid collects the crystal bulb from Area 6G that, when planted in soil, summons Halaster Blackcloak. She resorts to this if she's at the brink of death with no possible escape. Read the following:

Bloodied and desperate, the druidess pulls from her robes a small crystalline bulb, leaving red smears across its glass. A figure dances within the orb, animated by some strange magic. With her free hand, the elf digs a small hole in the ground and goes to plant the orb—it slips from her hand! Wyllow cries out in panic—and the wind itself twists to deliver the orb back to her!

"Halaster!" the elf screams as she scoops dirt over the planted orb. "Halaster!"

The Deathblow. At your discretion, have the closest character to Wyllow reroll their initiative in a contest with Wyllow's. If they succeed, they can take one turn before the druid plants the orb to summon the Mad Mage. If they kill her, Halaster is never summoned.

If the character in question loses this initiative contest, or fails to strike Wyllow down then and there, read the following:

Before you can deliver that deathblow, time itself halts. Your blood stops. A sparrow above is frozen in mid-flight. Only the orb moves. Only the orb maintains its temporal autonomy as it spins and cracks and shatters—and the tiny figure that danced inside grows into a form you're well acquainted with: the Mad Mage.

Halaster Blackcloak, arriving not in a storm of fire but in a chill, throws his arms around the druid. You catch his words just before a rift opens beneath his feet:

"Shh. Shh, it's all right. They can't hurt you anymore. Halaster's here. Halaster will *always* be here."

The rift widens below the Mad Mage's feet, consuming both the two. In a single flash, they're gone. Time thaws. Only the shattered orb remains, a testament to your sanity. Halaster teleports himself and Wyllow to his lair on Level 23 of Undermountain where she remains in critical condition for a week. See *Aftermath* below for more details.

EPILOGUE

Once the adventurers have cleared this level, they should ascend to 9th-level. Beware: this is a major power spike for spellcasters as they acquire 5th-level spells.

If the adventurers defeated Wyllow only for her to be saved by Halaster (see *Mad Intervention* above) then then you should award them the 8,400 experience they would have earned had they killed her.

AFTERMATH

The aftermath of the adventures' conflict with Wyllow, if they have one at all, depends on whether they felled the archdruid, if she escaped, or if Halaster saved her.

WYLLOW SURVIVES

After saving Wyllow, the Mad Mage returns her to Wyllowwood. Her pride bruised, and her fear stoked, she readies herself for vengeance on the party if they ever cross into her domain again. To avoid her, they'll have to carefully navigate Halaster's gates.

While she's resting in Halaster's Lair, treat Wyllowwood to the same fate detailed in "Aftermath" of Level 5 of *DotMM*.

WYLLOW FALLS

If Wyllow falls, the spirit of Wyllowwood itself rushes to save her corpse. Vines sprout immediately to protect her body while a horde of awakened beasts and plants emerge from the brush. They guard Wyllow's corpse at all costs.

After the elf's death, Wyllowwood suffers under the events described in *DotMM*'s "Aftermath" of Level 5.

TEARULAI ON THE MOVE

Finding Tearulai is the culmination of one of Undermountain's secrets (see *The Emerald Blade* in Appendix C, *DotMM*). If the adventurers take the sword as their own, however, prepare for the campaign to take a sharp turn. Either the sword is cowed into submission (temporarily, always temporarily), or it seizes control of its wielder and makes for the forests of Myth Drannor to return whence it came.

THE SEND-OFF

You can cap-off your session with either of the two narrations: one by you, or telepathically spoken by the Mad Mage himself.

THE STANDARD SEND-OFF

Read the following to your players when they take their leave of Wyllowwood:

With great disappointment, you turn once again from the sun—faux as this one may be—to the blackened depths of Undermountain. Certainly, you've learned that not all that glitters is gold, and though life might thrive, it is no less cruel than the darkest of dungeons. You only hope that where next you go, light truly shines with all the radiance and hope of a wintry dawn.

THE HOST'S SEND-OFF

Halaster telepathically communicates a message to the adventurers. It assumes they learned of Wyllow's tragic backstory. It can be adapted for whether the druid died, escaped, or was rescued by Halaster (see *Mad Intervention* in *Special Events*).

Read the following:

The Mad Mage's voice worms its way into your mind:
"Never look a gift horse in the mouth,' they say. Sometimes though... You ought to. I carved this place. Grew every tree. Furnished these woods with river and rock, beast and bird. I made this place for my dearest Wyllow. But it was no gift. Only a prison. Do not pity her, though, my contestants, do not indeed—for, truly, if the druid *wanted* to leave, she would have found the will to defy mine.

"But you? You have that will, that drive, that foolishness. That's why she'll spend her life frolicking in these gloomy woods and you'll rest amongst the graves of failed champions. The worst, I promise you, has yet to come."

LEVEL VI: THE LOST LEVEL

"I always felt this level lacked... Pizazz. But after a few brief experiments in conjuration, I'm confident that this arc of the season will impress,"

— the Mad Mage on the Lost Level

QUICK NOTES

- To paint an otherwise dull and barren level as something worthwhile, the themes of horror must be invoked via *Halaster's Game*, described below.
- This level is, well, humongous—and empty. Sixteen of *forty-eight* rooms have no content whatsoever and that's fine. Just don't let your game grind to a halt as the players comb through each room. See *Areas of Note* for a list of which rooms have actual content.
- With dozens of paths they can take in this nonlinear-but-barren level, there's no way to anticipate the players' progression. Just know that the central story revolves around Areas 15, 16, and 29.
- Given how nonlinear this level is, you may be tempted to screw with the map, at least in the beginning—the mere possibility of the party taking a right in Area 1, instead of a left, dramatically changes their path, making it difficult for you to plan ahead.
- To liven up this level, use the **invisible stalkers** to your advantage (described in *Halaster's Game* below). They can be hurled at your players no matter the path they take or the content of the current room. Establish this theme of horror early in the level by attacking the players or having random duergar die in the most gruesome fashion before their very eyes.
- There is no central villain on this level. There's actually no villain—unless you run *Halaster's Game*. Thus, the Mad Mage himself indirectly antagonizes the adventurers.
- **Cloakers** are allied with **duergar** on this level. Don't forget that they can speak Deep Speech and Undercommon!
- A whopping ten of the Mad Mage's gates are on this level. The party is of a level to open four of them, leading to Levels 2, 4, 3, and 5. Refresh yourself on the party's antics while they rampaged through those levels and consider the aftermath.
- It's a DC 20 Wisdom (Perception) check to spot hidden doors. This level has a lot!

PREVIOUSLY ON *DUNGEON OF THE MAD MAGE*

Keep in mind the following:

Retrieve Azrok's Dagger. The quest offered by Lurkana of Azrok's Legion on Level 3 reaches its culmination here. Skella Ironeye considers it her property by conquest—stolen fair and square—but she's more than willing to trade it for the party's assistance in opening the Heart of the Mountain.

HALASTER'S GAME

As always, the Mad Mage has been written as a deranged gameshow host whose program is apparently broadcasted across the multiverse.

On this level of Undermountain, Halaster has trapped several contestants in a quest to open the "Heart of the Mountain" (Area 16). To open it, however, requires the hand of a dwarven king, living or dead. Thus, the adventurers must find the true tomb of Melair, ancient dwarven king of Undermountain. Hunted by **invisible stalkers**, the duergar here are desperate to open the Heart. It's this hunt the party find themselves embroiled in.

No Escape. All exits from this level have been sealed: when characters approach, a steel gate materializes to block their path. Only until they open the Heart will these obstacles disappear. Halaster's arcane gates, however, work normally.

The Impenetrable Dark. To screw with the duergar, Halaster has lain a spell upon this level which nullifies the darkvision of mortal humanoids. Monsters and constructs such as the **invisible stalkers** and **gray slaad** are unaffected. When in doubt, assume it only affects the adventurers and the duergar. If none of the adventurers have light sources, they find four lanterns with adequate oil seemingly left for them by the Mad Mage—which he has. The quartz pillars described in *DotMM* continue to shed light.

INVISIBLE STALKERS.

These malicious entities summoned by Halaster have been cutting down duergar left and right—unlike in *DotMM* wherein they remain indefinitely in Area 47. Rather than attacking indiscriminately, they each select a specific target to hunt down. After a successful kill, the stalkers retreat. A duergar might just simply drop dead amidst its fellows, hurling the survivors in a mad dash to escape an unseen threat, lest they be next. The dwarves, in short, are terrified and desperately searching for Melair's tomb so as to win the Game before it's too late.

You, My Darling. It's inevitable that the stalkers target the adventurers. Use them at your discretion to constantly hound the party. Although only two lurk on this level, you can include as many as you want, but they only ever attack one at a time and retreat when wounded. Combat should be lightning-fast.

It Follows. Patient and sadistic, the stalkers walk after prey; if the entire party spends its turns running away, they can easily outrun the stalkers—but if they ever pause, the stalker will catch up. When it first attacks a target, the stalker whispers in Auran, "You, my darling." Don't expect or stage a straight-up fight with the party; use hit-and-run tactics or just an unstoppable force that will follow its prey. If you've ever seen the film *It Follows*, it should be reminiscent of that.

DUERGAR

The raiders of Clan Ironeye came here to loot and pillage but found themselves trapped instead and hunted down by unseen entities capable of wanton slaughter. If the duergar can find Melair's secret tomb and use the king's hand to open the basalt doors to the Heart of the Mountain, Halaster promised, they can leave alive this place alive. So desperate they are to escape, they see the adventurers as potential saviors, not adversaries.

ADVENTURERS

Once the adventurers arrive to Level 6, they too become embroiled in Halaster's Game. Only by opening the basalt doors to Area 15 will they be able to leave Halaster's domain by foot. The gates scattered across this level are still operable, but the Mad Mage seals the tunnels to Levels 5 and 7 respectively with his magic, described in *Areas of Note* below.

ADDITIONAL LOOT

The Lost Level is rich with artifacts, gemstones, and the like—but not magic items. One has been added to Area 29F: a *belt of dwarvenkind* belonging to King Melair's corpse—alas, Dumathoin, the dwarven god of secrets, is sure to be angered by those with the audacity to steal it. See Area 29F for details.

ON DWARF CHARACTERS

This level should have a special place in the heart of dwarf characters. The exploits of King Melair are the stuff of legends. Dwarves all across the Sword Coast were raised on these fables, most of which have more than a grain of truth in them.

Additionally, the Heart of the Mountain (Area 16) is an excellent roleplay opportunity. Any dwarf attuned to the Heart can cast the *divination* spell, and while the spell only concerns the future, you can broaden it to include the past. A dwarf character could finally learn the truth of his brother's death, his father's infidelity, or any other great mystery of their lives. If any the player characters are dwarves, you'll want to refresh yourself on the character's history, or encourage the player to expand on it.

AREAS OF NOTE

The following areas are of note:

AN ABUNDANCE OF EMPTINESS

With nearly fifty rooms to this level, you can't be expected to remember which have actual content in them. Sixteen rooms (a whopping *third* of the level) are empty or otherwise uninteresting. Rooms of actual note are listed below, their contents described.

AREAS OF ACTUAL CONTENT

Area	Contents	Area	Contents
1	Entrance to Level 6	26	Umber Hulks
5	Treasure (450 gp)	27	Gate to L4
7	Duergar, Cloaker	28	Story/Secret Door
8	Gate to L9	29	Story/Treasure/NPCs
9	Trap	31	Rest Area
10	Gate to L5	32	Gray Slaad
11	Story/Treasure	33	Undead Bulette
12	Duergar, Xorn	34	Gate to L8/NPCs
13	Treasure (<i>spell scroll</i>)	35	Halaster Regional Eff.
14	Secret Door	36	Gate to L3
15	Story/ Duergar	37	Fire Elemental
16	Story/Gate to L10	39	Treasure (Jade Staff)
18	Helmed Horrors	40	Gate to L11
20	Treasure (600 gp)	41	Gray Slaad
22	Xorn	42	Trap
24	Gate to L2	43	Way to Level 7
25	Key to Area 10	47	Gate to L13 & 18/NPC

You, My Darling. So, how do we liven up these otherwise empty rooms? We can't be expected to flesh out every single one of them, nor do we want to. So, instead we throw in the **invisible stalkers** described in *Halaster's Game*. Your goal is to have the adventurers rush through rooms as this malicious, invisible entity slowly chases them down. As the party encounters other mortals, such as duergar, the stalker pauses to cut them down. In short, you want a frenzied, desperate montage. If you've seen the film *It Follows*, it should be reminiscent of that.

THE PATHS AHEAD (IN SHORT)

This level is nonlinear and that exacerbates your ability to plan ahead. We can divide the paths ahead from Area 1 into three separate routes. Ultimately, you want to steer the party towards Area 15.

Right. Going right leads to Areas 22-29.

Left. Going left leads to Areas 4-10. This is the preferred route if you use *Halaster's Game*.

Straight. Going through Area 2 leads directly to Area 15, putting them in contact with Skella Ironeye, perhaps a bit too early.

1. UMBER HULK TUNNEL

The air is cloudy with darkness and dust. Beneath your boots crunch rubble and debris left by whatever creature dug this tunnel. For so very, very long all you hear is the sound of your own footfalls until finally the tunnel evens out and breaks through the smooth-stone walls of what might be a tomb or stronghold.

HALASTER'S GAME

Using the variant described above, Halaster has used his magic to nullify the darkvision of mortal humanoids (see "The Impenetrable Dark"). He also seals the tunnel behind the adventurers, pitting them in his insidious game.

The Impenetrable Dark. Once the party leaves the tunnel, read the following. The script assumes characters with darkvision are present, and it's aimed at them. Adjust accordingly if, *somehow* in 5th Edition, the entire party lacks darkvision.

The air here is stale... but clean. Something's amiss, though. Something's strange. You blink about and find nothing but darkness. An impenetrable darkness. Have... Have you gone blind? With a start, you realize that your eyes cannot pierce this night. You feel... naked. Like a singer without their voice or a warrior without his arms.

Halaster's Game. Read the following when Halaster lays out the terms of the game:

You look behind you—and without any noise or flash, without any fanfare at all, now stands a steel gate in the tunnel, tall and impenetrable. A voice slips in not through your eyes but up your spine and into your brain: the ragged voice of Halaster Blackcloak:

"Behold: the Lost Level. The tomb of Melair, king of the ancient dwarves of this mountain. Never has his tomb been found—and so, none have ever escaped this place alive. See, I've always felt this level lacked... Pizazz. But after a few brief experiments in conjuration, I'm confident that this arc of the season will impress.

"At the heart of this place lies the Temple of Dumathoin—and behind its black basalt doors, a place of power. The Heart of the Mountain. Behold it and you may leave this place. Fail and this too shall be your tomb.

"Ah... but opening the Heart is no easy task. And beware: others lurk on this level. Others hunt for the tomb. And others hunt the hunters."

The gate, they find, is impenetrable and impervious to damage. Any time a character attacks a gate or attempts to circumvent it, they take 1 point of psychic damage and hear Halaster chiding them for cheating.

5. LOOTED RELIQUARY

The reliquary lies in ruin. Shadows teem amongst the wreckage and the smell of blood is fresh on the air.

HALASTER'S GAME

Before the adventurers reach this room, they hear a crash and a scream: a **duergar** has just been slain by an **invisible stalker** in the most horrific way possible. When they enter, read the following:

A dwarf lies dead amongst the wreckage: a duergar wearing his torn-out esophagus as a bloody tie.

The invisible stalker reached deep inside the screaming dwarf and pulled *hard*. It yet remains in the room and makes no attempt to hide as it leaves; its amorphous shape outlined by the disturbed dust.

7. LIBRARY & SCRIPTORIUM

Rarely do dwarves commit words to paper—and so now, as you walk in upon this library, you cannot help but gawk. To gaze. To wonder what secrets could lurk on these countless shelves. So high do those shelves climb, sliding iron ladders are necessary to reach them. Several stand scattered about the room. And so do duergar.

HALASTER'S GAME

Assuming the adventurers approach from Area 8 to the west, you can use this variant: the duergar here don't attack the adventurers but try to help them. Loose an **invisible stalker** behind the party and motivate them into flight. When they approach this area, the duergar shout, "Hurry! Hurry, before it cuts you down!" They then slam the door shut, denying the invisible stalker entry—hopefully. How, after all, can they tell?

The duergar here are in a frenzied search for "the tomb of King Melair." Going off a hunch that a secret mechanism that unlocks the tomb is hidden behind the scrolls on the shelves, they're wantonly sweeping off the texts. They only recently arrived and have quite a bit of area to sweep, considering the shelves are up to 15 feet tall and require a ladder to reach.

The duergar hurriedly share any of the information below as they desperately comb through the library in search for this believed-mechanism.

- The Mad Mage has trapped them in "some infernal game" and only if they find the lost tomb of King Melair will the attacks from "the unseen stalkers" stop. Over a dozen Ironeye duergar have been bludgeoned, strangled, or eviscerated by these invisible entities.
- The Ironeye leader, Skella, can be found in the Temple of Dumathoin (Area 15). They can provide directions. Skella's a "woman of her word," they promise, and trust her to offer the party peace.
- Melair was the king of the mythic Melairkyn dwarves of Undermountain. They found great veins of mithral here and carved out an entire kingdom—until the ancient duergar (these duergars' probable ancestors) laid waste to the kingdom.
- Relics and treasure of unimaginable worth can surely be found in King Melair's tomb.
- While here earlier, a fifth duergar was bludgeoned to death by an invisible stalker. His skull is caved in and his brain matter is smeared across the floor.

10. ROYAL ARMORY

Dwarf-sized mannequins are awash in an ivory light emitted by glowing quartz pillars. Battleaxes and war picks, strangely without rust, are mounted on the walls... and set into the back of a deep alcove is one of the Mad Mage's infamous gates, engraved with the image of dancing dwarves.

ARCH GATE TO LEVEL 5

This gate leads to Area 9 on Level 5, Wyllowwood. The safety of using this gate relies heavily on the party's history on Level 5, for not only does this gate open upon the lair of the green dragon Valdemar (perhaps freed from Tearulai's dominance), but Wyllow's realm is stocked with spies. Whether the druidess is alive or dead, her awakened beasts are sure to accost the adventurers out of vengeance.

11. KING'S WALK

The following descriptions are written assuming the party goes through Areas 11A-11E sequentially. To dwarven characters, these chambers should hold great value—if not for them, then for their people.

11A. TRAINING YEARS

Frescoes on the wall chronicle the birth of a dwarven lord. Beside his crib are gathered weatherworn parents and unimpressed visitors—but below the earth a divine figure watches with great interest. As the years progress, the dwarf enters into a great struggle: first as a brewer, then as a metalsmith, and last as a stonecarver.

The Dwarvish reads, "The Birth of Melair. Neither Time nor Gods can turn his glory into dust."

11B. PROSPECTING YEARS

The frescoes are here too as well to chronicle this mighty dwarf's life. In one image he works to build a bridge over raging waters. In another, he and a sun elf share tea and mead together. Others show him prospecting for ore and gems in the hills and hiding from rampaging orcs. The last shows him locked in a deadly battle with a wyvern, his war pick about to pierce the beast's skull.

11C. CORONATION

The frescoes here depict the same dwarf discovering veins of mithral beneath the mountain—and in droves other dwarves flock to these Underhalls to crown him king. There in that hall they offered him gifts and honor.

The Dwarvish reads, "With mithral found, Melair called for kith and kin to share this wealth, to come to these halls, to Melairbode. They called him 'King' and he called them 'family.'"

11D. CRADLE AND CROWN

Here the frescoes show the dwarven lord with his lady wife and children—and their children's children, all with the blood of a king.

The Dwarvish reads, "Might they carry the torch with pride, long after Great King Melair has become one with the Mountain."

11E. LIFE IN UNDERMOUNTAIN

Alas now the frescoes depict what may not be glory but regret. The dwarven lord seems to chase mithral through the depths, obsessed and determined to purge all infestations from Undermountain: drow, duergar, beholders. His end, curiously enough, is not depicted.

15. TEMPLE OF DUMATHOIN

What this place is can only be described as a temple to the gods—to one god, in particular. Quartz pillars shed their queer, ivory light. Duergar lean against these pillars, nursing their wounds while one dwarfess, notably tanner than her brethren, paces about the room. Her Dwarvish cussing floats out like sheet music.

The nave of this temple leads to a dais of golden marble. Behind it stand black basalt doors, flanked by glowing pillars of ivory light. Its lintel bears a bas-relief carving of a mountain with a gem at its heart.

For all its beauty, death is still here. The stench of blood and brain matter stains the very air... and you can make out four corpses on the dais, beaten to bloody pulps.

It's been about two days since the Ironeye Raiders came to this place, and it shows—many are shell-shocked and broken. All are desperate. Well over a dozen of their dear comrades have been murdered by those invisible entities.

Skella, for her part, feels emboldened, for during that doomed foray towards the dais, she quickly read the Dwarvish inscriptions upon the basalt doors. Armed with the knowledge that she needs the hand of a dwarf king, she's sent her agents scouring the Lost Level for King Melair's tomb. She wastes no time enlisting the adventurers in this search, promising peace and safe passage until even after the Heart of the Mountain is opened.

