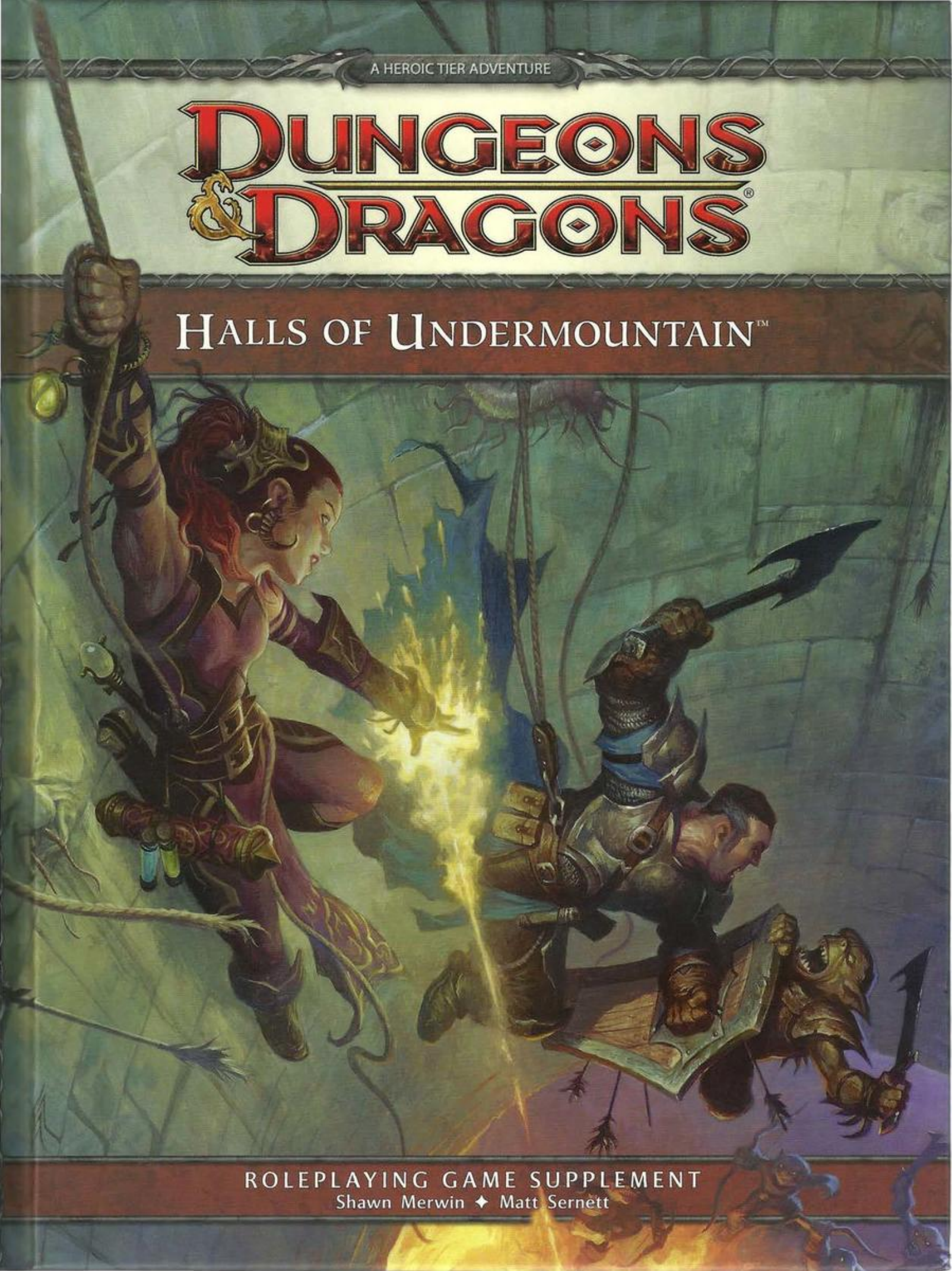
A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS®