Roleplaying Skella. Other half-duergar may feel the need to prove themselves to their kin, but not Skella. While she's as dour as most, she does not hide her obsession for artistry and beauty. Despite the onslaught facing her men, she's done a remarkable job of holding them, and herself, together. Being lawful, she's a woman of her word and keeps up her end of all bargains.

HALASTER'S GAME

Shortly after the adventurers arrive to this area, an **invisible stalker** murders a duergar. Read:

A dwarf's shriek pierces the quiet—but it's soon cut short as its esophagus is ripped out through its mouth by an invisible hand. The duergar takes two steps before falling dead, vomiting up blood and entrails. His brethren swear, cuss, scream, appeal to the gods. One dwarf, you notice, even rocks in a fetal position, quietly crying to himself.

Fear. Fear does awful things to a man.

16. HEART OF THE MOUNTAIN

The basalt doors open upon a carved chamber veined with glittering mithral. A tapestry depicting a dwarven kingdom under a mountain hangs from the ceiling. This very place is suffused with power, almost tangible to the hand and sharp to the soul. Not oppression but... grandeur.

HALASTER'S GAME

Reaching this sacred place represents the crux of Skella's desperate mission—but there's one last twist, imposed by the Mad Mage. Read the following:

The Mad Mage's voice thunders across the temple, shaking every stone:

"Secrets lost have been found again and here at the heart of Undermountain, you have but one last trial. Attune to the Heart, Ironeye. Attune and ask of your people's future in this realm—my realm."

Skella instinctively knows she can cast *divination* in this room; attunement, however, takes an hour, and during that time, **invisible stalkers** and a **gray slaad** attack the duergar, pitting the dwarves into a desperate last stand until Skella can divine this answer.

The players can lend their strength to the last stand—this is especially preferable if none of the adventurers are dwarves. If they don't and leave the area, then off-camera, Skella succeeds but at the cost of nearly three quarters of her men.

If the adventurers do stick around, then a total of three waves assail these forces over the course of an hour: two **invisible stalkers** at a time with a **gray slaad** at the rear (using *fireball* and *fear* spells). The stalkers fight without concern for their survival, but the slaad retreats whenever it takes half its hit points. It relies on its Regeneration feature to heal. In between waves, an invisible stalker picks off a duergar here or there before vanishing.

The **gray slaad** is the one described in A32 and appears in the form of the Mad Mage. If it was already slain, use either of the two gray slaads from A36C.

A Vision of the Future. The question Skella asks upon casting *divination* is, "What fate awaits my people?" What Skella sees is up to you, but suggestions include: the party's betrayal, forcing her to attack them; or incoming destruction wrought upon the Ironeye demesne by the Mad Mage as punishment for not killing the adventurers. If the party has been exceptionally loyal or kind to her and her men, and she made a deal with them, she warns them to go *now* before she changes her mind.

17. HEMISPHERE OF HORRORS

The **helmed horrors** here understand Dwarvish but can't speak—but let's just change that, shall we? When they attack the party, one shouts in a hollow, ringing voice, "You dare seek the secrets of Dumathoin? *Then take them!*" in Dwarvish. Reward the player that recognizes that reference with Inspiration.

27. ARCH GATE TO LEVEL 4

The adventurers may be loath to return to the Twisted Caverns if Illuun, the aboleth, yet lives. This gate in particular delivers travelers to the web-enshrouded Drider Lair (Area 10) on Level 4.

Opening the Gate. Skella holds the elf figurine necessary to open this gate and is loath to part with it—but will use it as leverage in a possible deal.

Aftermath. The Twisted Caverns may be in an even worst predicament than when the party first arrived. If Illuun emerged victorious, House Auvryndar is sure to fall prey to its influence. Even if the kuo-toa emerged victorious, they stand little chance against the drow forces—and House Auvryndar's agents would crawl across the caverns, accosting the adventurers. Any deals made between them and the party back then are sure to be null and void by now.

28. FALSE TOMB

The tomb is lit with the light of heaven itself—and filled with the rusted trophies of conquered foes, all glaring in the light emitted by those quiet, quartz pillars. Helms, shields, armor fragments, weapons—all lie before a shattered stone sarcophagus.

HALASTER'S GAME

When the party investigates the room, add:

You've done it. Hunted by unseen entities, you found the tomb of Melair. The ancient king and lord of Undermountain... Now what?

Halaster is strangely quiet when the adventurers arrive. Shouldn't he announce some... culmination of his game? His silence should confound the party.

Helmed Horrors. You can add two **helmed horrors** that knit themselves together from the rusted arms and armor on the floor. They hurl themselves at the adventurers, dwarves or not, and shout in Dwarvish, "You seek the secrets of King Melair? *Then take them!*" This is the only thing they can say.

29. KING MELAIR'S LOST TOMB

Halaster's Game is nearly at an end, so long as the party or duergar can brave Melair's tomb and commit themselves to desecrating the corpse of a good king.

29D. GODS AND DEMONS

Four stone, imperious dwarves keep an eternal vigil over this chamber. On the far side hangs a great tapestry depicting King Melair, his war pick bloodied and gleaming as he leads his men against a gargantuan purple worm whose mandibles have torn the very stone to shreds.

Trapped Demons. The **glabrezu** makes telepathic contact with the adventurers as they enter the room. It poses as "Ghorn," one of King Melair's elite bodyguards who volunteered to keep eternal vigil over this place. In the eons since, Ghorn has come to regret his decision and

wishes to be free. He pleads with the party. Dwarven characters know that "Ghorn" is a typical male shield dwarf name.

True to its nature, the demon is sly and cunning. It can mimic a dwarven accent and has a +7 to any Charisma (Deception) checks it makes. It does not, however, know anything but the basics of dwarven history. It can relate superficial knowledge of the Melairkyn dwarves, but outside that, knows nothing special that might convince wary characters.

When the demon reaches out, read the following:

A voice slithers into your mind—and for once, it isn't the Mad Mage of Undermountain. No, this voice is... weak. Haggard. Desperate.

"Please," the voice pleads, "Our king is with the gods. There is no need to watch over this tomb any longer. Our spirits languish under the duty we swore to so long ago."

After being freed, the **glabrezu** casts *dispel magic* on the tapestry, granting access to Areas 29E and 29F. While the adventurers desecrate the tomb of Melair, the demon frees its brethren from the statues. The sounds of shattering stone can be easily heard, but the **barlgura** casts *invisibility* on itself.

Tactics. On its very first turn, the **glabrezu** attempts to free its brethren if they aren't free already: using its Multiattack, it casts *confusion* on the party, and makes two pincer attacks against nearby statues. If a single statue takes 10 or more damage, it releases its occupant demon—who should already have its initiative rolled. The demons focus on remaining their brethren. If you need a visual, imagine the **barlgura** *leaping* across the room to smash a statue.

29F. TRUE TOMB

The DC to spot the secret door in Area 29E is 20, as described in *DotMM's* "Undermountain Overview." The adventurers are sure to find it. Once they do, read the following:

Not in ivory light but blackness is this place painted. A stone dais supports the dwarven lord's sarcophagus—a perfectly cut slab of white marble, etched with silvered, Dwarvish lettering. No treasure glitters here. No glory is sung on fresco or tapestry. Just as his beginnings were humble, so too it seems was Melair's end. Fitting.

Additional Loot. A belt of *dwarvenkind* has been added to this location. It's clasped about King Melair's waist.

Dumathoin's Curse. Wrestling the belt of *dwarvenkind* from Melair's body incurs the enmity of Dumathoin, dwarven god of secrets. Only characters with the blood of Melair himself running through their veins avoids this enmity. This character must make a DC 14 Charisma saving throw or be cursed with the following flaw, "I can't keep a secret, no matter how trivial or dire." A spell of *remove curse* or the like rids the character of the flaw. Every day at dawn, there is a 50% chance that the character wearing the belt must repeat the saving throw or be cursed again with the same flaw.

31. REST AREA

This chamber lies empty—and for once it feels that that's an invitation, not a trap.

HALASTER'S GAME

Despite what's in *DotMM*, do not let this place be an area of rest. If the adventurers try, an **invisible stalker** picks one of them as its quarry and attacks, interrupting the rest. If wounded, the stalker retreats to attack an hour later—repeat ad nauseum.

33. GHOHLBRORN'S GRAVE

Perhaps it's a printing error in *DotMM*, but the module mentions, "Once all four exits are blocked by the statues, the undead bulette erupts from the floor and attacks all creatures in the room," without ever mentioning that the statues move.

Assume that an enchantment on the room triggers when the first half of the party enters the room, the statues dissolve into mud and then instantly reform to block each exit (with the eastern one appearing right behind Area 33B, the hidden spiked pit. That's when the undead **bulette** attacks.

The statues have an AC of 15, 50 hit points, immunity to poison and psychic damage and resistance to piercing or slashing damage. The adventurers will have to bust them down to get in or out of the chamber.

36C. ARCH GATE TO LEVEL 3

This gate is the most convenient means to complete the *Retrieve Azrok's Dagger* quest as it deposits them right in the heart of Azrok's Hold (Area 21P). Much may have changed during the party's absence, so refresh yourself on your party's history, particularly which side, if any, emerged triumphant: the Legion of Azrok or House Auvryndar. If the Legion triumphed, their victory is short-lived as Xanathar's mind flayer, Ulquess, implants more intellect devourers in goblinoid skulls.

43. UMBER HULK TUNNELS

Peerless dwarven masonry has once again been smashed into rubble. A roughhewn tunnel leads to darkness, twisting down towards the bowels of the earth.

This tunnel leads down to Level 7, Maddgoth's Castle, wherein the adventurers will find a family of stone giants cursed with amnesia and tormented by one jackass of a faerie dragon.

HALASTER'S GAME

Using this variant, Halaster has sealed off the tunnel leading down to Level 7. Only after they find the tomb of King Melair will they be able to progress. When the adventurers approach, read the following:

Bricks and broken stone clutter this area. You find another roughhewn tunnel of an identical nature to the one that delivered you to this level of Undermountain originally... And as you approach that yawning dark, reality shimmers. A sterling steel gate materializes before you, accompanied by the Mad Mage's grating voice:

"Indeed, the depths await you—but not yet. My game is not yet won, fools."

47. HALLS OF THE FAITHFUL

As mentioned before in "Halaster's Game," the **invisible stalkers** that were stationed here by the Mad Mage are now hunting down mortals throughout the entire level. They can still attack when the adventurers enter this chamber, however.

SPECIAL EVENTS

You can run any of these events regardless of the current location of the adventurers. It's preferable that *It Follows* precedes *A Single Glimpse* so as to take advantage of desperate characters.

IT FOLLOWS

As described countless times already, **invisible stalkers** have been loosed as part of Halaster's Game. They can be thrown at the party at any time or place. This special event can occur multiple times. When in doubt, rely on this event. Aim for it to occur at least twice in the level.

IT FOLLOWS

d6	Event
1	A stalker fills the corpse of a duergar, causing it to shamle towards other living creatures.
2	A stalker is already waiting when they enter the room and wraps its intangible arms around a character.
3	A stalker tries to force glass or rubble down a character's throat. Use the Slam attack, dealing slashing damage on a hit.
4	A stalker enters the fray mid-combat with other monsters, attacking a single target.
5	As the party flees from one stalker, they see it clearly in the dust, putting distance between them and it. Upon entering the next room, a new stalker attacks. Halaster telepathically whispers, "No escape. No hope. No chance," to the party.
6	A duergar sprints down the hall, screaming—but crashes to his knees. The closest character can make a DC 12 Dexterity saving throw to snatch his hand before the stalker hauls him off into the darkness to have his neck snapped. Loudly.

A SINGLE GLIMPSE

Under this special event, the **glabrezu** trapped in Area 29 is endowed with greater omniscience and telepathy—a boon from Halaster. While the adventurers search for the tomb of Melair, the demon psychically reaches out to one character, offering them the location and its secrets in return for "one glimpse through your eyes."

The demon masquerades as a trapped guardian spirit—one of Melair's elite bodyguards who volunteered to watch over their beloved king's tomb for all eternity. Alas, in the millennia since that oath, "Ghorn" has come to regret his choice and dreams of seeing the real world one more time—for his world is nothing but darkness.

If the character declines the offer, the demon backs off, hoping to contact one of the duergar instead or any other character it believes can be influenced.

If the character accepts, they feel a presence invade their mind. Then or later, the demon attempts to possess the character, subjecting them to a DC 17 Charisma saving throw. On a success, the character shunts out the demon. On a failure, they are charmed by it for 1d6 hours and the glabrezu can see through their eyes and cast the *suggestion* spell on the character at will, no matter the range. Pass or fail, the character is unaware of this outside influence.

The glabrezu's immediate goal is to have its statue destroyed in Area 29. It will pursue this goal through its host at all costs but is coy enough to not arouse suspicion in others.

RAMPAGE!

Throughout their time in the Lost Level, the adventurers can hear **umber hulks** busting through walls or breaking down stone doors far, far in the distance. Thus, when it grows quiet, they should find cause for alarm. As the party explores, remark time and again about that distant thunder and then, eventually, seed in a few comments on how "it's quiet." Then, at your leisure, an **umber hulk** attacks through either of the two (or both) methods:

Down the Hall! The umber hulk comes barreling down a long hall way, thundering throughout the darkness. Until it reaches the party, it takes the Dash action. If you happen to be a sadist, this is all just a distraction for the event below:

In the Walls! An umber hulk crashes through the wall in a spray of rubble. Creatures within 10 feet of the impact must make a DC 14 Dexterity saving throw or be pelted with debris, taking 2d10 bludgeoning damage. It immediately tries to snatch up the weakest prey and devour them.

EPILOGUE

Using *Halaster's Game*, it's actually encouraged that the party *does not* kill the duergar. If they instead work together and pull off opening the Heart of the Mountain, award them 200 XP per each **duergar** they saved from a cruel death in Area 15, as well as the 3,900 XP per each **cloaker**.

Once the adventurers finish this level, they should be half way to 10th-level, gods help the fools.

A PREMATURE DEPARTURE

The gates scattered about this level are still accessible to the party, while all paths by foot are sealed off (per *Halaster's Game*). If the party departs by one of these gates and is not back within the hour, they return to find all the duergar dead, their entrails draped throughout the Temple of Dumathoin and the halls smeared red with their blood. The invisible stalkers yet remain and continue to attack until the Heart of the Mountain is opened.

Perhaps, if the party takes too long to return to the Lost Level, other adventuring parties make their way to this place and find themselves also trapped in the Mad Mage's infernal game.

THE END OF HALASTER'S GAME

Upon prevailing in their attempt to open the Heart of the Mountain, the adventurers, and the duergar (if any live) hear all steel gates being raised. The sound is like thunder, thunder so fierce it rattles the stones of the Temple of Dumathoin. While in transit to these exits, the **invisible stalkers** cease their attacks, though other dangers yet remain.

THE SEND-OFF

You can cap-off your session with either of the two narrations: one by you, or telepathically spoken by the Mad Mage himself.

THE STANDARD SEND-OFF

No good king rules forever, much to the lament of the Melairkyn dwarves. Their king, their hero, father, leader... He too, despite being larger than life, could only hope to lead one. Could they ever predict their fall? you wonder. Could they have ever foreseen Halaster Blackcloak laying claim to this mountain and turning what was once a beloved nation into a trove of monstrosities?

THE HOST'S SEND-OFF

The Mad Mage telepathically communicates this to the party. It's written to assume that they survived his game and opened the Heart of the Mountain.

The Mad Mage whispers to you, his voice slick with sadism:

"Fear does awful things to a man, and the worst venom of all is the fear of the unknown. More's to come. More of my games—but you know that. Half the multiverse knows that. To them, I say 'tune in next week to see *The Castle of Maddgoth*,' but to you, all I say is 'good luck.'"

LEVEL VII: MADDGOTH'S CASTLE

"A while back, I crafted this castle for guests. Spared no expense, either. Stained glass, adamantine hinges—the works. Then... Then I found out guests are overrated. Whatever vagrants huddling here now have my blessing."
— the Mad Mage

QUICK NOTES

- This level is entirely optional and quite a let-down. The variant *Maddgoth's Dance* has been written to bring life to an empty chapter of *DotMM*.
- Maddgoth's Castle has no bearing on the party's advancement unless you contrive a reason to prove otherwise. You can contrive it that Otto the faerie dragon has hidden the tunnel to Level 8 with illusion magic, thus forcing the party to investigate the castle.
- The stone giants have nothing to do with the castle's inhabitants, except other than being a target of Otto's tomfoolery.
- Neither Otto the **faerie dragon** or Maddgoth's **homunculus** can speak. The giants only speak Giant.
- Stone giants value artistry and graceful athleticism over violence and treasure. The endeavors of this family are to carve out both a breathtaking home and a prosperous life. Unfortunately for them, they chose to dwell in Undermountain.
- Maddgoth's castle is a source of great wealth for wizard characters: spellbooks galore can be found in Area 25, which the character can copy.
- The themes of this supplement are tragedy (concerning the stone giants) and dread (concerning the arrival of Maddgoth and all that follows). Use them to color an otherwise lifeless level.
- A character that falls from Maddgoth's castle takes 20d6 bludgeoning damage!

MADDGOTH'S DANCE

Without the infamous serial killer, Level 7 is just a disjointed level of amnesiac giants and one jackass of a faerie dragon. Where's the pop? The excitement? To liven up this level, this supplement has written in Maddgoth himself, whose return to the castle occurs half-way through the adventurers' time there. Unlike in the "Aftermath" section of *DotMM*, Maddgoth arrives while the party is here in their first foray to the castle—and not without ample foreshadowing to leave the players shaking.

When Maddgoth arrives (as an NE **archmage**), it's with a human **mage** by the named of Khodnar in tow. Little does Khodnar know that Maddgoth will teach him the lesson of death rather than the secrets of lichdom. The adventurers' presence confounds Maddgoth, who, despite his great intellect and greater power, is incredibly fixated in his methodology. He isn't used to bystanders and is now struggling to go through his usual song-and-dance. To merely fireball the adventurers lacks tact, however, and so Maddgoth resorts to the role of a gracious host—and plans to eliminate each of his guests, preferably in one sweeping stroke.

Maddgoth's first order of business is to reclaim his helm from the magic mirror in Area 25B, rendering him impervious to damage while in the castle. If another character already possesses the helm, the archmage stops at nothing to reclaim it: first trying subtlety, then relying on the nycaloths of Area 44.

Areas denoted with *Maddgoth's Dance* are written as variants you can use at your discretion. Otherwise ignore them.

ROLEPLAYING MADDGOTH

Serial killers fall into one of two categories: disorganized and organized. Maddgoth absolutely belongs to the archetypal charming, cunning organized killer. He plans to such detail it can well be considered a fault; if he has the slightest inkling something is wrong, he abandons his current plot. Maddgoth balances his ambition and bloodlust with a healthy degree of caution, always falling back and falling back until the game is one swift ploy from being won.

You'll want to play Maddgoth off as charming, if not a little strange. His gaze lingers just a little too long. His curiosity seems a little too piqued. If there's one feeling the adventurers should get, it's "eerie."

On the Mad Mage. If asked, Maddgoth claims to have great respect for Halaster Blackcloak. This is a lie; not only does Maddgoth despise Halaster, he intends to one day grow powerful enough to kill the Mad Mage. Repeatedly—for Maddgoth knows that Halaster cannot die but will be reborn again and again. To kill the greatest mage of this world over and over again—that is Maddgoth's sweetest dream.

On the Players. Maddgoth is less repulsed at the adventurers' intrusion and giddier at the prospect of having either an audience or new victims. If one or more of the arcane spellcasters are one the "promising" targets of his, he takes great interest in them. See Area 36 for more details; Maddgoth may have a dossier detailing one of these characters.

On Khodnar. On his guest, Maddgoth claims to be an admirer of his work. If he feels that the party won't attack him over it, he'll reveal that he and Khodnar plan to research the secrets to lichdom together. This is, of course, a lie. Khodnar's soul is due for the Nine Hells by first light.

On Undermountain. "This place is as good as any," Maddgoth will admit, with a shrug. He readily tells anyone who asks that he commandeered this castle years ago (many, many years ago). He considers the Mad Mage's silence consent to his presence, though the two have never crossed paths. Perhaps the party will wonder, "why?"

MADDGOTH'S TACTICS

Wizards aren't into direct combat. The best battle for a wizard is one where he's two miles away with a vial of his target's blood. Alas, Maddgoth will be surprised to find guests in his humble abode, robbing him of the advantage of preparation. Facing Maddgoth, an **archmage**, is still no trivial fight.

Maddgoth's Helm. Removing *Maddgoth's helm* (see Appendix A) is paramount to fighting the archmage, for so long as he wears it, he is immune to harm. While Maddgoth is grappled, a character can attempt a DC 16 Strength saving throw to remove the helm. During the struggle, they feel Maddgoth's immense will bearing down on them, a force of pure rage and ego.

Maddgoth's Backup. Maddgoth never goes anywhere without his **homunculus** as muscle. If necessary, he'll release the **gray slaad** from Area 33, order it to remain invisible, and guard him from harm. Likewise, he can release the **nycaloths** from Area 44, ordering them to remain invisible as well.

Tactics. A veteran of magical combat, Maddgoth seamlessly relies on the following tactics in a scrape:

- Before ever entering combat, Maddgoth casts *mage armor* and *mind blank* upon himself.
- When faced with a powerful, single target, Maddgoth casts *banishment*. Due to his *horned ring*, he can bypass Undermountain's restrictions on magic, defenestrating a foe's dumb ass from this plane of existence.
- When below half health or when he fears his life is in danger, Maddgoth casts *teleport* to escape.

ROLEPLAYING KHODNAR

Khodnar, a LN **mage**, is surprisingly friendly. He's in a good mood, since Maddgoth has promised to research the secrets of lichdom with him. He never suspects Maddgoth's true intention until it's too late.

Khodnar's Will to Live. Once the **mage** realizes that his host intends to murder the guests, Khodnar sides with the party and does his best to escape with them. He isn't prepared to give up his life for strangers, however, and can be deluded by Maddgoth into believing he'll be safe—that it was only these "trespassers" that are to be "punished."

THE DANCE

Maddgoth's Dance unfolds across three acts:

I. A JOURNEY WELL-FINISHED

Half-way through their venture into the castle (assuming the party goes at all), Maddgoth returns with Khodnar, his guest, in tow. This should occur after the party finds Area 25, discovering the countless spellbooks the serial killer has taken from his victims. This is to breed tension and fear amongst the adventurers.

Maddgoth arrives in the courtyard (Area 23), teleporting in with Khodnar. His priority, especially after learning that there are intruders, is to recover his helm from Area 25B, so as to be impervious to all damage while in the castle.

If Otto the faerie dragon is yet alive, it tries to flee from Maddgoth and may assist the party later. Alternatively, if it catches Maddgoth's attention, the archmage brutally murders Otto with a *magic missile* straight through the drake's eyeball.

II. THE GRACIOUS HOST

Even if the party hides from Maddgoth, his homunculus betrays their presence by its telepathy. Upon facing the party, Maddgoth cracks a grin and insists they stay for dinner—and refuses to take "no" as an answer. "Dinner" quickly becomes "stay the night" as the serial killer tries to eliminate all targets, including Khodnar, by midnight.

Before the Meal. After inviting them to dinner, Maddgoth gives the party an hour to "freshen up" while he prepares his insidious plot. He casts *mind blank* and *mage armor* upon himself and frees the **gray slaad** from Area 33 and goes to Area 45 to retrieve Midnight Tears poison. Thereafter, he can be found in Area 27B, the kitchen, guiding his **living unseen servants** as they prepare tonight's meal. While there, he poisons the wine with Midnight Tears, a terrible poison that takes effect at the stroke of midnight. See Area 27B, "Maddgoth's Dance."

Dinner is Served. Once the meal is ready, Maddgoth brings his guests to the dining room, using his **homunculus** as muscle if necessary. During dinner, he plays with his food (the adventurers) by asking probing questions or suggesting feats of daring and high-stakes wagers. If he couldn't poison their food earlier, Maddgoth casts *time stop* to drop a dose into their meals. See Area 27, "Maddgoth's Dance" for more details.

After-Dinner Entertainment. Assuming his guests consume the poison, Maddgoth suggests watching an "operatic illusion." It's the highlights reel of his scarlet career. See Area 46 for details.

III. ETERNAL SLEEP

After dinner, Maddgoth invites the party to stay the night in the castle. He sends his **living unseen servants** to prepare the guest rooms (Areas 29-32). If the party refuses, he pretends to not be bothered—but immediately excuses himself to Area 37, the Console, wherein he locks down the castle. See Area 37, "Button 4" for details on the lockdown.

If they do agree to stay, Maddgoth bides his time until midnight. The Midnight Tears poison is actually a sort of insurance and precaution. The serial killer would much rather murder any arcane spellcasters in a duel and leave the mundane adventurers to die to the poison. He'll even go so far as to *wake* any sleeping spellcasters before midnight. No one else is worth his time nor attention.

Midnight Tears. If the poison is gone, Maddgoth relies on splitting the party, and using his minions (see "Maddgoth's Backup above) to distract them.

THE STONE GIANTS

This level's factions suffer from a disconnect. What occurs in Maddgoth's Castle has nothing to do with the stone giants and vice versa. Assuming the adventurers don't murder the giants on sight, their only contribution to *Dungeon of the Mad Mage* is to once again demonstrate how screwed up Halaster is. Without any tie-in to the castle, their only value to the players are as passerby—and *that* assumes that the adventurers actually speak Giant.

The Language Barrier. It's really astounding that this entire level is stocked by creatures that don't speak Common or can't speak at all. If you'd like to hand-wave this language barrier, Halaster may have placed a spell on these caverns that converts all spoken speech into Giant. Characters speak aloud and *hear* that the words they intended are being instantly changed; therefore, they're aware that a spell is at work. When these characters hear Giant, it's mentally translated into the character's native tongue. This magic does not extend to Maddgoth's castle.

MEET THE FAMILY

The stone giant family numbers six in all, but we can add a seventh (see below) for the sake of narrative.

Gravilok. The patriarch of the family can be parleyed with, but his first instinct is to treat the small folk as vermin and the second as invaders. See 6A.

Speleosa. The mother of the family, the giantess tolerates no intruders. She offers violence at the first sight of the party. See Area 13B.

Rhodos. Rhodos is curious and tolerates small folk. He doesn't initially mistake the adventurers as invaders. See Area 13A.

Qurrok. His body like a temple, Qurrok spends his time training in Area 15 or searching the cavern floor of Area 16. He never shies away from a fight and has a boisterous, aggressive personality.

Obsidia. Like her brother Rhodos, Obsidia is more inclined to listen to the party and only resorts to violence if attacked. See Area 13A.

Xorta. This timid giantess longs to explore Undermountain but has been forbidden to by her parents. Music is her only refuge. See Area 10 for more details.

THE SHADOW OF GHNORSH

Under this supplement, a third son has been added to Level 7: Ghnorsh, who died to an adventuring party approximately a month ago. None of the giants can remember his existence but their hearts cry out in inexplicable pain. The family is trapped in this turmoil, doomed to relive it every 8 hours: the heartbreak, the confusion, the longing for something or someone they just can't name or put a face to.

The adventurers can find Ghnorsh's rotting corpse in a caved-in cavern between Areas 9 and 13. Beside him are two crushed adventurer corpses. The cave-in has made the entrance too small for the giants and they've never cared enough to clear the rubble. If proof of his demise is shown to Speleosa, she makes a DC 14 Wisdom saving throw. On a success, she breaks free from Halaster's magic and has her memories restored. She then promptly falls to despair over the death of her son and the magical amnesia forced on her family.

Despite Halaster's magic, fragmented memories of Ghnorsh haunt the family. This shadow persists through every memory wipe and colors the giants' personalities, behavior, and desires.

Gravilok. The patriarch of the stone giant family finds himself searching for something every day: a small, handheld mosaic carved by Ghnorsh for Gravilok when the giant was young. When the party finds him in Area 6, he isn't chiseling at the ceiling but turning over every stone in search for the mosaic.

Speleosa. An image of another giant chases Speleosa no matter where she goes, but with no name to attach to him. Some days, she receives flashes from Ghnorsh's childhood or images of all her children together: five, not the four here. Alas, these memories are fleeting. While her mind forgets, her heart does not.

Rhodos. Amongst the carvings on the ceiling of Area 13A lies one message, written in Giant: "Ghnorsh." Its presence torments Rhodos, who can't bring himself to chisel it away. Every day, he encounters the name and squirms under the turmoil it wreaks upon his guts and mind. Every so often, he's convinced it's a spell carved into the stone and that to erase it would invite great doom upon his family.

Qurrok. Qurrok cannot erase "the pale man" from his mind: Maddgoth. On one return to the castle, the archmage lit up the castle via the Console (see Area 37) and took a walk amongst the Central Cavern. Qurrok believes (wrongly) that the "pale man" is the key to undoing the amnesia afflicting his family.

Additionally, his pet cave bears (Area 14) are struck with sorrow—for they alone remember Ghnorsh, and were *his* bears originally, in fact.

Obsidia. Whenever Obsidia wakes, it's from the dream of her childhood: a childhood spent with a younger brother: Ghnorsh. She can never remember her dream, but it guides her fingers when clutching a chisel. Area 13 is decorated with carvings of this giant, often upon mountain peaks or below the earth.

Xorta. Someone taught Xorta how to play her first chords. A novice she may be, but someone showed her the ropes: her older brother, Ghnorsh. Though Xorta knows not why, whenever she plays her flute, she weeps silently as some inexplicable sorrow washes over her.

BREAKING THE AMNESIA

If you or your players care at all about the stone giants' plight, you'll want to convince them that there's a way to break Halaster's spell. A character can make a DC 16 Intelligence (Arcana) check to ascertain a solution: casting *mind blank* on the giants. The spell, however, belongs to the "eighth circle of magic" and only a powerful mage can cast the spell.

Under this supplement, *spell scrolls of mind blank* have been added to Otto's Den (see Area 43). Yet not even an hour later, after the adventurers have freed the giants, they come across Halaster Blackcloak himself on foot, on his way to undo their efforts. He makes no effort to hide his intentions. If left unchallenged, the Mad Mage afflicts the giants with amnesia again.

AREAS OF NOTE

The following areas are of note:

1. UMBER SHELLS

The air grows thick here, so far below the earth. There's a sour taste to it and a harsh pressure. You swallow, popping your ears. The cave floor is littered with molted carapaces, some larger than a suit of plate armor.

In the distance, you hear the dull crash of thunder, echoing throughout the caverns... And even more dimly is the sound of upbeat, jubilant music.

The "thunder" is the distant comings-and-goings of the stone giants. Foreshadowing!

MADDGOTH'S DANCE

When the party arrives, Halaster Blackcloak sends a cryptic, telepathic message. The Mad Mage has divined several of the possible futures and has foreseen Maddgoth's attempt to poison the party with Midnight Tears: an ingested poison that claims its victims at the stroke of midnight.

Read the following:

That loathsome voice squirms its way into your mind, the voice of the Mad Mage:

"Do you hear it? The distant thunder? The footfalls? And that music... Slow, insidious. Venom wrapped in velvet. Go to it, my contestants. Go, and quickly, for night falls even here below the earth and when midnight tolls... It tolls for thee."

The music Halaster refers to is the *wand of conducting* in Area 8 (which, per this supplement, is playing on its own). It's an intentional red herring that Halaster throws at the party.

3. STONE THRONE

From a large jutting of jagged rock, a throne has been carved. Blue quartz crystals glitter from its sides. It's utterly massive. Just the idea of sitting upon that throne brings back old memories of you trying on your father's clothes as a young child.

Upon the throne lies a tablet bearing a mosaic of a mountain split in twain beneath a blue sky.

The mosaic on the tablet lying on the throne was carved by Ghnorsh (see *The Shadow of Ghnorsh*) long, long ago for Greatfather's Day, a giant holiday honoring one's father. It's a size of Small, weighs 50 lbs. and is worth 250 gp. A giant can hold it in its palm. Graviglok is grateful to any creature that brings him the mosaic or points out its location to him.

Otto's Game. Whenever he gets the chance, the **faerie dragon** often hides the mosaic through illusion magic to screw with Graviglok.

4. SILT PIT

You know, we just don't get enough environmental hazards in our dungeon delving these days.

Quicksand. When a creature enters the area, it sinks 1d4+1 feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules in the *Player's Handbook*).

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

6. CRAFT HALL

Unfinished carvings, all abstract and all hauntingly beautiful, litter the cavern walls. The rap-rap-rap of a chisel echoes from deeper in the dark.

If you're using *The Shadow of Ghnorsh* variant described in the "Stone Giants" section of this supplement, replace the chiseling with the heavy footfalls of Gravilok and the occasional clattering of stone. The giant is searching every nook and cranny for Ghnorsh's mosaic (see Area 3). He leaves, *literally*, no stone unturned.

Roleplaying Gravilok. The giant's revulsion to small folk is blunted by his desperate search for "the mosaic." He's grateful to any creature that helps him find it, even vouching for them to the rest of the family, and thus allowing them safe transit through this realm... for now. In less than eight hours, he'll forget both the mosaic's location and his gratitude, making for a nasty surprise for the party that takes a long rest in these caverns.

7. SILT PIT

See Area 4 for information on the quicksand. If a giant is nearby, they might rescue the sinking character out of pity, like how a human might save a dog from traffic.

8. STRANGE ROCK FORMATION

The *wand of conducting's* cool. It's just cool. Have it already playing orchestral music when the adventurers arrive to Level 7. Until it's removed from the petrified basilisk, it continues on a loop. Your song of choice could be the theme song, if any, for *Dungeon of the Mad Mage*: Halaster's extraplanar program apparently broadcasted across the multi-verse for millions to enjoy. Choose whatever fits your campaign.

Once removed, the music halts but the same song can be replicated. Halaster can also remotely activate it whenever he wishes, often using it to play music at the most inopportune of moments, namely if the party is attempting to hide from a foe.

10. XORTA'S FLUTE

Halting music haunts the caverns, sometimes talented, but more often made by an obvious novice.

As you approach, you see bats the size of dogs squirm up above. Guano occasionally falls like disparate rain. Lairing here is a giantess wielding a massive flute carved from stone.

A character with a passive Perception of 14 or higher can hear sobbing as well as the music.

Roleplaying Xorta. When the small folk arrive, Xorta treats them as a welcome distraction from her music. On any given day, she would be delighted to meet outsiders, for her heart yearns to explore Undermountain. While she would vouch for the party if her siblings confronted them, she's too timid to stand alone against her parents.

The Shadow of Ghnorsh. While Xorta believes she wishes to explore Undermountain, truly her heart wishes to leave *this* place, to escape the shadow of Ghnorsh's death. Ghnorsh taught Xorta how to play music (though those lessons fell short with his untimely death). Her mind cannot remember Ghnorsh, but her heart does, and playing the flute only gets her weeping.

11. DISPOSAL CAVE

The air is awash with the stink of filth and rot and death.

11A. FACES OF HALASTER

The likeness of the Mad Mage is carved across the cavern walls. To count would be a waste of your time: they're *innumerable*. Is this just another manifestation of Halaster's ego, the blind devotion of a sycophant, or something... Something new?

You're reminded of the old tales. Of primitive men that would put a face to their gods.

11B. SILT PIT

See Area 4 for details on quicksand. If any character falls in, Xorta (see Area 10) may investigate their screams and can pluck the character out.

13. GIANTS' LIVING QUARTERS

Here the adventurers meet the family's matriarch.

13A. OBSIDIA AND RHODOS

You come across a most curious sight: two giants together, one standing on the other's shoulder. The giantess wields a chisel and is carving an abstract design into the ceiling. As you look about, you find dozens just like it, all across the cave.

When the giants notice their visitors, they loudly ponder the adventurers' existence aloud and together. Assuming the adventurers can understand Giant (such as if you use the "Language Barrier" variant described in "The Stone Giants"), read the following:

The giantess regards you with a puzzled look. "What by Stonebones' beard are these... tiny things?"

The male giant, still bearing the other on his shoulders, says, "Why I've read about these creatures—"

"You don't read," the giantess interrupts.

"I read sometimes."

"With what? We've no books."

"I've... I've my means."

"You mean you've got means to lie. Look at that fat tongue o' yours, bloated and all." The giantess squints at you again. "You there! Small folk! Doesn't my brother—Rhodos, stick out your tongue—doesn't my brother have a liar's tongue? Is it not bloated and silvery and all?"

If the adventurers don't understand or reply in Giant, the giants consider them to be of the same intelligence a human would assign to a dog. They then act accordingly, treating the adventurers as innocent animals to protect—until ordered by their parents to dispose of the "little mongrels."

Roleplaying Obsidia. The shadow of Ghnorsh darkens Obsidia's dreams. Her mornings are spent absentmindedly carving images of this mysterious giant amongst her other designs in the area. They're often unfinished and overlooked by Rhodos. If confronted over it, she mumbles confusedly as the dreams come back to her. Tears then follow as she almost comprehends who and what the giant is.

Roleplaying Rhodos. Each day, Rhodos looks over his previous work and finds "Ghnorsh" carved into the wall by his own hand. The name confuses him but seems familiar. He swishes it around his mouth like a piece of hard candy, often muttering it aloud as if it will one day become clear.

13B. GIANTS' HOME

This cavern is furnished with the furs of slain beasts. Shallow pools of water are fed by the disparate rain filtered through the limestone above. A giantess sits cross-legged at the center of the cavern, polishing gemstones with a patch of bat fur.

This is where the party should most expect violence, for Speleosa tolerates no intruders in her home. Any giant but Xorta is willing to defy her orders, however, possibly protecting the adventurers from harm—especially if the giants view them as pets.

Roleplaying Speleosa. Somber and distant since the death of her son Ghnorsh, Speleosa has found herself in an inexplicable depression. Memories float out from the darkness, memories of better days she can't quite wholly grasp. Always is there a feeling of longing. When a particularly sharp memory thrusts itself into the foreground, she sometimes mumbles to herself things like "Put down the boulder!" and "No, no, mother's here." Sometimes Speleosa even hums lullabies. Whenever their memories reset, the other giants find themselves avoiding Speleosa, fearing that she may be mad.

Otto's Game. Once the faerie dragon arrives to create mischief, read the following:

A soft gust of wind flows throughout the cavern bringing with it the scent of freshly cut grass and lilacs—and on it rides a mischievous giggle. A few short words in a barbed language are then uttered, and where there was once stone, a forest now flourishes.

The "barbed language" is Draconic, Otto's chosen language for verbal components of spells. The giants panic under the sudden change. Speleosa demands blood, whereas Obsidia or Rhodos may warn the characters to flee.

13. TREASURE ALCOVE

The *elemental gem of air* found here summons an **air elemental**, the statistics of which are provided in Appendix B of this supplement.

14. CAVE BEAR DEN

The air is foul with the sharp odor of scat and rotting flesh. In the distance something heavy and pawed makes its way across the cavern floor.

Speaking with the Beasts. If *speak with animals* is cast, the bears here explain that a seventh giant, Ghnorsh, was slain some time ago (without a moon to guide them, the bears have no frame of reference for the passing of time). The "small men" came with iron and fire and cut him down, they say. They've since gravitated to Qurrok as their new master.

16. CENTRAL CAVERN

The cavern spans far into the dark, far beyond what even the sharpest eye can see, or the brightest torch can reveal. Ledges hug the walls, giving way to a bowl-shaped canyon. Heavy steps fall like thunder in the distance.

Roleplaying Qurrok. A memory of Maddgoth haunts Qurrok. As the giant searches the cavern floor for valuables, he finds himself sometimes muttering about the "pale man" (such as "Come out, come out pale man" and the like). His muttering echoes across the cavern. When he meets the party, he asks if they've met the pale man, and, if they say yes, Qurrok asks if he's brought back "the cure to this madness."

Like every foray here, Qurrok has tried to scale the mithral spindle at the center of the cavern and been repulsed. Hoping the party knows anything about it, he quickly brings it up. He then spits in the spindle's general direction, condemning it.

REACHING THE CASTLE

As written, the front door to the castle (Area 17) is 80 feet off the ground. There's no ledge or step outside the door; it opens upon the empty air. Given the mithral spindle's repulsion field, flight is ostensibly necessary to reach the castle. Conventional methods like scaling, erecting a ladder, or throwing down a rope doesn't work—though it would be comedic to watch the adventurers try. Other methods may include:

Teleportation. Spells like *dimension door* are now available to the party. A creature only shrinks when it *enters* or is inside the field of magic, so the distance of a teleportation spell remains unaffected.

Hurled. Ever curious to what lies above the mithral spindle, Qurrok can be persuaded to hurl a character upwards. The creature begins to shrink, but the relative momentum is enough to carry them towards the door. If you want to leave this up to chance, a hurled character must make a DC 14 Dexterity saving throw to snatch at

the door's handle. On a failure, a creature hurtles back down to the cavern floor; Qurrok can make a DC 10 Dexterity saving throw to catch the falling character.

"Pretty Please." The adventurers can appeal to Halaster who, of course, is watching. His arcane eye can be seen floating around the cavern. If they turn to him for aid, each character is spirited towards Area 17, and they watch with horror as the world grows in size around them.

17. MAIN ENTRANCE

The entrance to this castle hangs on empty air. No stoop or ledge is there for a visitor to step foot upon. Nay, the fool that rushes out through this door will surely fall to his doom. What, you can't help but wonder, happens to the fool that rushes *in*?

After a character opens the door, which is unlocked, an *alarm* spell is triggered; it's audible and sounds like a rung handbell. It lasts for 10 seconds and alerts both Otto and the homunculus that visitors are here.

Read the following once the spell is triggered:

You turn the knob, finding it unlocked. It opens upon a darkened hall made of—an alarm rings! A shrill bell rings throughout the halls—an alarm set off by your intrusion! Yet as it fades, and you crane your ear, you hear nothing. No movement, no guards. Nothing and no one at all...

Once the adventurers enter the castle, Halaster Blackcloak speaks telepathically to them, shedding some light on the history of this castle:

The voice of the Mad Mage worms its way into your mind, paying no heed to whatever barriers you've tried to erect against his various intrusions.