HALLS OF UNDERMOUNTAIN™



ROLEPLAYING GAME SUPPLEMENT

Shawn Merwin ✦ Matt Sernett

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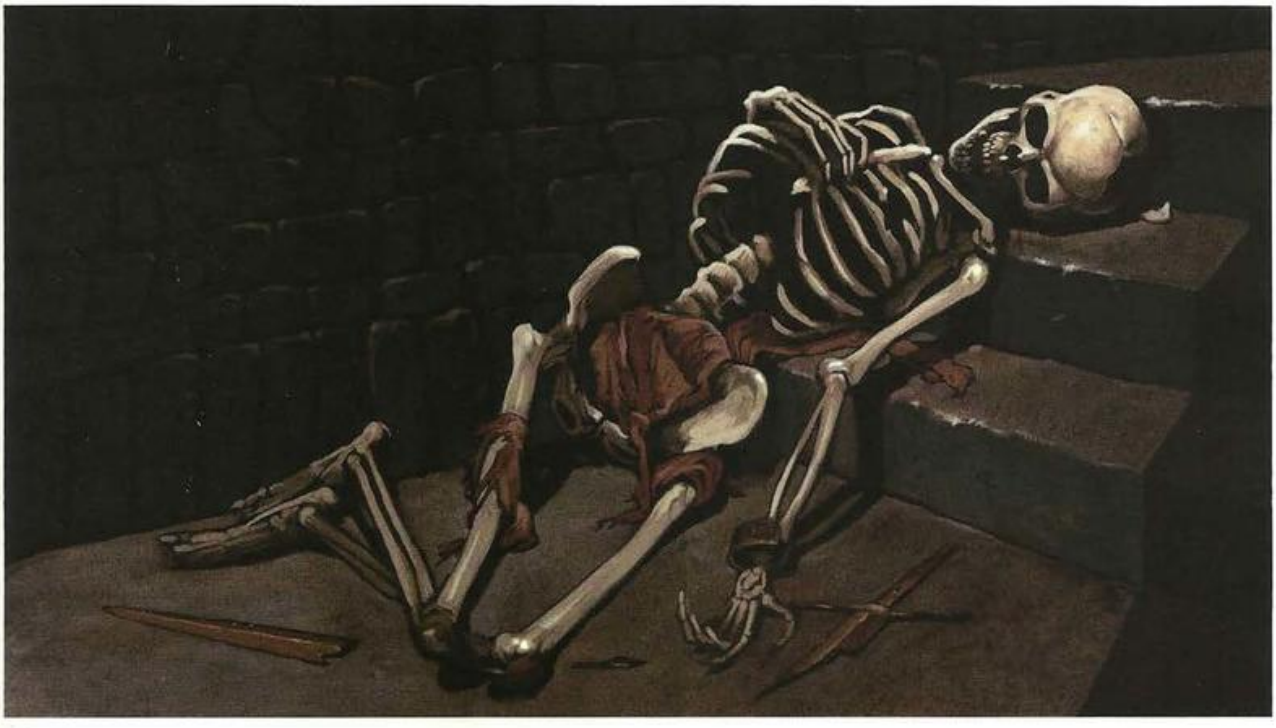
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WARREN MAHY

Introduction

Undermountain? Ah, yes. It's a great place to have fun, and it's the most famous battlefield upon which a wet-eared wanderer can earn a reputation as a veteran adventurer. Of course, Undermountain is also the largest known mass grave in Faerûn today.

– Elminster of Shadowdale

Undermountain, that seemingly endless dungeon explored in countless FORGOTTEN REALMS® products including two boxed sets and several adventures, a labyrinth so vast that such efforts have barely scratched the surface of its many miles of corridors and acres of rooms, remains one of the most recognizable locations in Faerûn. Often called the "deepest dungeon of them all," Undermountain has tempted countless adventurers to delve into its depths. Some return with tales of its horrors. Most are never seen again. A lucky few resurface toting astonishing finds that bring them astounding wealth. And their oft-repeated stories entice others to also brave the mysteries, misfits, and monsters that meander beneath the great city of Waterdeep.

This book details some of the rooms and halls of Undermountain. As with the many Undermountain products of the past, *Halls of Undermountain*™ cannot hope to detail every room and corridor of the vast labyrinth beneath Waterdeep. Instead, it provides you with a wealth of material to get you started in your own explorations, including three full adventures set within the first level of the deadly dungeon.