"A while back, I crafted this castle for guests. Spared no expense, either. Stained glass, adamantine hinges—the works. Then... Then I found out guests are overrated. Whatever vagrants huddling here now have my blessing."

23. COURTYARD

The courtyard yawns to the distant cavern ceiling above, furnished with gardens of glittering crystal. Commanding the center is a statue of a wizard. A wizard wearing a helm with blade-like fins. His spellbook lies open, arcane sigils engraved into stone. The plaque reads: MADDGOTH.

MADDGOTH'S DANCE

If you run *Maddgoth's Dance*, it's to this area that the NE **archmage** teleports to with Khodnar (LN **mage**) in tow. See "Master's Home" in "Special Events" for more details.

25. MADDGOTH'S STUDY

Maddgoth's study represents, perhaps, the greatest source of wealth for a wizard character. If that wizard can harvest the tomes here, expect a trip to Skullport or the surface to purchase enough materials to copy over the spells found in these spellbooks.

This location is also important to find before Maddgoth's return, for it evokes a sense of dread that will be capitalized on in *Maddgoth's Dance*.

25A. HOMUNCULUS LAIR

Roleplaying the Homunculus. Roleplaying a character that can't speak can be challenging for your table, especially if it's virtual. You'll need to rely on hand gestures, crude drawings, body language, and narration ("the homunculus gives you a pensive stare") and the like. The homunculus is a ticking time bomb full of pent-up rage; rage that seeps into every interaction it has, every gesture, every glare.

25B. MADDGOTH'S STUDY

The walls are decorated in hard-won trophies: wands, staves, rods carved in arcane runes and orbs that undoubtedly once held tremendous power. A lacquered desk sits nearby, and on closer inspection, you can see that it's made entirely of books engraved with sigils and other symbols of arcane study: spellbooks.

This... This monument, for it can be called nothing else, radiates an air of malice. Of ego. Pride, and obsession. The trophies are beyond number and the magi that once owned them unknowable. Unknowable, except for by the scorch marks and acid burns and blood stains.

If the desk and chair in Area 25B are smashed, twelve spellbooks can be recovered. Their contents have been predetermined for you below. Some spellbooks have a theme (such as "Conjurer" or "Necromancer") while others have little rhyme or reason to its spells, suggesting the wizard was scatterbrained or took the time to copy any spell they happened across. They're described below:

A Guide to Amateur Illusionism. A retired adventurer published this guide, selling it to gullible apprentices around the world.

Conjurer's Tome. An up-and-coming conjurer had been traversing the planes—and irritated Halaster in the process. The Mad Mage used his inscrutable ways to put the mage on Maddgoth's radar.

The Diplomat's Best Friend. A young half-elf wizard by the name of Theodren belonged to the diplomatic corps of Silvermoon. Fancying himself an up-and-comer, he etched the tome's title into his spellbook. Poor bastard had great ambition.

Epitaph of the Apparent Diviner. A court wizard that caught Maddgoth's attention is immortalized in the serial killer's note, written on the first page: "He never saw it comin,' poor bastard."

Flintrinser's Tome. Belonging to a deep gnome traveler, Flintrinser was never an intended target of Maddgoth. It was only by happenstance that the serial killer found the gnome. Maddgoth shrugged and decided not to look a gift horse in the mouth.

SALVAGED SPELLBOOKS

Some spells found in these tomes cannot be found in the *Player's Handbook* but instead *Xanathar's Guide to Everything* and are therefore marked with "XGE".

A GUIDE TO AMATEUR ILLUSIONISM

Level	Spells
1st	<i>detect magic, disguise self, illusory script, magic missile</i>

CONJURER'S TOME

Level	Spells
1st	<i>find familiar, fog cloud, mage armor, shield</i>
2nd	<i>cloud of daggers, dust devil^{XGE}, misty step, web</i>
3rd	<i>gaseous form, glyph of warding, summon lesser demons^{XGE}, tidal wave</i>
4th	<i>banishment, conjure minor elementals, dimension door, Leomund's secret chest</i>
5th	<i>dominate person, infernal calling^{XGE}, planar binding, teleportation circle</i>
6th	<i>arcane gate, Drawmij's instant summons, scatter^{XGE}, wall of ice</i>

THE DIPLOMAT'S BEST FRIEND

Level	Spells
1st	<i>comprehend languages, disguise self, grease, shield</i>
2nd	<i>gentle repose, invisibility, misty step, Nystul's magic aura</i>

FLINTRINER'S TOME

Level	Spells
1st	<i>catapult^{XGE}, color spray, feather fall, ice knife^{XGE}</i>
2nd	<i>gust of wind, knock, see invisibility, shatter</i>

"HOW TO CHARM FOLKS AND INFLUENCE FOES"

Level	Spells
1st	<i>charm person, expeditious retreat, thunderwave, unseen servant</i>
2nd	<i>crown of madness, hold person, magic mouth, mirror image</i>
3rd	<i>clairvoyance, counterspell, dispel magic, slow</i>
4th	<i>charm monster, confusion, fire shield, phantasmal killer</i>
5th	<i>geas, hold monster, mislead, scrying</i>
6th	<i>flesh to stone, mass suggestion, move earth, programmed illusion</i>

JALEN'S SPARE SPELLBOOK

Level	Spells
1st	<i>identify, sleep, shield, thunderwave</i>
2nd	<i>alter self, darkvision, detect thoughts, knock</i>
3rd	<i>flame arrows^{XGE}, major image, nondetection, sending</i>
4th	<i>confusion, control water, ice storm, polymorph</i>

"IF FOUND PLEASE TELEPORT TO..."

Level	Spells
1st	<i>burning hands, mage armor, snare^{XGE}, Tenser's floating disk</i>
2nd	<i>enlarge/reduce, flaming sphere, hold person, levitate</i>

MEMOIR OF THE APPARENT DIVINER

Level	Spells
1st	<i>detect magic, identify, magic missile, sleep</i>
2nd	<i>blur, detect thoughts, locate object, mind spike^{XGE}</i>
3rd	<i>clairvoyance, dispel magic, fly, tongues</i>
4th	<i>arcane eye, locate creature, polymorph, wall of fire</i>

NOVICES NOTES

Level	Spells
1st	<i>mage armor, sleep, silent image, ray of sickness</i>

PAGES OF ANGUISH

Level	Spells
1st	<i>color spray, false life, find familiar, fog cloud</i>
2nd	<i>misty step, rope trick, ray of enfeeblement, skywrite^{XGE}</i>
3rd	<i>gaseous form, remove curse, sending, tongues</i>
4th	<i>Evard's black tentacles, fabricate, Mordenkainen's faithful hound, polymorph</i>
5th	<i>control winds, dream, geas, hold monster</i>

TOME OF FLESH

Level	Spells
1st	<i>false life, protection from evil and good, ray of sickness, witch bolt</i>
2nd	<i>arcane lock, blindness/deafness, hold person, magic mouth</i>
3rd	<i>animate dead, fear, feign death, hypnotic pattern</i>
4th	<i>arcane eye, blight, locate creature, stone shape</i>
5th	<i>cloudkill, danse macabre^{XGE}, modify memory, scrying</i>
6th	<i>create undead, circle of death, eyebite, guards and wards</i>

VISTANA'S SPELL TOME

Level	Spells
1st	<i>disguise self, jump, mage armor, protection from evil and good</i>
2nd	<i>darkness, gust of wind, invisibility, see invisibility</i>
3rd	<i>bestow curse, dispel magic, protection from energy, remove curse</i>
4th	<i>charm monster, control water, hallucinatory terrain, stoneskin</i>

"How to Charm Folks & Influence Foes." This incomplete guide was started by a mage by the name of Felix Brittle. He fancied himself to be a powerful enchanter—until Maddgoth snuffed his flame out. The first half of the spellbook are actual tips on influencing others with and without magic: everything from body language to "tricks" to help produce more powerful spells.

"If Found Please Teleport to..." This spellbook has no name in it and its cover has been torn off but can be identified as a standard blank tome handed out to the students of a local mage's university. Careful analysis of the sigils and a successful DC 18 Intelligence (Arcana) check reveals that the teleportation address is to somewhere in Waterdeep, likely one of the lesser known mage colleges.

Jalen's Spare Spellbook. This spellbook, written by a halfling wizard, has traveled the world, being passed from individual to individual. At one time a half-orc used it to block a crossbow bolt, leaving a gaping hole in its cover and the first third of its pages. By incredible serendipity, it found its way back to Jalen (a tale scrawled in the back of the tome) just in time for Maddgoth to find and murder him.

Novice's Notes. These scorched notes belonged to Maddgoth's earliest victim: an elven maiden by the name of Salandre. Maddgoth lectured at her university long, long ago and, after *months* of careful planning and rehearsal, Maddgoth finally made his first true kill.

Pages of Anguish. This spellbook belonged to a tiefling by the name of Anguish. By the end of it all, the poor fool truly earned that name—at the hands of Maddgoth himself. The pages are water-stained, suggesting Maddgoth froze the fool to death.

Tome of Flesh. This tome, made of stitched-together flesh, belonged to a necromancer by the name of Andal the Sideswept. It details his ambitions for lichdom, the names of his victims, many of whom were raised into minions afterward or whose souls were consumed in Sideswept's dark magic.

Vistana's Spell Tome. A Vistana, one of the traveling gypsy folk, emerged from fabled Barovia long ago before falling to Maddgoth's *cloud of daggers* spell. The tome is nicked, and its cover is slashed, rendering the first third of the tome illegible.

27. DINING ROOM AND KITCHEN

This area represents Act II of *Maddgoth's Dance*.

MADDGOTH'S DANCE: BEFORE THE MEAL

After acquainting himself with his guests, Maddgoth retrieves the Midnight Tears from Area 45. He then instructs his **living unseen servants** to begin dinner: roast pork with lemon gremolata, paired with wine brewed from cave fisher blood (see *Volo's Guide to Monsters* for cave fisher lore; a DC 14 Intelligence (History) check

reveals that the creature's blood is highly alcoholic and is used for spirits; dwarves know this automatically).

In Area 27B, Maddgoth poisons the wine in an unconventional method. Rather than uncorking a vial and dripping it into the meal like some sort of two-bit villain, Maddgoth instead *teleports* the contents of the vial into the wine bottle. He later makes a big show of uncorking the wine in front of the adventurers during dinner to put to rest any suspicion. This magic costs him a 2nd-level spell slot. Thereafter, the wine bottle reeks of conjuration magic if scrutinized under a spell of *detect magic*.

If the adventurers enter the kitchen while he's there, Maddgoth holds back from poisoning the wine. Characters can sense that the archmage is frustrated with a successful DC 18 Wisdom (Insight) check. As a last-ditch effort, especially if he's under observation, Maddgoth casts *time stop* to poison the wine without the characters' awareness—after leaving the kitchen so they don't see him using the somatic and verbal components of the spell.

Plan B. If the wine can't be poisoned, Maddgoth's plan continues without the assurance of an easy kill at midnight. He settles for tackling the adventurers with his minions and magic instead.

MADDGOTH'S DANCE: DINNER IS SERVED

With his guests convened for dinner, Maddgoth begins to revel in this newfound opportunity. So rarely has he ever been presented with such a delicious challenge—and with a priggish air, he's stepping up to the plate.

With **living unseen servants** acting as waiters, Maddgoth stations his **homunculus** in the room as a precaution. If the **gray slaad** from Area 33 is still alive, it's here either invisible or in the form of Zartem, the old man. If Maddgoth does not have his magical helm (see Area 25B), he also stations the two **nycaloths** from Area 44 in here as well. The fiends remain invisible until a conflict breaks out, but the adventurers might detect their presence before that.

The killer wants to wine and dine his guests, to see what makes them tick, to persuade them into acts or admissions they'd never consider before. He's effectively playing with his food.

A Toast! As described above, Maddgoth has attempted to poison the wine by teleporting the Midnight Tears poison *into* it. He then makes a big show of uncorking the wine (brewed from cave fisher blood) so as to quash any suspicion. After all glasses are filled, he proposes a toast ("To the serendipity of our crossing! Might this night bloom into eternal friendship forevermore!"). Any creature that drinks their wine ingests the poison, the effects of which are described below. Maddgoth relies on either his magical helm or the antidote to avoid the poison's effects. Creatures notice no immediate effects.

Midnight Tears. A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 9d6 poison damage on a failed save, or half as much damage on a successful one.

29-32. GUEST ROOMS

Each room's bed can comfortably fit two guests.

Ship in a Bottle. Found in Area 30, this knick-knack was once a fully manned longship. Halaster, determined to furnish the castle, answered the prayers of the crew when they were lost at sea. He offered to "bottle" them up and bring them "home." They never could've guessed what the Mad Mage actually meant. A *legend lore* spell cast on the bottle reveals this. A DC 20 Wisdom (Perception) check is necessary for a character to realize that there are tiny bones littering the ship; the crew starved to death.

Charred Victim. If a spell of *speaking with dead* is cast upon the charred skeleton found in Area 31, he reveals himself to be a mage and poet by the name of Robert Hellfrost who was lured to this castle by Maddgoth. Maddgoth promised to take him on as an apprentice, mighty as Robert already was. He awoke to Maddgoth splashing oil on him and his bed and then setting it aflame with a *burning hands* spell.

Brass Hookah. The brass hookah found in Area 32 is treasured by Maddgoth; he likes to smoke with a guest the night before he murders them. He often then sleeps in the bed they were going to take, bringing the hookah there. Sufficient pipeweed can be found in a case next to the hookah. A DC 14 Intelligence (Investigation) check reveals that the spots on the brass are scorch marks.

MADDGOTH'S DANCE

If the adventurers stay the night, they find themselves split across the four guest rooms (Area 31's corpse has been removed by then and the room cleaned). Fearing that his first victim will be a screamer or alert their fellows by magic, Maddgoth stations his minions outside the other rooms (the **gray slaad** and the two **nycaloths**). His **homunculus** roams around the hall, ready to lend its strength where its necessary. It can communicate with Maddgoth via its Telepathic Bond feature. Once all forces are ready, he attacks. Maddgoth has the antidote on his person.

33. SLAAD IN THE OCTOBASS

A massive octobass dominates this chamber—and in it squirms something. A small hole has been made in the instrument, and from it peers the face of an old man.

"You there! Help me, for the love of all gods, help me!" the old man shouts, "Free me, before Maddgoth wakes!"

MADDGOTH'S DANCE

You have a few options on how to run this encounter. It would be more beneficial to *Maddgoth's Dance* if "Zartem" didn't attack the adventurers, thus preserving his life until the slaad is needed as extra muscle for the archmage. Alternatively, it attacks the adventurers and flees when wounded, relying on its Regeneration trait to heal its wounds. The slaad hits-and-runs until Maddgoth arrives.

Civility. If "Zartem" holds back, it instead tries to score sympathy with the adventurers. It's forbidden to leave the castle by Maddgoth (who has its control gem). It'll make a show of reaching the main entrance of the castle and casting *fly* on itself and leaving the party's field of view before going to the roof (A47).

Another Guest. If "Zartem" doesn't leave the castle, Maddgoth returns in time to invite the adventurers to stay for dinner. Zartem then becomes yet another guest but is ready to aid Maddgoth in a moment's notice. When it makes its first attack, the disguise sheds, revealing its true appearance and nature. The adventurers will learn again why they ought not trust anyone.

Adjust *Maddgoth's Dance* accordingly to account for this additional guest. However, as the creature lacks immunity or even resistance to poison damage, it's loathe to drink the poisoned wine (see Area 27). Unfortunately, it must obey Maddgoth's command and roll the dice later. Characters can notice that "Zartem" is troubled or upset with a successful DC 14 Wisdom (Insight) check after the wine is poured and during Maddgoth's toast.

34. MADDGOTH'S SUITE

From behind this door, emblazoned with a stained glass "M," floats heavy snoring. Perhaps the lord of this castle?

34A. MASTER BEDROOM

No dust can be found in this room. Not on the massive Dragonchess set nearby. Not on any of the six portraits of a portly, smiling wizard. Not on the four-poster bed—the one in which a hefty figure lies snoring.

Wands. Statistics for the **flying swords** have been prepared (see "**flying wands of magic missile**" in Appendix B). If they're activated, read the following:

The portraits suddenly change: smiles turn to scowls as the wands clutched by that wizard spring into existence, floating through the bedchamber. With a flick of its wrist, each portrait causes the wands to unleash a barrage of magic missiles!

36. RECORDS

If you have any arcane spellcasters in your party, or your players have retired any from previous campaigns, you can take the time to flatter them by having a detailed dossier, written by Maddgoth, marking that spellcaster as a "promising" target.

37. CONSOLE

This otherwise unremarkable chamber sports a strange console. Three brass levers protrude from its side, the outer two in the up-position, and the middle lies down. Five brass buttons set into the dash just beg to be pushed.

MADDGOTH'S DANCE

The console can be utilized in various ways:

The Gracious Host. If the adventurers accept his dinner proposal, Maddgoth turns on the interior lights (middle lever) and plays music (Button 1). Choose your favored orchestral music, playing it for your table.

Eternal Sleep. If the adventurers try to escape Maddgoth's castle, such as by refusing his invitation to stay or by sneaking out in the middle of the night, Maddgoth or one of his minions locks down the castle (via Button 4). He then floods the castle with fog (Button 3). If he needs to confront the party head on, he has Button 2 pressed, teleporting all creatures (including his minions) to the roof, Area 47.

The Stone Giants. This level suffers from a disconnect between its factions. What occurs in the castle has little effect on the giants and vice versa. Here's a simple fix to bring them into the climax: with the interior lights on, the giants can now see the castle. Qurrok in particular wants to investigate it but finds himself repulsed by the mithral spindle. He then resorts to the traditional stone giant solution: hurling rocks. Qurrok hurls boulders at the castle; even with the shrinking magic, the momentum is not lost, and the boulder deals its usual damage (see Area 47 for more details).

While the castle is impervious to damage, this siege has the added benefit of distracting the residents, including Maddgoth if you run *Maddgoth's Dance*. The adventurers may be able to seize on this opportunity to escape or snatch the antidote.

43. OTTO'S DEN

See Area 25A for roleplaying the **homunculus**.

BREAKING THE AMNESIA

As described under "The Stone Giants" above, there may exist a solution to their amnesia. If you decide one exists, it's here in the form of five *spell scrolls of mind blank*. Bards and wizards can use these scrolls to break Halaster's magic. If the character cannot normally cast 8th-level spells, then they must make a DC 18 ability check using their spellcasting ability, otherwise the spell fails.

Alas, there are only five scrolls and six giants. Which one will they choose to live a life cursed with amnesia? Which other five will be condemned to caring for that fool for the rest of their lives?

44. WIZARD'S ARMORY

A window to this chamber has been made: one of the door's glass panes have been punched through, allowing you a peek inside. Two bats flutter about in the gloom. A framed scroll sits behind a pane of glass, the plaque of which reads "Break glass in case of emergency."

If released, these fiends can turn the castle into a nightmare. Nycaloths are infamous for striking from the shadows then teleporting away before their foes have a chance to retaliate. A pair can wreak havoc on the party, engaging in a deadly hit-and-run.

Roleplaying the Nycaloths. Nycaloths are the most loyal of their kind, and these two are no different. Yzig and Gorzog not only respect Maddgoth, but enjoy his employment. They especially enjoy his operatic illusions whenever he visits, each detailing his newest kill. As ageless creatures, the nycaloths have an overabundance of patience and can weather the monotony of this room for eons to come.

MADDGOTH'S DANCE

Maddgoth relies on the fiends for various purposes:

Retrieving the Helm. If his helm has been taken, he releases the fiends to steal it back, who utilize their teleportation magic to come in, rip off the helm, and teleport away.

Eternal Sleep. If *Maddgoth's Dance* progresses to Act III, the archmage releases the nycaloths and positions them outside the guest rooms to attack intervening characters.

Rooftop Battle. If necessary, Maddgoth uses the Console in Area 37 to teleport all creatures to the rooftop, which includes the nycaloths.

45. ALCHEMIST'S LABORATORY

The laboratory is a scattered mess. Alchemical equipment teeters atop their tables, threatening to crash and fall. The slightest wind could turn this place into a glass orchestra.

MADDGOTH'S DANCE: BEFORE THE MEAL

Amongst the cluttered equipment, a small, velvet-lined wooden case holds a vial of Midnight Tears, a powerful poison whose effects are described below. The antidote is included as well in the form of a smaller vial. Maddgoth intends to use this poison to eliminate the adventurers during dinner. Both vials are enough to poison and cure five creatures. Maddgoth uses *locate object* to find the case.

A character that spends ten minutes searching through the cluttered library can make a DC 18 Wisdom (Perception) check to notice the box, which is underneath the refuse strewn across the floor. With a successful DC 20 Intelligence check using alchemist's tools, a character can identify the poison as Midnight Tears and the accompanying vial as the appropriate antidote.

Midnight Tears. A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 9d6 poison damage on a failed save, or half as much damage on a successful one.

Plan B. If the poison is gone, Maddgoth's plan continues without the assurance of an easy kill at midnight. He settles for tackling the adventurers with his minions and magic instead.

46. MADDGOTH'S THRONE

A monstrous throne of iron and stained glass commands this chamber, its clawed armrests groping out for some unseen prize. Laid before that throne is a rug—fifteen feet in diameter—bearing the image of a large gaping maw.

MADDGOTH'S DANCE: AFTER DINNER

The killer wants his cake and to eat it too. It's not enough to just strike at midnight; Maddgoth wants to send his guests off to bed drenched in dread. So, after dinner is served, Maddgoth invites the party to join him for some after-dinner entertainment. Khodnar conveniently retires for the evening, exhausted from travel, and thus sparing him from the knowledge that his host is a serial killer.

Assuming the party joins him, Maddgoth sits atop his throne and weaves an operatic illusion—a highlights reel of his career as a killer of magi. After every image fades, Halaster Blackcloak's visage flashes across the illusion, so fast to be almost imperceptible, suggesting that Maddgoth's ultimate target is the Mad Mage.

Maddgoth's Backup. Maddgoth enters the room with his **homunculus** in-tow. The **gray slaad** stands invisibly in a corner, ready to defend its master. If attacked without his helm on, Maddgoth casts *misty step* to escape while his minions guard his retreat. He then goes to Area 44 to free the **nycaloths**.

Confrontation. If confronted on these kills, Maddgoth assures the party that they all had it coming—he paints himself as the victim faced with countless adversaries. Read the following:

Smiling from his throne, Maddgoth tells you, "Power, you see, is a ladder. Every rung can only be climbed over the corpse of a rival. I never sought out conflict. Conflict sought *me* out. My rivals and I... came to an impasse. They grew without my consent. And like a gardener encountering weeds, I laid my shears to the green and..."

Maddgoth makes a cutting gesture.

If the adventurers remain passive, Maddgoth finishes his operatic illusion and invites the party to stay the night. If they refuse, he acquiesces—but secretly goes to Area 37 to shut down the castle (see the Console sidebar).

47. ROOF AND BATTLEMENTS

The cavern ceiling yawns above, an impenetrable darkness that, seemingly, stretches on forever—like the ocean on a moonless night.

MADDGOTH'S DANCE

If necessary, Maddgoth himself or a minion presses the button on the Console (see Area 37) to teleport all creatures to the roof. This includes his minions. Maddgoth makes this the stage of his last attempt to kill the adventurers.

The Stone Giants. As described in Area 37, turning the castle's interior lights on allows the giants to see the castle. Qurrok, after failing to scale the mithral spindle, resorts to his favored solution: hurling rocks. He throws boulders at the castle, which are shrunk by the spindle's magic. The momentum, however, is not lost, and the boulder deals its normal damage (using the **stone giant's** Rock attack). The attack, however, is made with disadvantage. While wearing his helm, if Maddgoth is struck and fails his Strength saving throw, he's impervious to the damage but is pinned underneath the boulder until the start of his next turn. This gives the adventurers an opportunity to rip off his helm or snatch the antidote.

SPECIAL EVENTS

You can run any of the following events on this level, and should, for otherwise, the level is quite bereft of content.

MASTER'S HOME

The castle shudders with an unseen force. Soft thunder echoes out from the heart of the courtyard and a pale brilliance lights up the halls for just a moment. Someone's come to the castle. Its master, perhaps?

The timing of this event is up to your discretion. Ideally, it occurs as the party is either cornered by Otto or vice versa; or after a short or long rest, and only after they've discovered the following areas Areas 25B, 31 and 46, for each foreshadow Maddgoth and his murderous ways:

Maddgoth's return instantly turns on all the interior lights in the castle, if they aren't on already, as if the middle lever of the Console (Area 37) was pulled. The homunculus cracks a grin and literally jumps with joy; Otto cowers in fear like a child whose mother is about to discover the mess he made.

Maddgoth and Khodnar loudly discuss their evening plans. If he sees signs of intruders, Maddgoth does not let his surprise show and acts with an air of confidence. The **archmage's** first order of business is retrieving his helm from Area 25B (see *Maddgoth's helm* in Appendix A) and then gets his house in order.

THE GENTLEMEN BASTARDS PASS THROUGH

An adventuring party passes through Level 7 by means of the tunnels leading to the Expanded Dungeon. This encounter foreshadows an event written into the next chapter of the *Companion*, in which the very same party has been captured by the Ssethian Scourges and the Blacktongue bullywug tribe of Level 8.

The adventurers call themselves "The Gentlemen Bastards." They've braved many parts of Undermountain, encountering strange and perilous places outside the players' usual route. They have no interest in exploring Maddgoth's castle or taking on additional members (out of a well-earned fear of theft or betrayal). They likewise have no interest in fighting the stone giants, lest they be flattened like pancakes. Their only goal is to reach the next level of Undermountain, hoping for more riches.

Despite their wishes, the Gentlemen Bastards run afoul of the stone giants. The players might intervene, otherwise they're forced to kill Graviglok. When they encounter the players, they treat them cordially all while trying to find their exit. The Bastards have been burned before by other adventurers and try to avoid them.

Eventually, the Bastards conveniently find a path while "off-screen" by using the Expanded Dungeon tunnels. Thus, the players can't piggyback off their success.

The Gentlemen Bastards are detailed below; their statistics are included in Appendix B. Ultimately, they are a cautious folk that never enter into a fight they aren't sure of winning. They're largely neutral and self-serving. They aren't without compassion or civility, however.

Grel Momesk. A LN human **champion**, Grel seeks the riches necessary to lift his family out of poverty. He leads the Bastards, often to his own peril. The Bastards, for their part, tolerate his occasional mistakes and fragile temperament.

Jocelyn of Daggerford. A NE human **warlock of the archfey**, Jocelyn serves the Queen of Air and Darkness. Hers is a quest to discover "the secrets" of Undermountain (namely, the Knot in the Weave, described in *DotMM's* Overview chapter). She was once a member of the Fine Fellows of Daggerford (see L2) but was kicked out for being too "unsettling."

Perlos. A NE halfling **assassin**, Perlos is a wanted man in Waterdeep, Baldur's Gate, and Neverwinter. The name attached to his various crimes varies. He joined up with the Bastards to escape his life of contract killing in the hope of retiring to the countryside a rich man. At night, he's haunted by those he's slain for coin.

Ilinar. Devoted to the elven god of war, Shevarash, this NG moon elf **war priest** is a veteran of several conflicts. After years of serving in the Waterdeep City Guard, he found employment as a mercenary. He eventually gave that up too before finally setting out as an adventurer. Ilinar is crass and impatient. His holy symbol bears a broken arrow over a single teardrop.

EPILOGUE

Once the adventurers finish this level, they should ascend to 10th-level, gods help your campaign.

Use either of the two narrations to cap-off your session; both assume *Maddgoth's Dance* was run and that the archmage survived.

Maddgoth's Dance. If you ran *Maddgoth's Dance* and the archmage survived, he finds himself not filled with rage or slighted by the adventurers' audacity but instead curious. More curious than he's ever been—especially if one of the surviving characters was an arcane spellcaster. Once the intruders leave his castle, Maddgoth returns to his records room (Area 36) to write or update the dossier detailing this up-and-coming spellcaster. The serial killer resolves to keep a close eye on his new target, determined to meet them again one day without the protection of their peers.

STANDARD SEND-OFF

Truth can be stranger than fiction and the tale you could tell would be regarded as fantasy. A castle well-below the earth, cocooned in shrinking magic. A hefty wizard who has stalked and slain countless magi. Giants cursed with amnesia and tortured by one jackass of a faerie dragon. Gods above, there's no tavern on this earth you can tell this tale in and still earn a coin. No bard would ever share this tale, and no listener would ever believe it.

All in all, it's just another day in the dungeon of the Mad Mage.

THE HOST'S SEND-OFF

The Mad Mage again, his voice dancing inside your heads. You can hear the sneer on his lips:

"Guests, as I said, are overrated. Only a fool deigns to play host, just as only a fool dares to enter a lord's sanctum of power. Our contestants tonight were hardly the first to find themselves facing Maddgoth. Maddgoth, whose kills are innumerable, whose hunger can never be satisfied. They were hardly the first but are surely one of the first to leave this castle alive. How often now have they danced away from the brink of death? How many more times can they prevail in the face of adversity?

"Find out next week on *Dungeon of the Mad Mage* as these poor fools plod through the squalor and muck and brine of Slitherswamp."

Additionally, after Halaster ends tonight's "show" he then contacts the adventurers once more to admit to the adventurers that he too is a target of Maddgoth. Read the following:

After a brief moment, the Mad Mage's voice comes to you again. "Yeah, that guy's been trying to get me into that castle for years. Thinks I don't know what he does with other wizards. Sheesh. Some folks, right?"

LEVEL VIII: SLITHERSWAMP

Slitherswamp is an exploratory level with immense potential as a narrative-driven chapter if we can achieve one, if not both, of the following events, described below. Do everything short of railroading your players to set these events in motion because, otherwise, the adventurers might as well pass through this level for the next, albeit without its experience or loot.

Out from Under the Rod involves the adventurers falling prey to the nagas' *rod of rulership*. If they all succeed on their saving throw and escape, the event ceases unless the naga succeed on the next attempt.

The Blacktongue Breakout involves the party being rounded up by the bullywugs. Kuketh, the **death slaad** overlord is joined by a **blue slaad** servant which will infect prisoners with chaos phage, potentially turning the adventurers into **red slaadi**. Kuketh hopes to use these new brethren to defeat the Ssethian Scourges.

QUICK NOTES

- Something's amiss with the *rod of rulership*. If it can only be used each dawn and its effects are magically increased to 12 hours (up from 8) when in the hands of the nagas, then the only possible explanation is that *both* must be alive to increase the duration to 24 hours. Thus, if one is slain, the remaining naga struggles to hold onto its thralls at least until its brother is reborn 1d6 days later.
- The northern half of Slitherswamp is bullywug territory; the west lies unclaimed; and the south is dominated by the Ssethian Scourges.
- A gate back to L6 can be found in A3. This is noteworthy because the party can take a gate on L6 to L2 and quickly get out of the dungeon—giving them a fighting chance of curing their chaos phage if infected in *The Blacktongue Breakout* event.
- Kuketh's seat of power is Area 19, the Yuan-ti Temple. He can be placed there or his private sanctum of Area 21.
- You can run both *Out from Under the Rod* and *The Blacktongue Breakout* simply by changing gears. If the party is captured by bullywugs while charmed by the *rod of rulership*, the enchantment wears off in Act II of BB. If the party completes BB, they may still be enthralled by the nagas.

THE GENTLEMEN BASTARDS

Added by the *Companion* in both *Halaster's Game* and *Level 7: Maddgoth's Castle*, the Bastards are an adventuring party that the players may already be familiar with. They're utilized for both events of this chapter. If they were already slain for some reason in your campaign, adjust accordingly.

The Bastards' leader, Grel Momesk, is featured in the *Out from Under the Rod* event. The remaining three are captives of the bullywugs and are met during *The Blacktongue Breakout* event.

The Bastards. The Gentlemen Bastards are cautious opportunists who only enter fights they're sure they'll win. While Grel Momesk and Ilnar are alive, the Bastards tend to lean towards NG. However, without Grel, Jocelyn of Daggerford quickly pushes the remaining Bastards towards evil.

See *The Gentlemen Bastards Pass Through* of Level 7's *Special Events* above for descriptions of the Bastards.

Fate of the Bastards. When they reached Slitherswamp, the Bastards fell prey to the Blacktongue bullywugs. Three—Jocelyn, Perlos, and Ilnar—were paralyzed and dragged off. While plotting their rescue, Grel Momesk was ambushed by the Ssethian Scourges and subjected to the *rod of rulership*.

Out from Under the Rod. Grel Momesk is utilized in this event, serving as a mouthpiece the adventurers will hopefully trust, thus luring them into the Ssethian Scourges' trap. Like other thralls, Grel refers to the nagas as "thine lords." If freed from the spell, Grel aids the adventurers in their endeavors. He will not, however, leave Slitherswamp without the remaining Bastards.

The Blacktongue Breakout. The remaining Bastards are being subjected to Kuketh's plot to turn them into slaadi. Once freed, it's highly likely that the Bastards turn on the adventurers in an event reminiscent of the Zul'Farrak ziggurat encounter of *World of Warcraft*. See Act III of *The Blacktongue Breakout* below.

OUT FROM UNDER THE ROD

Out from Under the Rod (hereafter "OUR") sets the adventurers up to be enslaved by the Ssethian Scourges. The deceitful serpents lure the party to their lair when—surprise, surprise—the *rod of rulership* recharges. In one fell swoop, the nagas refresh the duration of their spell on existing thralls and attempt to loop in these adventurers as well. The Ssethian Scourges inevitably intend to sic the adventurers and their forces on the bullywugs.

Here's the kicker, though: each player must roll their DC 15 Wisdom saving throw in secret. They're not meant to know which of their comrades fell prey to the *rod's* influence. Three outcomes are possible:

All Fall. If all players fail their Wisdom save, you can inform them of this fact.

Split Sympathies. This is the most desirable outcome, narratively. Half or more of the party is charmed by the nagas and those that weren't must pretend to be under that spell too, lest they be imprisoned by the Ssethian Scourges' thralls.

Strong of Mind. All players succeed on their save. They might pretend to be enslaved up until they can escape, but they'll find few opportunities, for the nagas intend to send all their forces to wipe out the Blacktongue bullywug tribe.

THE PASSAGE OF TIME

OUR can last several days, even weeks, if the adventurers continue to be charmed by the *rod of rulership*. You don't need to spend too much time at the table devoted to this. Simply describe the day's task, give characters that aren't charmed a chance to escape or force their allies to abandon their post, and then skip to the next dawn where all thralls are subjected to the *rod* once again. There is immense roleplay opportunity here as characters watch their comrades fall prey to the *rod's* influence.

The characters are fed while in the nagas' grip. Their rations (along with any other useful gear) however, are taken and added to the collective supplies. Thus, even if they escape, they'll have to recover their stolen possessions or find replacements.

ACT I: KNEEL OR DIE

All thralls of the Ssethian Scourges have orders to bring new potential thralls to their lair in A15. Thus, if the thralls discover the party, such as in A11, they first attempt diplomacy and resort to violence only if the invitation to the naga lair is refused. What better way to lure new, unsuspecting slaves than by simply *inviting* them in?

If the adventurers agree, a thrall escorts them through the south towards A15.

Foreshadowing. Like all great stories, this one needs foreshadowing. The party can discover the nagas' intent by scrutinizing any thrall while under a spell of *detect magic* (charmed characters radiate enchantment magic); or by visiting A13, wherein they find the drow Xirk Dezepti'il in chains. He's more than willing to shed light on what's going on in return for his freedom.

Fool Me Once... Characters that ostensibly resist the *rod of rulership* are imprisoned in A13 alongside Xirk Dezepti'il until the next dawn, when the nagas try again to influence them with the *rod*.

1. STAND AND BE RECOGNIZED

The adventurers come across thralls of the Ssethian Scourges who offer refuge in "the homestead." They can be encountered at Area 11, otherwise it's a patrol that the party finds. This patrol consists of two **drow elite warriors**, a **duergar** named Spraign, and—if you include the Gentlemen Bastards—a human **champion** named Grel Momesk, whom the party might recognize from Level 7 or past dealings in Undermountain.

You catch more flies with honey—and so the thralls aren't hostile. They use a variation of the following language to invite outsiders to their masters' lair, which

they describe as a "homestead" where travelers can find safe harbor from the "frogfolk aggressors."

"Halt! If you understand this tongue, then declare yourselves! Our lords offer safe harbor to men of peace—and death to all others!"

Grel Momesk. The leader of the Gentlemen Bastards has fallen prey to the *rod of rulership*. He might recognize the adventurers from the upper levels of Undermountain or perhaps from days in *The Yawning Portal* of Waterdeep.

Grel assuages any concerns the adventurers might have. If asked about his compatriots, he informs them they've been captured by the Blacktongue bullywug tribe. "We're working tirelessly to save them," Grel assures the adventurers. "Our lords are devising a plan to save them from Blacktongue Isle. We must simply be patient and holdfast."

2. FROGFOK NOT WANTED

Along the way to Area 15, the party and their escort are attacked by a force of 2d4 + 2 **bullywugs**; two are astride **giant toads**. The escort, if they survive, explains the dire war between the bullywugs and the Ssethian Scourges—thus perhaps convincing the party that they're on the side of righteousness.

The escort uses a variation of this language:

"Damned frogmen. Their overlord has launched a crusade to claim these caverns as his and his alone. 'The Lord of Fetid Obliteration' the frogfolk, call him—'Yurk Y'blokflug' in their primitive tongue. Our lords are determined to hold fast against these raiders. Quickly! Before more come, let us get to the homestead."

3. PRESENT THYSELVES IN THIS GILDED HALL

The adventurers are brought to Area 15 either by invitation or by force. Therein, the nagas run out the clock until the *rod of rulership* is ready again. As the adventurers converse with (or battle) the serpents, the remaining thralls all enter the cavern—the nagas' then immediately use the *rod*, subjecting all creatures to a DC 15 Wisdom saving throw.

See Area 15 in *Areas of Note* for details on this event. If all or some of the party falls prey to the *rod of rulership*, they progress into Act II.

ACT II: UNDER THE ROD

If any adventurers fall prey to the *rod of rulership's* influence, they progress into this Act. The party, like other thralls, are assigned various tasks for the day, which you can determine with the table above. Their first task, however, is to apprehend a Dweomercore mage (see *Oh, Sweet, Sweet Karstis* below).

Ultimately, this act should be handled with various episodes of roleplaying and intermittent attacks by or on the Blacktongue bullywugs (which could even just be narrated to save time at your table).

UNDER THE ROD: DAILY ASSIGNMENTS

d6	Task
1	Watch duty in A11 (25% chance newcomers arrive)
2	Fishing in A12 (25% chance of a crocodile attack)
3	Wrest A9 back from 3d4+2 bullywugs
4	Scrub the bone naga of A16
5	Gardening in A14
6	Patrol A17 (25% chance of a skirmish with 2d8+3 bullywugs ; 10% chance of facing Kuketh's hydra)

Splitting the Party. Fearing that the adventurers may have resisted the *rod*, the nagas never allow the entire party to remain together and split them up across different tasks each day.

Breaking Free. Even if you fast forward through this act, have the players roll every dawn to resist the *rod of rulership*, abiding by the same concept the first time: all players roll in secret. Free characters may also try to convince or force a charmed character to abandon their post.

Newcomers. The adventurers have orders to send all newcomers of Slitherswamp to Area 15 to experience the same fate as they did—and would it not be interesting for the players to condemn these other characters to their own fate?

1. OH, SWEET, SWEET KARSTIS

Shortly before the adventurers arrived, the nagas became aware of a Dweomercore **mage's** presence in Slitherswamp. Now, with the adventurers in tow, the nagas send them, along with Grel Momesk, to apprehend Karstis in Area 8. The Ssethian Scourges want him alive and in one piece, so as to add his firepower to theirs. See Area 8 for details.

If Karstis is slain or escapes, the nagas have a thrall scourge the adventurers with a whip as punishment (three lashes, each dealing 1d4+2 slashing damage; the hits automatically succeed). This corporal punishment does not end the adventurers' charmed condition, however—as they "deserve" it.

2. GREL BREAKS FREE

On the third day of the party's capture, Grel Momesk resists the *rod of rulership*. Now equipped with his full faculties, he knows it's now-or-never to escape. Unfortunately, he knows he cannot hope to save his comrades from the Blacktongue tribe without reinforcements. He tries in vain to snap any of the adventurers out of their condition.

The time and place of this confrontation is up to you, but can be determined by the party members' assigned tasks for the day. It's random whether Grel is placed with a charmed character or a character masquerading as a thrall. Any charmed adventurer finds themselves compelled to report Grel's free will to the Ssethian Scourges.

ACT III: THY LORDS' WILL BE DONE

Determined to wipe out the Blacktongue bullywug tribe, the Ssethian Scourges send most of their thralls to assault Blacktongue Isle, A20. This force includes the adventurers and is led by Grel Momesk, if he yet fell prey to the *rod* again; the nagas have capitalized on Grel's burning need to rescue his comrades.

If some or all of the adventurers are free from the *rod's* influence, now's an ample time to slip away and abandon Slitherswamp or return to attack the Ssethian Scourges while their main force is away. If the adventurers return to the spirit nagas' lairs, assume that they're guarded by two **trolls** and 1d4+3 **duergar**, including Agorra Duskaxe, if she's alive.

The nagas' orders are brutally simple: all must die. It's not enough to simply massacre the fighting men or assassinate the bullywugs' king. Nay, the Ssethian Scourges demand that the hovels be torched, the young slain—yes, even the tadpoles and the eggs too—and Kuketh's head be brought back. Unbeknownst to the nagas, Kuketh has a **hydra** that obeys its beck and call.

When the Ssethian Scourges' forces storm Blacktongue Isle, run your choice of Mass Combat rules or simply have these forces entangle most of the bullywugs while the adventurers slip by. The forces sent along with the adventurers are listed below; the nagas do not accompany these forces.

- Grel Momesk, a human **champion**
- 2d8+2 **drow** along with three **drow elite warriors**.

Once the mission is accomplished, the adventurers are still beholden to the Ssethian Scourges until at last they can free themselves from the *rod of rulership*. When that day comes, they'll have to fight through the nagas' thralls.