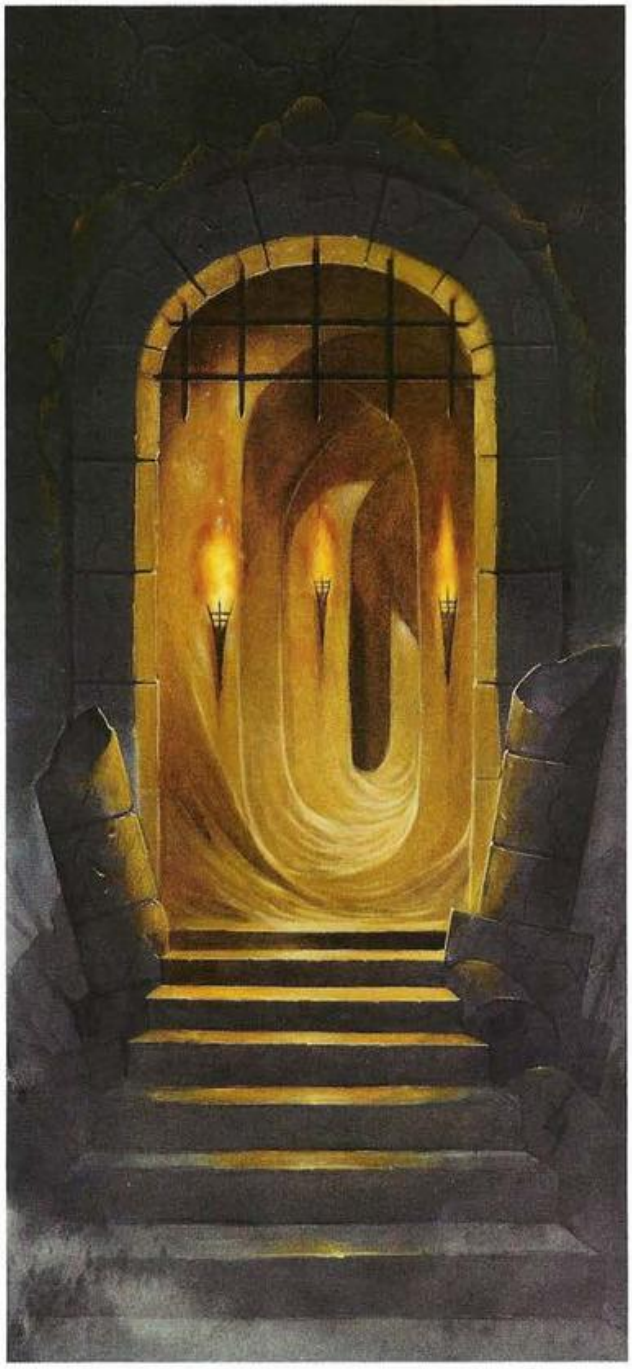
The Ruins of Undermountain, the original boxed set that gave an overview of Undermountain's topmost three levels, provided the first details of this famous locale in 1991. A few things have changed since then. Fans of the old dungeon description will find many new elements, recognize some old favorites, and encounter twists on some classics. Meanwhile, this book also acts as a primer for Dungeon Masters who are new to Undermountain, explaining everything they need to know to imperil characters' lives in the Realms' most infamous locale.

How to Use This Book

Halls of Undermountain provides you with advice and materials to run adventures in Undermountain, including:

- Three adventures for 1st- through 5th-level characters, which can be run individually, tied together in a provided plot, linked to D&D ENCOUNTERS™: *The Elder Elemental Eye*™, or woven into a campaign in any world you're already running
- Advice and ideas for improvising as players explore the dungeon
- Descriptions of the most infamous areas in Undermountain's first level
- Rules for Undermountain's iconic traps and magic items
- Descriptions of classic Undermountain monsters, with game statistics

To orient yourself as you run adventures in Undermountain, you can consult the maps that appear in this book or look at the poster map of the dungeon's first level. Statistics for unique monsters and NPCs are included in the adventure, but you will need to consult *Monster Vault*™ for other monsters' statistics.



WAYNE ENGLAND

History of Undermountain

Yes, I have seen the halls of Undermountain. Bruenor and I ventured there in our search for clues to the location of Gauntlgrym. We found nothing but folly and death.

– Drizzt Do'Urden, adventurer

More than a thousand years ago, the wizard Halaster Blackcloak whirled from a distant land to the base of Mount Waterdeep, perhaps acceding to chance or providence's whispered summons. Some say he hailed from the Cradlelands, a nearly forgotten empire. Ages ago, the Cradlelands spread humanity across Faerûn from what is now the Plains of Purple Dust, a wasteland birthed out of a conflict with the gods. Others give Halaster less ancient origins, placing him among the early wizards of Netheril or from an exotic southern nation long since buried by sand and time. Whatever his origins, scholars recorded that Halaster brought with him seven apprentices. With the Seven guarding his back, Halaster tapped into his power to summon beings from other planes to help him build a wizard's tower. Halaster ringed his tower with a great wall set with lesser towers, one for each of his apprentices. Then he created fields and farms for his apprentices and their servants to work.

For a time, it seemed a good life for the Seven. But as the seasons wore on, they saw less and less of their enigmatic master. Halaster continued to use fell creatures from distant planes for tunneling and other construction beneath his tower, and the wizard kept the nature of most of his underground dealings from the Seven. Eventually, Halaster's exploration broke into Underhalls, a complex of tunnels and rooms dwarves built around a mithral mine beneath Mount Waterdeep. The architects of Underhalls, the Melairkyn clan, had long ago been killed or dispersed, and oft-times warring duergar and drow had moved in. Halaster began a crusade against both races, participating in wild hunts through the tunnels with extraplanar allies. The stubborn duergar dug in until the mithral was largely mined out; then they left the drow to fight Halaster and his minions alone. The Mad Mage rounded up the remaining dark elves, trapping some of their souls for dark magic while twisting the bodies and enslaving the minds of others. Once he had wrung the drow of all their usefulness, Halaster Blackcloak tunneled on, ever downward, indulging his inexplicable obsession with delving beneath the mountain.

When the Seven had not seen Halaster for more than a year, some of his apprentices ventured into his tower to search for the great wizard. They found traps, monsters, and tantalizing hints about power beneath the earth. Individually, they plumbed the depths of the dungeons, encountering increasingly deadly traps and foes. For their efforts, the Mad Mage's apprentices were rewarded with riches and magic. When the Seven were reduced to five, Halaster appeared to his students and explained that he had built the tunnels to guard his experiments and treasures. He enlisted their aid to further secure his dungeons.

What exactly happened after that is unclear. One apprentice is known to have fled, never to return. The others remained in Undermountain, some carving out whole levels of the labyrinth for themselves and their servants.

Halaster continued to live beneath the mountain. Using his underground complex as a base, he traveled to other planes and distant lands, collecting strange creatures to bring into Undermountain to live as prisoners or guardians in his home. In time, Halaster sought out magic to extend his life, and some say these spells and items are what pushed the wizard beyond the realm of reason. Even though Halaster had always appeared obsessed and somewhat deranged, the mage's quest for immortality electrified his eccentricities and infused him with a pulsating air of madness.

Halaster's remaining apprentices followed him on this path for a time. As they began dedicating more attention to their private obsessions, however, madness settled into their souls, and one by one the apprentices wandered off permanently to pursue their own muses. Given the centuries that have passed, it might be safe to believe the apprentices are as dead as their master. But reports of sightings and even conflicts with these dread wizards after Halaster's presumed death should not be discounted.

During the years Halaster quested on other planes and sequestered himself in his tunnels, his tower fell into ruin. While Halaster was still spotted from time to time in the outside world, his home was considered an accursed place, so settlers in the area largely left the crumbling tower alone. But in time, the city now known as Waterdeep came to huddle against Mount Waterdeep, and it spread down to the harbor. As the city sprawled outward, it surrounded the ruins of Halaster's home. Undermountain was known to these early settlers, and they often sent criminals into its depths as punishment. So it was for many years, until an adventurer named Durnan delved into the depths beneath the tower and returned, laden with riches, to tell the tale. Durnan demolished the remnants of Halaster's above-ground abode and built an inn over the well he had used to descend into the underground labyrinth. He called his inn the Yawning Portal. Durnan's descendants work there to this day, serving patrons and inviting the brave and foolish alike to test their mettle in the halls of Undermountain.