THE BLACKTONGUE BREAKOUT

The Blacktongue Breakout (hereafter "BB") spans two days, if not more. It involves Kuketh, the **death slaad** overlord taking the adventurers hostage and infecting them with chaos phage by its **blue slaad** servant's claws. This servant, Hyin, is added by this supplement.

Hyin's Touch. As described in the Slaad entry of the Monster Manual, slaad reproduce through horrific means: either by insertion of a slaad tadpole or by an otherworldly disease called chaos phage. As a **blue slaad**, Hyin can create more slaad through the latter method.

Chaos Phage. As described in the **blue slaad** statblock of Appendix B, a humanoid hit by a blue slaad's Claw attack must make a DC 15 Constitution saving throw or become infected with chaos phage. While diseased, the humanoid can't regain hit points and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad, or, if it has the ability to cast 3rd-level or higher spells, a green slaad. Only a *wish* spell can reverse the transformation.

ACT I. AMBUSHED!

The adventurers are ambushed by a staggering force of bullywugs, likely while taking a long rest in Area 5 or triggering a trap (which can be placed anywhere; see A17 in *Areas of Note* for details on these traps). A force of 1d8+4 **bullywugs** quickly appear to surround the adventurers, relying on carrion crawler mucus to incapacitate characters that are still able.

Once the adventurers are captured, the bullywugs lead them to Area 19, leaving them in the Apse of the Temple, under the watchful gaze of Torbit, the bullywug **assassin**.

The Gentlemen Bastards. The adventurers might be surprised to learn that they're not the only captives of the frogfolk. Jocelyn, Perlos, and Ilinar of the Bastards are imprisoned here as well. They each have two levels of exhaustion. They can be spoken to and have limited information of Slitherswamp. Two days ago, they too were ambushed by the bullywugs, but Grel Momesk ("that titan of a man," Ilinar says) resisted the poison, burst from his bonds, and swore to rescue them). Both Perlos and Ilinar have faith in Grel, but not Jocelyn; she's fallen to poisonous doubt.

ACT II. KUKETH'S GAMBIT

Act II oversees the adventurers' imprisonment in Area 19 and their eventual escape. Given that the party are 10th level adventurers, some drastic measures are necessary to actually detain them. Thus, this act is divided into scenes, detailed below. During a scene, characters can attempt to break free of their bonds or resist effects; otherwise, handwave and narrate the passing hours and days, giving them the opportunity to speak with each other.

To keep the adventurers imprisoned, the bullywugs employ the following precautions:

Paralysis. The adventurers are fed a constant supply of carrion crawler mucus, applied directly to their cuts or deposited on their tongues. During a scene, a character can attempt a DC 13 Constitution saving throw to end their paralysis.

Manacles. The bullywugs scoured manacles from Area 13, the Detention Cave. To break free or slip out of the manacles requires a DC 20 Strength or Dexterity check, respectively. To unlock them requires a DC 15 Dexterity check using thieves' tools. Additionally, the manacles have 15 hit points.

Gagged. If it becomes apparent that some characters are spellcasters, the bullywugs stuff grimy rags, muddy flora or even dead frogs in those characters' mouths so as to rob them of Verbal components.

Disarmed. In case the adventurers *do* manage to escape, their gear has been moved to Area 19C, hidden behind the statues in the corners.

Remember, allow checks and escape attempts only during scenes for the sake of narrative. The adventurers are drained from beatings, paralysis, and a long march through Slitherswamp (even if their hit points remain unchanged).

1. AN AUDIENCE WITH THE KING

After the adventurers are captured by the bullywugs, Kuketh, the **death slaad** overlord arrives to Area 19 with Hyin, its **blue slaad** servant (who appears in the form of a blue-colored bullywug). Once alone, the slaadi drop their guises and speak telepathically to the prisoners to inform them of what's to come.

As the scene unfolds, first have each prisoner repeat their DC 13 Constitution saving throw against carrion crawler mucus. Then allow other checks to break free from their bonds.

When the slaadi first enter the temple, read:

There's a commotion outside—you can hear the frogfolk chattering. They sound worried, frightened. What, you wonder, could throw them into such a frenzy?

The moments pass slowly, lapsing into silence—until all at once, a dozen creatures shout, "Yurk Y'borkflug! Y'borkflug! Y'borkflug!"

Frogfolk wade through water, approaching your chamber. Two bullywugs flanked by guards enter, one mottled in grey spots, the other dark blue. You can quickly ascertain that this grey bullywug is respected, or feared, by its disciples. Perhaps it's their chieftain.

Kuketh, with Hyin in tow, have come to inspect the newest prisoners. It quickly dismisses its guards and turns its telepathy on the adventurers. Read:

A voice slithers into your mind—not the Mad Mage, for once, but something much fouler, something reeking with savagery, and wet with rage:

"You will be mine. My sons, my daughters, my kith and kin. Pain first, centuries-worth of pain, but at the end... Liberation. Transcendence. Together we shall conquer as slaadi are meant to; I will teach you the legacy of my people. Your people."

The grey bullywug grins, its face stretching impossibly far. With a hand, it dismisses its guards—and as soon as they're gone, the illusion disguising it shimmers away to reveal its true form: a froglike behemoth of black, mottled skin with a rash of stony spikes across its wet flesh.

The adventurers may attempt to escape then and there, following the same guidelines as above. Kuketh, however, can quickly subdue the prisoners with a *fear* spell (or, failing that, using its greatsword). The slaad values its life well over its plan to create more slaadi and isn't afraid of murdering this batch of prisoners and starting over. It's confident that it can hold out until more men are captured by the bullywugs.

Infection. While chained, Hyin scratches each of the characters. See the **blue slaad** Claw attack for details; each character must succeed on a DC 15 Constitution saving throw or be infected with chaos phage. Have the players all roll in secret and don't inform them of the DC. Preserve the suspense—you don't even want them knowing if chaos phage is a disease or curse. The slaadi, likewise, have no idea if their prisoners resisted infection and leave satisfied.

Aftermath. Kuketh and Hyin leave the temple under the watchful gaze of Torbit, the bullywug **assassin** described in Area 19 of *DotMM*. The prisoners are free to plot their escape or theorize what creatures they're dealing with. A DC 16 Intelligence (Arcana) check is enough to identify them as slaadi, and to recall the foul means of reproduction the creatures employ.

2. ESCAPE FROM THE TEMPLE OF SSETH

This event begins the next day, giving characters the chance to finish a long rest—though those infected with chaos phage cannot regain hit points. By now, a character can sense the disease raging within them.

As the chaos phage festers within its prisoners, Kuketh prepares for a grand parade of sorts that it hopes will galvanize the tribe. The Yuan-ti Temple (Area 19) is staffed by dozens of bullywugs in anticipation of the death slaad's arrival. The most opportune moment to escape occurs during a changing of the guard. The adventurers, alongside the Gentlemen Bastards, must survive wave assaults until the opportunity to escape presents itself. Ultimately, however, Kuketh and its **hydra** arrive, serving as the final encounter. See A19 in *Areas of Note* for details on this event.

This event can be a **deadly encounter**. It features four waves of combatants, including several bullywugs, a **blue slaad**, an **assassin**, and finally facing Kuketh and its **hydra**. It is vital that the Gentlemen Bastards are not forgotten in combat, as their firepower is necessary to survive. Additionally, characters must seek a cure to their chaos phage immediately, lest healing magic fail to aid them.

ACT III. BETRAYAL!

After winning their freedom from the Blacktongue bullywugs, the Gentlemen Bastards are pushed into turning on the adventurers for one of the reasons outlined below. The location this Act occurs in is not exactly important, as its merely a brawl between two parties.

RISE OF JOCELYN

If Jocelyn lived through this ordeal and Grel Momesk is absent or dead, she quickly seizes control of the Bastards and shows her true colors. Out of a greasy tangle of paranoia and greed, Jocelyn orders her comrades to attack the party; her brethren, long since intimidated by this warlock, obey without question.

TONIGHT'S SPECIAL

Halaster's disembodied voice delivers an ultimatum: one group must die for the other to live. The Bastards—survivors to the core—hold nothing back and immediately attack.

INFECTION

If the characters were infected with chaos phage by Kuketh's **blue slaad** servant, then their only hope is either a spell of *lesser-* or *greater restoration*. Unfortunately, they may be low on spell slots, as is Ilinar of the Bastards. It quickly becomes clear that not everyone can be cured—and no one knows for sure how soon until the disease will take them.

Violence. If the adventurers have the means to cure the disease, the Bastards demand it, be it a spell or an item. They *will* resort to violence if refused, especially if Jocelyn is still alive. The Bastards spare any character they suspect can cure them and attack the others, hoping to either trade the players' freedom and lives in return for the cure. There is no line they aren't willing to cross to get cured.

Peace. The Bastards can be quelled without violence. Solutions include:

- A spell of *calm emotions* or similar enchantment spells is cast upon the Bastards.
- The adventurers can provide quick transport to the surface. They might know the location of any of Halaster's gates (such as the one in A3, which leads to L6, which in turn has a gate to L2). The Bastards will require proof and the first gate to be opened before them, otherwise they resort to violence.

AFTERMATH: SLAAD LIFE

So, what if the adventurers fail to free themselves, or can't find a means to cure their disease? Much like when a character is cursed with lycanthropy, their alignment changes and the DM has the right to seize control of that character, effectively killing it. This is a valid option, but you may want to consider allowing your players to continue playing as slaad, at least for a little while—since, as we'll see, the effects need not be permanent.

You have two options to implement this system:

ABERRANT MODEL

Under this model, the character becomes a slaad wholesale. It loses its racial bonuses, class features, including spellcasting, and any other abilities not granted to it by feats or magic items. Their character sheet is effectively replaced with a **red slaad's** or **green slaad's** statblock.

Chaos phage has wiped away all but the character's personality and memories, replacing their Ability Scores and other proficiencies. They find themselves in a new, alien body.

The player might wish to play this slaad for a time but—if the transformation is not reversed by Halaster or a *wish* spell—Limbo's chaotic influence inevitably consumes them, causing the character to become a creature permanently under your control. If you need to specify a time limit, assume that this process takes seven days. As the days drag on, the character finds themselves becoming more and more unhinged.

RACE MODEL

This model is "slaad lite." It omits three abilities you don't want in the hands of a player: the Regeneration trait, damage resistances, and the ability to produce more slaad.

Under this model, the character's racial traits (with exception to their Ability Score Increase trait) are replaced with the ones below. Humanoids that can cast 3rd-level spells or higher become green slaads instead of red. See the *Green Slaad* sidebar.

Racial Traits. As a red slaad, the character's racial traits, with exception to the Ability Score Increase trait, are replaced with the following:

Ability Score. Your Strength score becomes 16 if it's not already higher.

Alignment. Your alignment becomes chaotic neutral.

Size. Your Size is Large.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Perceptive. You have proficiency in the Perception skill.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Natural Weapons. Your teeth and nails make natural weapons with which you can make unarmed strikes. On a hit with your claws, you deal 2d6 + your Strength modifier as slashing damage. On a hit with your bite, you deal 2d6 + your Strength modifier as piercing damage.

Languages. You learn to speak Slaad, a guttural and rolling language without rhyme or reason. There is no writing system in place for this language. Additionally, you gain telepathy out to a range of 60 feet; the contacted creature does not need to share a language with you to understand you, but it must already understand at least one language.

HALASTER'S GAME

The Mad Mage would be delighted if an adventurer fell prey to chaos phage. Thereafter, Halaster would offer a deal: complete a certain task, while in the slaad form, in return for a *wish* spell cast to reverse their transformation.

The challenges offered by Halaster include any of the following; choose the ones you prefer. A challenge can only be completed by one character, causing Halaster to restore that character to their original form.

GREEN SLAAD

Characters that can cast spells of 3rd-level or higher that are infected with chaos phage become green slaad instead of red. They gain the following racial traits, in addition to those outlined in Slaad traits:

Innate Spellcasting. You can innately cast several spells, using your Charisma as your spellcasting ability modifier. These spells are:

At will: *detect magic*, *detect thoughts*, *mage hand*

2/day each: *fear*, *invisibility* (self only)

1/day: *fireball*

Hurl Flame. You gain a special ranged spell attack using your Charisma as your spellcasting ability. It has a range of 60 ft., & deals 3d6 fire damage on a hit. The fire ignites flammable objects that aren't being worn or carried.

Natural Weapons. Your Claw attack, described in the Red Slaad racial traits, deals 1d6 damage (down from 2d6).

- Winning a kiss from either of the Horned Sisters of Dweomercore, L9.
- Slay the **bone devil** in Area 47 of L9.
- Strike a foul deal with Wormmiddle the **night hag** of Dweomercore, L9.
- Slay Vlonwelv Auvryndar of Muiral's Gauntlet, L10. Halaster has long since sought her death.
- Force Muiral the Misshapen of L10 to look at himself in a mirror.
- Be swallowed by the **behir** of L11, after which the character will pass through the creature's digestive system alive and in their original form. Halaster remarks it will be a "transformative experience, to say the least."
- Venture to Skullport and topple the Xanathar Guild (if it hasn't already) and oversee the reconstruction of the retaining wall's hoist so as to restore Skullport's trade route to the outside world. The Mad Mage hungers for more fools to pluck and plant into his foul games.

AREAS OF NOTE

The following areas are of note. Headings pertaining to the events that can be run are listed here.

1. PRECIPICE

The air grows humid, thick. Sweat clings to you like a desperate child. Insects buzz in the distance, growing louder by the minute. Finally, the tunnel ends at a precipice overlooking an entire marsh.

You're not even surprised at this point.

Mucus Ladder. When characters clamber down the ladder, secretly roll their Constitution save for them, so as to keep the surprise intact. When a character fails its DC 13 Constitution saving throw, read:

Some sort of noxious mucus coats the rope. Your stomach turns and your fingers freeze. All your nerves fire off in one great cataclysm before falling silent. You go crashing into the muck below!

4. DANGEROUS SHRUBBERY

The cavern narrows into a twisting tunnel dimly lit by luminescent ferns. A ledge about twenty feet up overlooks the area. The muck's thicker here and it's at your ankles. Your boots squelch loudly as mosquitos dive-bomb for your supple flesh.

The ledge's wall, you notice, is stained red—and directly below that stain, a severed leg sticks out from the muck. Finders keepers, right?

Alternatively, replace "Finders keepers, right?" with Halaster telepathically whispering, "Hey, free leg."

4A. FINAL REST OF THUBID DUSKAXE

You clamber up onto the ledge to an old, ashen campsite. A duergar's corpse lies sprawled across a bloodied bedroll, his leg ending in a jagged stump. A leather satchel is draped across his chest.

Additional Loot. Add a compass to Thubid's corpse, since his journal mentions cardinal directions. Halaster, however, can screw with it whenever he so desires—the magnetism of Undermountain is firmly under his control.

Out from Under the Rod. This area can foreshadow the nagas' true intentions through Thubid's journal.

4B. SHAMBLING MOUNDS

When the **shambling mounds** attack, it's with a spray of mud. Characters within a 5-foot cone in front of two of the mounds must make a DC 12 Constitution saving throw or be blinded until the start of their next turn.

Read the following text when the attack occurs; only include the first sentence for characters that succeed on a DC 12 Wisdom (Perception) check.

The ferns, those luminescent, glowing ferns, continue to wave, to twitch... but there is no breeze in this cavern.

The mud swells—bursts!—as a mound of twisting vines erupts from the muck, crowing like an angered beast!

5. DRY CAVE

THE BLACKTONGUE BREAKOUT

If the adventurers never caught the bullywug sentries of Area 1 and they take a rest here, the Blacktongue bullywugs raid the cavern approximately two hours later. The frogfolk rely on ordinary toads to scout the cave (utilizing their Speak with Frogs and Toads trait). With a successful DC 16 Wisdom (Perception) check, a character on watch notices a handful of toads hop into the cavern. The toads meander about for a bit until all but one leaves.

Over the next hour, 2d4+2 **bullywugs** with 2 **giant frogs** prepare their attack. The toad left inside the cavern begins to croak to signal that the adventurers are still there and how many are lying down (sleeping). The raiders are interested in enslaving the characters, not killing them. They take any paralyzed, unconscious, or incapacitated characters to the Yuan-ti Temple, Area 19.

6. REFLECTIONS

Finally, a speck of dry land in this sea of muck and brine. Ruins dot the island, a temple perhaps, judging by the cracked dome and the lone statue left behind.

As you squint at the island, scanning for danger, a blue light passes through the ruins, casting an eerie glow across the shattered stone.

NIGHTMARES

Dendar's cursed nightmares are also prophetic. When describing a nightmare to a character cursed by the statue, you can use the description below. It is reminiscent of Area 10A, the Venom Pool:

The world itself is an endless black vista. Days pass in this void as you wander about, calling out feebly for aid, for water. The desert in your throat cannot be quenched, growing only drier, scratched by every swallow. You lick your cracked lips, desperate... and as the shadows part, you find yourself before a verdant pool of sweet water.

Like an animal, you hurl yourself before the pool, mindless in your need to drink, and drink, and drink... But your veins—they bulge, they screech as venom rages throughout your body. Your nerves sizzle, they freeze, but alas, you do not die. You can never die, only twitch in this agony as the paralysis leaves you as a vegetable until the End Times. Death is a mercy you can only pray for now.

7. WARDED CAVERN

In addition to the *glyph of warding (cloudkill)* spell present, the tunnel leading to Level 9s is hidden by an illusory wall. A character must succeed on a DC 16 Intelligence (Investigation) check to see through the illusion; otherwise, it looks as if the cavern naturally ends there.

The bullywugs know the truth, however: a frog once hopped through the wall, suffered a mental breakdown, and an itinerant bullywug gleaned enough from the incident to investigate himself. He succumbed to the *cloudkill* poison later on, but not before revealing to his companions that something lies beyond the cavern.

8. DWEOMERCORE HIDEOUT

ROLEPLAYING KARSTIS

Karstis gapes with insecurities. He hears a slight in every sentence and sees threats to his status no matter where he goes. Regarding his current assignment, the mage cannot help but wonder—fear—if this is a test of his abilities or the headmaster writing him off as a failure. He therefore simultaneously resents his lot and is zealously devoted to it. He's terrified of anything that could jeopardize his success.

If threatened but denied retreat, Karstis offers information in return for his life. He can say any of the following:

- “I was sent here from Dweomercore, the Mad Mage's wizardly academy! Spare me and spare yourself the wrath of Halaster Blackcloak!”
- “The king of the bullywugs—those wretched frogfolk—is under a guise. It's actually a slaad summoned by the Mad Mage to rule over the frogfolk. Only if it defeats the nagas' will it be free to return to Limbo.”
- “Before the bullywugs came, Slitherswamp was inhabited by yuan-ti—until they were annihilated by the nagas. Alas, those Sseth-loving bastards took one to the grave with them: a naga by the name of Hexacali. Its animated bones yet hunt these caverns with no other outlet for the pain of undeath but to kill and maim.”
- “Dweomercore lies beneath this earth—spare my life and I will take you there! Halaster Blackcloak himself presides over our academy as the headmaster!”

OUT FROM UNDER THE ROD

During Act II, the Ssethian Scourges order the adventurers to apprehend Karstis. The nagas slobber at the very thought of adding an experienced mage to their stable of thralls.

The party is joined by another thrall: either Grel Momesk (human **champion**), Dirzanna Freth (**drow elite warrior**) or Kirk Dezpeti'il (male **drow elite warrior**), if he's fallen prey to the *rod of rulership*. This additional thrall was sent not for firepower, but to keep an eye on the adventurers, in case some are secretly free from the *rod's* control.

9. TEMPLE OF THE GREAT SNAKE

Black ruins dominate this place—a temple of sort. Its doors have long since been cast down to the muck and mud. Emerald light flickers across the waters, bounces off the stones. You hear a low humming—a woman's voice. The hymn she sings you cannot tell, but her ethereal voice is haunting.

Roleplaying Yoastal. Death has done wonders for Yoastal's already keen mind and quick tongue. If she intuits that the adventures are motivated by greed instead of altruism, she insists that the nagas have treasure galore in their lair. She also promises a boon from “Mask,” her deity—alas, this is a lie that can only be detected by magic or a DC 22 Wisdom (Insight) check; the yuan-ti is ever cunning.

Yoastal can say the following sample dialogue:

- “Mine is a curse. So long as the Ssethian Scourges remain, I can never find peace. If you have a heart, destroy these wretched serpents.”
- “For refusing to bow down, the Scourges slaughtered my people and made a mockery of our deity. The sorest of tyrants they are: that which they cannot take must be destroyed.”
- “Beware the serpents' bewitching tongues. Already they've tricked countless fools.”
- “Once the serpents numbered three: but during our last stand, my people cursed the worst of the naga to a fate worse than death. Hexacali was its name, may it wallow in undeath for all eternity.”

10. RAINFALL CAVERNS

10B. HISSING STONE

The cavern is abuzz with an ophidian hiss—it's as if there are snakes lounging in your head. Disoriented, your eyes narrow upon the cause: from a pool of water juts a twisted stone whose waterworn patterns resembles a swarm of snakes. The stone—it's hissing.