Halaster has not been sighted in more than a century. Most believe a cataclysm killed him before the Spellplague rocked the world. Even so, rumors that the Mad Mage or his ghost has returned persist, carried on the tongues of the many adventurers who now delve into Undermountain and the desperate wretches who live in an underground community called Downshadow. The most recent reports tell of a dark chuckle in the ear just before disaster strikes, and those who sleep beneath the streets of Waterdeep have become more than a little uneasy. Undermountain seems to be awakening, but no one knows who has roused it.

Deepest Dungeon of All

It would be impossible to provide more than just the briefest overview of all of this mighty dungeon in one product, so *Halls of Undermountain* focuses on providing adventures and tools for its first level. Of course, Undermountain offers much, much more to explore. So here is a glimpse into what lies beyond its top layer.

Citadel of the Bloody Hand: While perhaps not technically a level of Undermountain, this dungeon within Mount Waterdeep has a longtime link with Undermountain's topmost layer, the Dungeon Level.

Dungeon Level: The first level of Undermountain, detailed within this product, has the distinction of being known as the Dungeon Level due to the longtime practice of city authorities sentencing Waterdhavian criminals to fend for themselves in the dungeons. For most adventurers, it is the first and last level of Undermountain they see.

Arcane Chambers: Referred to as the storeroom level by the Melairkyn dwarves, the second level of Undermountain consists of many vast chambers in which Halaster and his apprentices conducted their arcane experiments.

Sargauth Level: The third level of Undermountain takes its name from the River Sargauth, an Underdark river that flows through the vast dungeon to the shores of the underground city of Skullport and beyond. Easily the size of levels one and two combined, this layer is divided into two massive halves. Two caverns and the River Sargauth are the only features connecting the halves.

Twisted Caverns: The Underdark intrudes in Undermountain at the fourth level. Fed by its own waterway, known as the River of the Depths, the layer's caverns were once used as farms, leading some sources to call this the Farms Level. Kuo-toa, aboleths, drow, and other Underdark denizens often battle for control of these caverns.

Wyllowwood: This level of Undermountain holds dark caverns, deadly dungeon rooms, and two vast forests. Looking just like the woodlands on the sunny surface, Halaster and an apprentice used magic to create these forests. The sight of sun and sky high above the woods have convinced plenty of adventurers they have escaped Undermountain. Wyllowwood's vast one-way portal allows in air and light (and wandering flying creatures), but it gives only the illusion of escape.

Lost Level: The Melairkyn clan created this level and consecrated it as a temple. In later years, Halaster used it to toy with overbold adventurers. Now that magic portals with peculiar locks and a whirlpool in the River Sargauth on level three connect the Lost Level to other parts of Undermountain, the layer is far less elusive than it used to be.

Maddgoth's Castle: Connected to the surface through miles of Underdark tunnels and to the rest of Undermountain by a magic gate in the Lost Level, these caverns are named for the miniature fortress that can be found within them as it floats in midair over a mithral spindle. Any who dare touch it are swiftly shrunken and thrust inside the small structure to face whatever horrors linger from the wizard Maddgoth's rule of the place.

Slitherswamp: A magic gate links this watery level of Undermountain to the Twisted Caverns. Yuan-ti and their naga allies dominate the Slitherswamp community, and civil wars and cannibalism continually cull the population.

Hidden Chambers: This small dungeon has levels of its own. The layer was once the abode of one of Halaster's apprentices, who used magic to separate and hide it from the rest of the dungeons. The Hidden Chambers' magic has since faltered, and now it unpredictably reconnects with random areas of Undermountain.

Muiral's Gauntlet: The first of Halaster's apprentices discovered this drow-constructed dungeon and used it as his private hunting grounds, stocking it with creatures whose company he enjoyed and those he relished battling. Virtually any mirror in Undermountain might draw a person into Muiral's Gauntlet to learn what has become of his pets.

Troglodyte Warrens: This labyrinth of natural caverns has been the abode of several troglodyte clans for more than a century. A roving magic gate connects it to other locations in Undermountain for just one hour every eight days.

Maze Level: Named for a particularly deadly portion of the level known as Halaster's Maze of Madness, this layer of Undermountain also hosts a series of caverns minotaurs have long inhabited and a large drow-controlled dungeon compound.