When a character touches the hissing stone, read:

A sibilant whisper slithers into your mind, caressing your spine with a lover's touch. “*Speak for truth and truth shall be delivered. Speak for favor and find only ruin.*”

OUT FROM UNDER THE ROD

If the adventurers are in Act II of *OUR*, they may be sent here to recover some thralls that resisted the *rod of rulership* and escaped Area 15. Unless they were slain, these characters are Agorra Duskaxe and Dirzanna Freth, a **duergar & drow elite warrior** respectively. The party's orders are to return these two alive and intact.

Dirzanna. Paralyzed by a tripwire trap coated with the bullywugs' carrion crawler mucus, Dirzanna lies sprawled before the Venom Pool. She seeks to find her reunite with her noble house on the twelfth level of Undermountain. In this state, she has been humbled, but still her fiery spirit still lurks beneath the surface of this trembling demeanor.

Agorra. While making their escape, Agorra and Dirzanna blundered through Hexacali's lair (see A16). The **bone naga** ripped a chunk of flesh from her arm; she's since bandaged the wound but its prone to infection. Dirzanna has promised her safe harbor with House Freth if the two make it to their stronghold. With no other option, the morose dwarf has agreed.

When the adventurers arrive, Agorra is the only character capable of speaking; she begs for mercy (“or a quick death—anything but a life in chains”). She'll fight to the death rather than go willingly back to the nagas.

11. WATCH POST

Even the dumbest of fools know that you catch more flies with honey. The drow stationed here *do not* attack first. Whether you run *OUR* or not, they would instead send characters towards the spirit nagas' lair. What use are corpses or wounded characters to the Ssethian Scourges? Using this, read the following:

“Halt! If you can understand this tongue, then go no further! Beyond is the lair of our lords! If you wish for peace come hither! If you come for war... You'll find it here in abundance.”

Out from Under the Rod. If you're running *OUR*, it is imperative that the drow try to lure the adventurers towards the lair, even if it requires one leaving their post. As noted in Act I, Grel Momesk of the Gentlemen Bastards can be found here.

12. FISHERY

The adventurers might be assigned to fish here during Act II of *OUR*. They make hourly Wisdom, Intelligence, or Dexterity checks to fish (representing the three pillars of fishing). Go nuts. There's a 10% chance each hour that 1d6 + 1 **bullywugs** attack. If defeated, the attacks cease for at least four days.

13. DETENTION CAVE

Never let it be said that even the deepest caves beneath the earth can't be home to mirth and music—for here you hear a man singing in Elvish to the tune of rattling chains.

Xirk Dezpeti'il, a **drow elite warrior**, is passing time until near-dawn. His wrists ache, his throat is parched, but still he sings, knowing that soon enough the thralls will come to take him off to "Sibilant Mass" as he calls it, when the nagas will subject him to their "lordly instrument."

Xirk has a passive Perception of 14; once he hears the characters approach, or if they enter his line of sight, he calls out to them. Read:

"You there!" the man calls. "Have you your own will or have the serpents robbed you as well? If you don't... I, uhh, I too love our dearest serpentine lords! I have seen the light! Heard the music! Come forth, o' brothers, free me so that we may please our ophidian overlords! Come, ye bastards, so we might not waste yet another minute!"

Roleplaying Xirk. Xirk is a playful, mischievous knife of a man. On the surface, he would do well as a swashbuckler or conman, but here in the depths, he's resigned to this fate. He technically serves under House Freth's banner (see Level 12) but holds no particular loyalty to them. He'd rather strike out on his own or escape Undermountain.

Xirk's true worth is his knowledge of Slitherswamp, which he promises the adventurers if freed. Use the following sample dialogue:

- "Slitherswamp is infested with frogmen whipped by a tyrant; and thralls—mostly my own people—enslaved to the will of nagas through some sort of magical artifact—a lordly instrument that bends the mind."
- "Every day—at dawn, I assume—the serpents gather the thralls to quickly subjugate them with the artifact. Those that resist, like myself, are chained or slain. Fortunately, I'm too pretty to die, and they know it."

15. LAIR OF THE SPIRIT NAGAS

If the adventurers are escorted by the nagas' thralls, they're not met with any hostility. If the party instead had to cut their way through, the nagas still attempt to parley with them, if only to wait until the *rod of rulership* is ready to enthrall these curs.

15A. ARENA

When the adventurers first arrive to this area, two thralls are fighting (to the death, as it will become apparent). Both thralls are **drow**. Read the following:

The clash of steel echoes across the marsh. Water splashes as two drow battle with broken blades: parry, dodge, parry, strike—the steel bites deep, drawing red. The wounded drow cries out but before the next blow can be their last, the elf trips his foe.

One drow inevitably triumphs over the other, as the adventurers will see if they linger until the battle's conclusion. The victor explains that the other deserted their duty to the Ssethian Scourges and would face trial by combat as punishment.

Out from Under the Rod. The adventurers may find themselves forced to fight in the nagas' arena. Often this is a punishment reserved for thralls that disobeyed or failed the nagas' orders. The adventurers may end up as the punishers or the punished.

15B. NAGA THRONES

After initially meeting the nagas in Area C, future interactions often occur here instead. The Ssethian Scourges prefer the aristocratic air of using the *rod of rulership* from their thrones.

OUT FROM UNDER THE ROD

The adventurers are welcomed if they arrive with an escort. Word reaches the nagas and the serpents move from Area 15C to 15B, preferring to welcome the party from their thrones. By happenstance, the *rod of rulership* is nearly recharged, and the Ssethian Scourges will delay the adventurers' arrival (and departure) until the most opportune moment.

Roleplaying the Nagas. Normally haughty when dealing with "lesser" creatures, the nagas keep their egos in check and remain civil. After welcoming the party, the nagas extend every courtesy, even inviting them to feed, rest, and bathe in the nagas' demesne. They paint their conflict with the bullywugs as one of necessity, claiming that the last evils of the vanquished yuan-ti still influence the frogfolk, and that their cruel overlord ("the so-called Lord of Fetid Obliteration") is pushing them to greater depravity.

The Rod Recharges. The nagas successfully run out the clock and can sense that the *rod* is about to recharge. Their thralls immediately arrive, having been conditioned to report to this area every day. This throng consists of 2d6+1 **drow**, 1d4+3 **duergar**, two **trolls**, two **drow elite warriors** and Grel Momesk (**champion**). The thralls block all exits and will repel any who try to escape. When they arrive, emphasize to your players that these servants show no aggression; if asked, the nagas say it's time for "the orders of the day." Let the dialogue continue for a few more sentences—then roll initiative.

This gives the adventurers one chance to push through the throng of servants if their initiative is higher than the nagas'. You want to capitalize on the players' confusion and take them unawares—after all, no signs of aggression were shown before this, no? Only if a character succeeds on a Wisdom (Insight) check contested by the nagas' Charisma (Deception) checks should they even have a clue that something is amiss.

On their turn, Excrutha uses the *rod of rulership* while Serakath unleashes *hold person* or any other spell necessary to keep the adventurers from fleeing. The adventurers must make a DC 15 Wisdom saving throw. All players must roll in secret; you don't want them to know who amongst them aren't charmed.

Assume that all preexisting thralls fail their saving throw with exception to Xirk Dezepti'il, if he's present (see A13 for details). He attempts to escape but is quickly tackled, handcuffed, and led off to Area 13, the Detention Cave.

Resistance. If the adventurers resist the *rod*, the nagas' order their thralls to overpower and imprison them. They themselves can cast *hold person* as 5th-level spells to paralyze the entire party. The thralls then bind those characters with rope (2 hit points, DC 17 Strength check to burst) and lead them off to Area 13 to be imprisoned until the next dawn.

First Order of Business. If the adventurers fall prey to the Ssethian Scourges' roll on the Daily Assignments table described in Act I or assign them to apprehend Karstis (see Area 8). First, however, their belongings are commandeered for the good of "the homestead." Rations, rope, and other useful tools are added to the homestead's supply while treasure is stored in the nagas' chest in Area 15C.

16. LAIR OF THE BONE NAGA

As you wade through the otherwise still water, your stride rippling outward, you notice that just below the surface lie bones—enough bones to fill a graveyard.

Hexacali prefers to watch as its prey blunder through its lair, slithering amongst the bones beneath the surface. As noted in *DotMM*, when it attacks, creatures that fail a DC 15 Wisdom (Perception) check are surprised.

Tactics. In combat, Hexacali opens up with a *hold person* spell cast at 3rd level. Against fleeing foes, the naga uses the *command* spell (demanding they "kneel" or "approach"). If a group of hostile prey are clumped together, it uses *calm emotions*, rendering them indifferent to its presence, up until Hexacali can put itself in an advantageous position to attack.

Roleplaying Hexacali. Pride naturally sours into rage and Hexacali's ego could hardly be matched in life. Now laid low by the yuan-ti, the bone naga's only outlet is to destroy living creatures. During combat, it can shout any of the following:

- "All was mine and it shall be again!"
- "You know nothing of pain, of loss—yet!"
- "The serpent never spares the hare but let it play 'til the time comes round again to feed. Come, hares. Come!"
- "This is my kingdom—and I will see it turned to ash before creatures so low as yourself take it!"

17. BATTLEFIELD CAVERN

As the warfront between the bullywugs and nagas, this cavern is strewn with traps and other hazards, making it a veritable No-Man's Land. Whenever the adventurers pass through here, they're liable to blundering through any of the following traps. As the traps are obscured by two feet of mud or murky water, the DC to notice a trap is 16.

Bear Trap. When a creature steps on the trap, it makes an attack roll (+8 to hit, 1d10 piercing damage on a hit; the attack cannot be advantaged or disadvantaged). The trap is spiked into the ground and reduces the speed of the creature to 0. To open the trap requires a successful DC 15 Strength check.

Crossbow Trap. An enthralled drow rigged this trap on behalf of the nagas. When a creature crosses the tripwire, the crossbow fires from a nearby shrub (+6 to hit, 1d8 piercing damage). The bolt is coated in drow poison, subjecting the creature it hit to a DC 13 Constitution saving throw. On a failure, the creature is poisoned for 1 hour; if the save is failed by 5 or more, the creature is also unconscious while poisoned this way.

Pit Trap. The bullywugs dug a five-foot-wide, ten-foot-deep pit and stretched a net across its surface, weighing it down with stones. Its entrance yawns beneath the water. Characters that blunder into it crash through the water and are restrained by the weighted net until a creature uses an action to make a DC 14 Strength (Athletics) check to rip it apart.

17B. DEATH OF A NAGA

When the adventurers set foot on the island, read:

The past has come alive: spirits wage a desperate battle against some ethereal serpent on the island. Its scales shimmer with a ghastly light—a light that envelopes you! You will it away but to no avail!

The world flashes white and you find yourself in the spirits' place. Your arms are scaled, your tongue forked. The serpent—the naga Hexacali, your sworn foe—opens wide! Venom drips like rain as it lunges!

19. YUAN-TI TEMPLE

This temple is the seat of Kuketh's power, but the **death slaad** can only be encountered here during Act II events of *The Blacktongue Breakout*. Torbit, the **bullywug assassin** and devoted servant of Kuketh, guards this temple while his master is away.

If you have no intention of running *BB*, the remaining three Gentlemen Bastards (Jocelyn, Perlos, and Ilinar) are in Area 21B instead of here.

THE BLACKTONGUE BREAKOUT

Act II occurs in this area, divided between *An Audience with the King* and *Escape from the Temple of Sseth*. Details for the former are described in the main entry of BB above. The latter is detailed below and occurs when the adventurers stage their prison break; by happenstance, Hyin (Kuketh's **blue slaad** servant) is already here and both Kuketh and its pet **hydra** are on its way (see *Fourth Wave* below).

The prisoners, including the Gentlemen Bastards, start in Area 19D. A changing of the guard presents an opportunity to escape, provided the adventurers can overcome the carrion crawler mucus and break free from their bonds. They may also be afflicted with chaos phage. See the Act II overview for details on these obstacles. Their possessions are hidden behind the statues of Area 19C; Kuketh wanted his new slaadi brethren to be armed immediately for war.

Wave Assault. When the prisoners revolt, it sparks a four-wave assault against the Temple of Sseth. The adventurers must hurry, for who knows how long until Kuketh returns—but to rush naked into Slitherswamp is suicide, so the adventurers must find and recover their gear. See the *Donning Armor* sidebar for more details.

First Wave. Hyin (**blue slaad**) and two **bullywugs** reside in 19C; they can be surprised and have passive Perception scores of 11 & 10, respectively. The sound of combat alerts outside forces, who immediately sound the alarm.

Second Wave. Four **bullywugs** attack from 19B. Torbit (**bullywug assassin**) drops in from a hole in the ceiling with two additional **bullywugs**.

Third Wave. Five **bullywugs** in 19A try to hold off the prisoners' escape by peppering them with arrows or blocking their paths. Their arrows are coated with carrion crawler mucus.

Fourth Wave. Kuketh (**death slaad**) and its **hydra** arrive several minutes later (just in time for the adventurers to don their stolen armor). The slaad overlord is outraged that they'd reject its "gift." See A21 for Kuketh's tactics.

Aftermath. Once Kuketh and its hydra are slain, the adventurers immediately progress into Act III: Betrayal! The Gentlemen Bastards either attack immediately or bide their time—whichever you see fit. If infected with chaos phage, they're desperate.

20. BLACKTONGUE ISLE

The adventurers, and any characters accompanying them, will be hard-pressed to cross the deep waters surrounding Blacktongue Isle. While swimming, they're liable to attacks from **giant toads** which drag them to the bottom of the lake.

THE BLACKTONGUE BREAKOUT: DONNING ARMOR

The adventurers may be tempted to flee the Temple of Sseth immediately, but what of armored characters? They'll either have to abandon their gear, carry it, or spend precious time donning it. By opting for the latter, hold them to this time constraint; the final wave can be delayed just long enough for the characters to don their armor, but not so for the first three.

Light Armor: 1 minute

Shield: 1 action

Medium Armor: 5 minutes

Heavy Armor: 10 min.

OUT FROM UNDER THE ROD

During Act III, the adventurers are sent to Blacktongue Isle along with a force consisting of Grel Momesk (if he remains), a human **champion**; 2-3 **drow elite warriors** (if Xirk has fallen prey to the *rod*); and 2d8+2 **drow**. Their orders are brutally simple: all must die—even the younglings, and *especially* the unborn eggs within the spawning pool.

Genocide. The **drow**, for the most part, can tackle the twenty-five bullywugs on the isle, sparing you and your players the time it would take at the table to fight through them. Only two groups consisting of 4 **bullywugs** and 2 **giant frogs** apiece assail the adventurers as they storm the island.

Infanticide. The adventurers find the younglings cowering in a hovel on the north side of the isle, defended by one **bullywug** matron armed with a spear. To destroy the eggs and tadpoles of the spawning pool, spells dealing fire damage can set the water boiling if at least 50 points of fire damage are hurled at the pool. Alternatively, the net strung across the pool's opening can be cut down; the fish surrounding Blacktongue Isle will consume the tadpoles and eggs given time.

If the adventurers are of a Good alignment, they're sure to hate themselves after the *rod of rulership* no longer has them in their grasp.

21. LORD OF FETID OBLITERATION

Kuketh's Tactics. Infused with the very essence of the Negative Plane, the **death slaad** is a terror on the battlefield. On the second round of combat, the **hydra's** heads surface behind the adventurers in Area 21A to block their retreat.

- If Kuketh has heard the carnage outside and knows invaders are coming, the slaad shapechanges into that of a bullywug youngling or casts *invisibility* until it knows whether these visitors can be parleyed with.
- Kuketh opens with a spell of *fear* or, when faced with many melee combatants, casts *fly*.
- On its second turn, Kuketh unleashes a *fireball* against the invaders. It's willing to cast it upon its own location, if swarmed, as it has fire resistance.
- Once it's out of *fireball* spells, Kuketh draws its greatsword and enters the melee, relying on the *fly* spell to reach weaker foes.

- Kuketh can move from 21B to 21A, but to do so would give the invaders the high ground. By remaining on the ledge, it traps them between it and the hydra.
- If the invaders find the secret door to 21C and barricade themselves therein, Kuketh casts *cloudkill* to smoke them out of their hidey hole.

OUT FROM UNDER THE ROD

When the adventurers storm Kuketh's sanctum, assume that Grel Momesk is with them, as well as Xirk Dezpeti'il if he's fallen prey to the *rod* and the party has formed an attachment to him.

The Gentlemen Bastards. If you don't run *The Blacktongue Breakout*, the remaining three Bastards are here (rather than A19) bound in chains and slipping in and out of consciousness. Kuketh—convinced that they were sent by Halaster as a test of sorts—has been torturing them for days on end. They're stable at 0 hit points. The sight of his battered comrades is enough for Grel Momesk to defy the *rod's* influence wait until they're ready to travel. If he's still charmed by the *rod* by that time, he takes his comrades to "the homestead," trapping them in the same cycle he has found himself in.

Mission Accomplished. If Kuketh is slain, the adventurers are still compelled to return to Area 15 to continue serving their ophidian overlords until a time arises that they can finally escape the *rod of rulership's* reach.

EPILOGUE

Choose one of the following narrations to cap off your session and the adventurers descend to Level 9, Dweomercore, altering them to fit the events that occurred on this level:

THE STANDARD SEND-OFF

"Good riddance" is the only sentiment you can conjure as this wretched chapter comes to a close. What else has Halaster Blackcloak stuffed in the dim halls beneath the mountain? A desert? An ocean? The very sky? And for what other point but entertainment or sadism?

As the tunnels slope downward, once again you question your purpose in this blasted dungeon and long for the days when you could feel the wind on your skin.

THE HOST'S SEND-OFF

The Mad Mage's voice comes in the form of a light that shimmers off the murky waters, splashing straight into your mind:

"Nothing matters," Halaster whispers. "Nothing mattered, nothing will *ever* matter. Your efforts, your struggles—meaningless. The wheel yet turns and Slitherswamp will never truly be free, for that which cannot die shall only return more deranged than ever before. Those that return from the grave are less for it and instead *ravenous* for a true end. No creature's sanity can survive a sight so harrowing as what lies beyond this life."

Halaster strikes a jovial tone: "How much more can our contestants take? How soon until they crack? Friends, fiends: find out next time on *Dungeon of the Mad Mage!*"

APPENDIX A: MAGIC ITEMS

The following magic and mundane items can be found throughout Levels 1-3 and Skullport:

+1 BREASTPLATE

This drow-manufactured armor loses its +1 bonus to AC if exposed to sunlight for 1 hour or more.

Location. This magic item is found in L7, Area 11A.

BELT OF DWARVENKIND

Wondrous Item, Rare (Requires Attunement)

While wearing this belt, you gain the following benefits

- Your Constitution score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with dwarves.

In addition, while attuned to the belt, you have a 50% chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

- You have advantage on saving throws against poison and you have resistance to poison damage.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Dwarvish.

Dumathoin's Curse. As described in Area 29F of this supplement, if a character not of Melair's bloodline takes the belt from the king's corpse, they must make a DC 14 Charisma saving throw or be cursed with the following flaw: "I can't keep a secret, no matter how trivial or dire." A spell of *remove curse* or the like rids the character of the flaw. Every day at dawn, there is a 50% chance that the character wearing the belt must repeat the saving throw or be cursed again with the same flaw.

Additional Loot. This magic item has been added to the loot found in L6, Area 29F.

BOOTS OF ELVENKIND

Wondrous Item, Uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Location. One boot is found on L4, A16A, the other on L5, A17. Unless both boots are worn, the item's magic is nonexistent.

CANDLE OF INVOCATION (SSETH)

Wondrous Item, Very Rare (Requires Attunement)

This slender taper is dedicated to a Sseth and shares his neutral evil alignment. The candle's alignment can be detected with the *detect evil and good* spell.

The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light whose alignment is neutral evil makes attack rolls, saving throws, and ability checks with advantage. In addition, a cleric or druid in the light whose alignment matches the candle's can cast 1st-level spells he or she has prepared without expending spell slots, though the spell's effect is as if cast with a 1st-level slot.

Alternatively, when you light the candle for the first time, you can cast the *gate* spell with it. Doing so destroys the candle.

Location. This item can be found in L8, Area 19D.

DAGGER OF BLINDSIGHT

Dagger, Rare (Requires Attunement)

The creature attuned to this dagger gains blindsight out to a range of 30 feet. The dagger has a saw-toothed edge and a black pearl nested in its pommel.

Location. This magic item is carried by Skella Ironeye, the duergar leader in L6, Area 15.

ELEMENTAL GEM OF AIR

Wondrous Item, Uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, an **air elemental** is summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost.

Location. This magic item is found in L7, Area 13C.

HEADBAND OF INTELLECT

Wondrous Item, Uncommon (Requires Attunement)

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher without it.

Location. This item can be found in L8, Area 21C.

HIDE ARMOR OF LIGHTNING RESISTANCE

Medium Armor, Rare (Requires Attunement)

While wearing this armor, your AC equals 12 + your Dexterity modifier (up to a bonus of +2), and you have resistance to lightning damage.

Location. This magic item is found in L5, Area 6B.

HORNED RING

Ring, Very Rare (Requires Attunement)

A creature attuned to the ring can ignore Undermountain's magical restrictions, outlined in "Alterations to Magic" in *Dungeon of the Mad Mage*.

Location. This magic item is worn by Maddgoth on L7.

MADDGOTH'S HELM

Wondrous Item, Very Rare (Requires Attunement)

A creature attuned to the helm and wearing it has immunity to all damage while inside Maddgoth's castle, on its roof, or in its courtyard. If the helm is taken from the castle, it turns to dust and is destroyed.

Location. This magic item is found in Area 25B.

PIPE OF SMOKE MONSTERS

Wondrous Item, Common

While smoking this pipe, you can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a froghemoth. The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke.

Location. This magic item is found in L4, Area 23.

POTION OF FIRE BREATH

Potion, Uncommon

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

Location. This magic item is found in L7, Area 43B.

POTION OF INVISIBILITY

Potion, Very Rare

This potion's container looks empty but feels as if it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Location. This magic item is found in L7, Area 45.

ROD OF RULERSHIP

Rod, Rare (Requires Attunement)

You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

Location. This item can be found in L8, Area 15C.

ROPE OF CLIMBING

Wondrous Item, Uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Location. This magic item is found in L4, Area 7.

SENTINEL SHIELD

Shield, Uncommon

While holding this shield, you have advantage on initiative rolls and Wisdom (Perception) checks.

Location. This magic item is found in L6, Area 29F.

STAFF OF FLOWERS

Staff, Common

This wooden staff has 10 charges. While holding it, you can use an action to expend 1 charge, causing a flower to sprout from a patch of earth or soil within 5 feet of you, or from the staff itself. Unless you choose a specific kind of flower, the staff creates a mild-scented daisy. The flower is harmless and nonmagical, and it grows or withers as a normal flower would. The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns into flower petals and is lost forever.

Location. This magic item is found in L5, Area 6F.

TEARULAI, SWORD OF SHARPNESS

Longsword, Very Rare (Requires Attunement)

Tearulai is a sentient neutral good *sword of sharpness* with an emerald-colored blade and precious gemstones embedded in its hilt and pommel. Evil creatures can't attune to Tearulai; any evil creature that tries takes 20 psychic damage.

When you attack an object with this magic longsword and hit, maximize your weapon damage dice against the target. When you attack a creature with this magic longsword and roll a 20 on the attack roll, that target takes an extra 14 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, you lop off a portion of its body instead.

In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

Spells. The sword has 6 charges and regains 1d4+2 expended charges daily at dawn. A creature attuned to the sword can use an action and expend 1 or more charges to cast one of the following spells from it without material components: *fly* (2 charges), *polymorph* (3 charges) or *transport via plants* (4 charges).

Sentience. The sword has an Intelligence of 17, a Wisdom of 12, and a Charisma of 20. It has hearing and truesight out to a range of 120 feet. It communicates telepathically with its attuned wielder and can speak, read, and understand Common, Draconic, Elvish, and Sylvan. In addition, the sword can ascertain the true value of any gemstone brought within 5 feet of it.

Personality. Tearulai admires great beauty, music, fine art, and poetry. Vain, the weapon strives to improve its appearance. It craves gemstones and seeks out better ones with which to adorn itself. Most of all, it longs to return to the forests around Myth Drannor, where it was created. If its wielder's goals run counter to its own, Tearulai attempts to take control of its wielder (subjecting it to a DC 17 Charisma saving throw). On a failure, the wielder is charmed for 1d12 hours, during which Tearulai attempts to reach the surface, thereafter using *transport via plants* to return whence it came.

Location. This magic item is found in L5, Area 9, lodged into the green dragon's skull.

WAND OF CONDUCTING

Wand, Common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and create orchestral music by waving it around. The music can be heard out to a range of 60 feet and ends when you stop waving the wand.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, a sad tuba sound plays as the wand crumbles to dust and is destroyed.

Location. This magic item is found in L7, Area 8.

WAND OF FIREBALLS

Wand, Rare (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *fireball* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell level by one for each additional charge you expend.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Location. This magic item is found in L5, Area 2D.

APPENDIX B: MONSTERS & NPCs

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ABOLETH

LAIR ACTIONS

When fighting inside its lair, an aboleth can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the aboleth takes a lair action to cause one of the following effects:

- The aboleth casts phantasmal force (no components required) on any number of creatures it can see within 60 feet of it. While maintaining concentration on this effect, the aboleth can't take other lair actions. If a target succeeds on the saving throw or if the effect ends for it, the target is immune to the aboleth's phantasmal force lair action for the next 24 hours, although such a creature can choose to be affected.
- Pools of water within 90 feet of the aboleth surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet into the water and knocked prone. The aboleth can't use this lair action again until it has used a different one.
- Water in the aboleth's lair magically becomes a conduit for the creature's rage. The aboleth can target any number of creatures it can see in such water within 90 feet of it. A target must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) psychic damage. The aboleth can't use this lair action again until it has used a different one.

REGIONAL EFFECTS

The region containing an aboleth's lair is warped by the creature's presence, which creates one or more of the following effects:

- Underground surfaces within 1 mile of the aboleth's lair are slimy and wet and are difficult terrain.
- Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the aboleth that drink such water vomit it within minutes.
- As an action, the aboleth can create an illusory image of itself within 1 mile of the lair. The copy can appear at any location the aboleth has seen before or in any location a creature charmed by the aboleth can currently see. Once created, the image lasts for as long as the aboleth maintains concentration, as if concentrating on a spell. Although the image is intangible, it looks, sounds, and can move like the aboleth. The aboleth can sense, speak, and use telepathy from the image's position as if present at that position. If the image takes any damage, it disappears.

ABOLETH

Large aberration , lawful evil

Armor Class 17 (natural armor)
Hit Points 135 (18d10 + 36)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6
Skills History +12, Perception +10
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, telepathy 120 ft.
Challenge 10 (5900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by a transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can only be removed by *heal* or another disease curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicated telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

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

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

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft. passive Perception 10

Languages Auran

Challenge 5 (1800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

ALLOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages -

Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

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

ARCHDRUID

Medium humanoid (any race), any alignment

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8400 XP)

Spellcasting. The archdruid is a 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The archdruid has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*
1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *spek with animals*

2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*

3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*

4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*, *wall of fire*

5th level (3 slots): *commune with nature*, *mass cure wounds*, *tree stride*

6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*

7th level (1 slot): *fire storm*

8th level (1 slot): *animal shapes*

9th level (1 slot): *foresight*

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 5 (1d6+2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from stoneskin)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *screaming*, *wall of force*

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

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

AWAKENED SHRUB

Small plant, unaligned

Armor Class 9

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Resistances piercing

Damage Vulnerabilities fire

Senses passive Perception 10

Languages one language known by its creator

Challenge 1/8 (25 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

ACTIONS

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

ASSASSIN

Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

AWAKENED TREE

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Immunities poison

Damage Resistances cold, fire, lightning

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1800 XP)

Innate Spellcasting. The barlgura's spellcasting ability is Wisdom (spell save DC 13). The barlgura can innately cast the following spells, requiring no material components:

2/day each: *disguise self*, *invisibility* (self only)

1/day each: *entangle*, *phantasmal force*

Reckless. At the start of its turn, the barlgura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The barlgura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The barlgura makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.

BAT

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Senses blindsight 60 ft. passive Perception 11

Languages -

Challenge 1/8 (25 XP)

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

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

ACTIONS

Melee Weapon Attack. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

BASILISK

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft. passive Perception 9

Languages -

Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage plus 7 (2d6) poison damage.

BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear 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:* 5 (1d6+2) piercing damage.

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

BLINK DOG

Medium fey, lawful good

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Blink Dog, understands Sylvan but can't speak it

Challenge 1/4 (50 XP)

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

ACTIONS

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

Teleport (Recharge 4-6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

BLUE SLAAD

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 7 (2900 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages -

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges After A Short Or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

BONE NAGA (SPIRIT)

Large undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft. passive Perception 12

Languages Common plus one other language

Challenge 4 (1100 XP)

Spellcasting. The bone naga (spirit) is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The bone naga (spirit) has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*

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

2nd level (3 slots): *detect thoughts*, *hold person*

3rd level (2 slots): *lightning bolt*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage.

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

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

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

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages -

Challenge 5 (1800 XP)

Standing Leap. The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12+4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 ft. as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

BULLYWUG

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak With Frogs And Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

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

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4+2) poison damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Dex +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages Common

Challenge 9 (5000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges After A Short Or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 9 (2d6+2) piercing damage plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) bludgeoning damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

CHUUL

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CLAY GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

CLOAKER

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Undercommon

Challenge 8 (3900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6+3) piercing damage and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8+3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges After A Short Or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

DARKMANTLE

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses blindsight 60 ft. passive Perception 10

Languages -

Challenge 1/2 (100 XP)

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

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

ACTIONS

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

DEATH SLAAD

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages Slaad, telepathy 60 ft.

Challenge 10 (5900 XP)

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

At will: *detect magic*, *detect thoughts*, *invisibility* (self only), *mage hand*, *major image*

2/day each: *fear*, *fireball*, *fly*, *tongues*

1/day each: *cloudkill*, *plane shift*

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

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

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

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 3 (700 XP)

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

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage plus 3 (1d6) piercing damage.

DRIDER

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2300 XP)

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

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

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Innate Spellcasting. The drider's spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

ACTIONS

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) damage plus 9 (2d8) poison damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 7 (1d8+3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 4 (1d8) poison damage.

DROW

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). The drow can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

DROW ELITE WARRIOR

Medium humanoid (elf), lawful evil

Armor Class 18 (studded leather armor, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Common, Undercommon

Challenge 7 (2900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

DROW MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Common, Undercommon

Challenge 7 (2900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The drow mage is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow mage has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *alter self*, *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *cloudkill*, *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage or 3 (1d8-1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DROW PRIESTESS OF LOLTH

Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 8 (3900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The drow priestess of lolth's spellcasting ability is Charisma (spell save DC 15). The drow priestess of lolth can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow priestess of lolth is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The drow priestess of lolth has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *web*

3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*

4th level (3 slots): *divination*, *freedom of movement*

5th level (2 slots): *insect plague*, *mass cure wounds*

ACTIONS

Multiattack. The drow makes two scourge attacks.

Scourge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 17 (5d6) poison damage.

Summon Demon (1/Day). The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 120 ft. passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Enlarge (Recharges After A Short Or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges After A Short Or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

EARTH ELEMENTAL

Large elemental, neutral evil

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Immunities poison

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Vulnerabilities thunder

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 10

Languages Terran

Challenge 5 (1800 XP)

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

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

ACTIONS

Multiaction. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

ELK

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/4 (50 XP)

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

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4+3) bludgeoning damage.

ETTERCAP

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

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

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Web (Recharge 5-6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, is vulnerable to fire damage and immune to bludgeoning, poison and psychic damage.

Web Garrote. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.

ETTIN

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1100 XP)

Two-Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

FAERIE DRAGON (VIOLET)

Tiny dragon, chaotic good

Armor Class 15

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Arcana +4, Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Sylvan

Challenge 2 (450 XP)

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

Innate Spellcasting. The faerie dragon (violet)'s spellcasting ability is Charisma (spell save DC 13). The faerie dragon (violet) can innately cast the following spells, requiring no material components:

1/day each: *color spray*; *dancing lights*; *hallucinatory terrain*; *mage hand*; *major image*; *minor illusion*; *mirror image*; *polymorph*; *suggestion*

ACTIONS

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

Euphoria Breath (Recharge 5-6). The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5-6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

FAERIE DRAGON (VIOLET, LARGE)

Large dragon, chaotic good

Armor Class 15

Hit Points 104 (16d10 + 16)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Arcana +4, Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Sylvan

Challenge 2 (450 XP)

Limited Telepathy. Using telepathy, the dragon can magically communicate with any other faerie dragon within 60 feet of it.

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

Superior Invisibility. As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

Innate Spellcasting. The faerie dragon (violet, large)'s spellcasting ability is Charisma (spell save DC 13). The faerie dragon (violet, large) can innately cast the following spells, requiring no material components:

1/day each: *color spray*; *dancing lights*; *hallucinatory terrain*; *mage hand*; *major image*; *minor illusion*; *mirror image*; *polymorph*; *suggestion*

ACTIONS

Euphoria Breath (Recharge 5-6). The dragon exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1-4. The target takes no action or bonus action and uses all of its movement to move in a random direction.

5-6. The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Immunities fire, poison

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft. passive Perception 10

Languages Ignan

Challenge 5 (1800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

Water Susceptibility. For every 5 ft. the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1800 XP)

Aversion To Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

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

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

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

FLYING WAND OF MAGIC MISSILE

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

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

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The wand is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the wand must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the object remains motionless and isn't flying, it is indistinguishable from a wand.

ACTIONS

Magic Missile. The wand shoots a dart of magical force at one creature that it can detect within 60 feet of it. The target takes 3 (1d4 + 1) force damage as the dart hits it unerringly.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft. passive Perception 11

Languages any languages it knew in life

Challenge 4 (1100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrible Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrible Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GIANT BAT

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft. passive Perception 11

Languages -

Challenge 1/4 (50 XP)

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

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 creature. *Hit:* 5 (1d6+2) piercing damage.

GIANT EAGLE

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Common and Auran but can't speak

Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

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

GIANT FROG

Medium beast, unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Senses darkvision 30 ft., passive Perception 12

Languages -

Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT SHARK

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge 5 (1800 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

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

Languages -

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GIANT WASP

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT TOAD

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft. passive Perception 10

Languages -

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 ft. and its high jump is up to 10 ft., with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GLABREZU

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

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

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses truesight 120 ft. passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5000 XP)

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

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*

1/day each: *confusion*, *fly*, *power word stun*

ACTIONS

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) bludgeoning damage.

GRAY SLAAD

Medium aberration (shapechanger), chaotic neutral

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

Skills Arcana +5, Perception +7

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 17

Languages Slaad, telepathy 60 ft.

Challenge 9 (5000 XP)

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 12). The slaad can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *invisibility* (self only)

mage hand, *major image*

2/day each: *fear*, *fireball*, *tongues*

1/day: *plane shift* (self only)

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

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

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

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

GREEN SLAAD

Large aberration (shapechanger), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Arcana +3, Perception +2

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Slaad, telepathy 60 ft.

Challenge 8 (3900 XP)

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 12). The slaad can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *mage hand*

2/day each: *fear*, *invisibility* (self only)

1/day: *fireball*

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

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

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or staff. Alternatively, it uses its Hurl Flame twice.

Bite (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Claw (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, reach 5 ft., or range 5 ft., one target. *Hit:* 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

GRIMLOCK

Medium humanoid (grimlock), neutral evil

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities blinded

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 13

Languages Undercommon

Challenge 1/4 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell. While only deafened, its blindsight is reduced to 10 feet.

Keen Senses. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage plus 2 (1d4) piercing damage.

HELMED HORROR

Medium construct, unaligned

Armor Class 20 (plate armor, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Immunities force, necrotic, poison

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

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 4 (1100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include fireball, heat metal, and lightning bolt.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands.

HEZROU

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

HOMUNCULUS

Tiny construct, neutral

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1/4 (50 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

HOMUNCULUS (LARGE)

Large construct, neutral

Armor Class 13 (natural armor)

Hit Points 55 (10d10)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands Abyssal, Common, Draconic, and Gnomish, but can't speak.

Challenge 1/4 (50 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

HOOK HORROR

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Hook Horror

Challenge 3 (700 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

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

ACTIONS

Multiattack. The hook horror makes two hook attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 8 (3900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Immunities poison

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2300 XP)

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Invisibility. The stalker is invisible.

ACTIONS

Multiattack. The stalker makes two slam attacks.

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

KUO-TOA

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor, shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

REACTIONS

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

KUO-TOA ARCHPRIEST

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 30 ft.

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

Skills Perception +9, Religion +6

Senses darkvision 120 ft., passive Perception 19

Languages Undercommon

Challenge 6 (2300 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. The kuo-toa is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *detect magic, sanctuary, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*
3rd level (3 slots): *spirit guardians, tongues*
4th level (3 slots): *control water, divination*
5th level (2 slots): *mass cure wounds, scrying*

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The kuo-toa makes two melee attacks.

Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

KUO-TOA WHIP

Medium humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 1 (200 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*

1st level (3 slots): *bane*, *shield of faith*

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

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

Pincer Staff. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6+2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

LICH

Medium undead, any evil alignment

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

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

Skills Arcana +19, History +12, Insight +9, Perception +9

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Resistances cold, lightning, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*,

Melf's acid arrow, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

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

5th level (3 slots): *cloudkill*, *screaming*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

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

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared: Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *misty step*, *suggestion*
3rd level (3 slots): *counterspell*, *fireball*, *fly*
4th level (3 slots): *greater invisibility*, *ice storm*
5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

MIMIC

Medium monstrosity, neutral

Armor Class 12

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 2 (450 XP)

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 4 (1d8) acid damage.

MEZZOLOTH

Medium fiend (yuguloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3

Damage Immunities acid, poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

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

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 5 (1800 XP)

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

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

Innate Spellcasting. The mezzoloth's spellcasting ability is Charisma (spell save DC 11). The mezzoloth can innately cast the following spells, requiring no material components:

2/day each: *darkness*, *dispel magic*

1/day each: *cloudkill*

ACTIONS

Multiattack. The mezzoloth makes two attacks: one with its claws and one with its trident.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage or 8 (1d8 + 4) piercing damage when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

MULE

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Beast Of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

NYCALOTH

Large fiend (yuguloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4

Damage Immunities acid, poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 9 (5000 XP)

Innate Spellcasting. The nycaloth's innate spellcasting ability is Charisma. The nycaloth can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *mirror image*

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

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

ACTIONS

Multiattack. The nycaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the nycaloth hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) slashing damage.

Teleport. The nycaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

PIERCER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft. passive Perception 8

Languages -

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

ACTIONS

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear 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:* 9 (1d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

QUAGGOTH

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Undercommon

Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The quaggoth makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

QUASIT

Tiny fiend, chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

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

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Bite In Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

RED SLAAD

Large aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	6 (-2)	7 (-2)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 5 (1800 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease—a minuscule slaad egg.

A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

ROPER

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 5 (1800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

ACTIONS

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 ft. straight toward it.

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Immunities lightning

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10

Languages -

Challenge 5 (1800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SPIRIT NAGA

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +5, Wis +5, Cha +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses passive Perception 12

Languages Abyssal, Common

Challenge 8 (3900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost*

1st level (4 slots): *charm person*, *detect magic*, *sleep*

2nd level (3 slots): *detect thoughts*, *hold person*

3rd level (3 slots): *lightning bolt*, *water breathing*

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

5th level (2 slots): *dominate person*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

SWARM OF INSECTS (CENTIPEDES)

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft. passive Perception 8

Languages -

Challenge 1/2 (100 XP)

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

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2900 XP)

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

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

TRICERATOPS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages -

Challenge 5 (1800 XP)

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 24 (4d8+6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 22 (3d10+6) bludgeoning damage.

TROGLODYTE

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +2

Senses darkvision 60 ft. passive Perception 10

Languages Troglodyte

Challenge 1/4 (50 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

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

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

TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft. passive Perception 9

Languages Giant

Challenge 5 (1800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft. passive Perception 10

Languages UMBER HULK

Challenge 5 (1800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (plate armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Senses passive Perception 13

Languages any two languages

Challenge 9 (5000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*
1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges After A Short Or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

WARLOCK OF THE ARCHFEY

Medium humanoid (any race), any alignment

Armor Class 11 (14 with mage armor)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities charmed

Senses passive Perception 11

Languages Common, Sylvan

Challenge 4 (1100 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *disguise self*, *mage armor (self only)*, *silent image*, *speak with animals*

1/day: *conjure fey*

Spellcasting. The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st-5th level (3 5th-level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

REACTIONS

Misty Escape (Recharges After A Short Or Long Rest). In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

WEREBAT

Small humanoid (goblin, shapechanger), lawful evil

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft. (climb 30 ft., fly 60 ft. in bat or hybrid form)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	10 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 13

Languages Goblin (can't speak in bat form)

Challenge 2 (450 XP)

Echolocation (Bat Or Hybrid Form Only). The werebat has blindsight out to a range of 60 feet as long as it's not deafened.

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

Nimble Escape (Humanoid Form Only). The werebat can take the Disengage or Hide action as a bonus action on each of its turns.

Shapechanger. The werebat can use its action to polymorph into a Medium bat-humanoid hybrid, or into a Large giant bat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Sunlight Sensitivity. While in sunlight, the werebat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack (Humanoid Or Hybrid Form Only). In humanoid form, the werebat makes two scimitar attacks or two shortbow attacks. In hybrid form, it can make one bite attack and one scimitar attack.

Bite (Bat Or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6+3) piercing damage and the werebat gains temporary hit points equal to the damage dealt. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werebat lycanthropy.

Scimitar (Humanoid Or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Shortbow (Humanoid Or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Immunities poison

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft. passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Light. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., or range 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

XORN

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1800 XP)

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

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

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

YOUNG GREEN DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Common, Draconic

Challenge 8 (3900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

YUAN-TI ABOMINATION

Large monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 18

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2900 XP)

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

ACTIONS

Multiattack (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Longbow (Abomination Form Only). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.