Trobriand's Graveyard: Given its name, many adventurers expect hordes of undead to occupy this

level. But Trobriand, an apprentice of Halaster's, was obsessed with magic constructs. This level holds the forgotten results of his work, both successes and failures. Trobriand's scaladar (page 92), which the mage considered to be his greatest success, now wander Undermountain at will.

Arcturiadoom: An apprentice to Halaster who was enamored with transmutation magic, Arcturia used several laboratories throughout Undermountain, and Arcturiadoom was her personal dungeon. (As with Vanrakdoom (see below), "doom" does not refer to some dire fate; it is an archaic term for a lord's domain.)

Obstacle Course: Originally a training ground for the Melairkyn dwarves, the clan converted this level into a trap for invading drow. Halaster continued this tradition, adding more baited dangers with which to ensnare greedy trespassers.

Crystal Labyrinth: A maze of crystalline passages—some with transparent walls, floors, or ceilings to tempt and confuse wanderers—dominates this level.

Seadeeps: These seemingly endless mining tunnels stretch for miles beneath the Sea of Swords. Only the lasting and cunning craftsmanship of the Melairkyn dwarves keeps them from flooding with seawater from above.

Vanrakdoom: A century ago, undead worshipers of Shar dominated this dwarf-built level of dungeons. None can say whether that might still be true. Since many corporeal undead can survive to witness the passage of centuries or even millennia, the possibility can't be discounted.

Caverns of Ooze: These caves deep below the surface host oozes and slimes of all types as well as other aberrant beings and abominations. The god Ghaunadaur ("That Which Lurks") is powerful here, and he guards his secrets well in this dark and lethal level.

Runestone Caverns: This level gains its name from the colossal magic crystal embedded in a huge stalagmite at the center of the layer's most expansive cavern. Halaster dug many caves into the rock housing the Runestone, and he used those gouges to study and tap the crystal's powers.

Deep Mines: Also called the Terminus Level, because it was the deepest level the Melairkyn clan had mined, this layer long served as a place for Halaster and Arcturia to leave their failed or freed monster experiments. For decades, these abnormal magic creatures have been interbreeding, leading to the births of strange beings of which neither wizard had ever dreamed.

Shadowdusk Hold: This small level of dungeons serves as a home to aberrant Far Realm beings, which unwitting members of the Shadowdusk family led here. The family name has long since vanished from the ranks of Waterdeep nobility, but a Far Realm taint could still be clinging to its bloodline, lingering in descendants far removed from the original clan.

Mad Wizard's Lair: Beneath all other Undermountain levels lies the fabled Mad Wizard's Lair. Stories have long been told of the lair's fabulous wealth and mighty magic, treasures that outstrip all others scattered throughout Undermountain. Of course, Halaster's most brutal traps and deadly guardians slumber here as well.



WARREN MAHY

Ways In and Out

Rumors of secret entrances into Undermountain abound, be they whispers about tunnels beneath the house of a cruel noble or the ale-spurred tavern tales spread by members of the Cellarers & Plumbers' Guild. While several secret entrances doubtlessly exist, only a few physical connections to the first level of Undermountain can be verified.

The uppermost level of Undermountain is roughly 140 feet below the city's street level. Passages stretching deep into the earth either wind in kinked and gradual slopes or plunge into darkness. Such links to the surface might be guarded from both above and below, although not always by the same group or for the same reason. The "ownership" of these secret paths often changes hands, due to dangers in the deep or treachery in the ranks.

Falling Stair

The Citadel of the Bloody Hand squats in the bowels of Mount Waterdeep high above Undermountain. Once patrolled and used by the City Guard, these dungeons in the mountain were abandoned to the dangerous creatures and magic that claimed them more than a decade before the Spellplague.

A long staircase connects the citadel to the first level of Undermountain (see Area 74, page 84). A strange magic protects the stairwell, causing the ceiling over it to collapse when any creature approaches it. It's plainly hopeless to try to use the stairway—unless one waits for about an hour. Then the stones and dust return to their former places and allow safe passage for ten minutes before the magic fully resets. Of course, climbing the stairs to the Citadel of the Bloody Hand is not a way to escape danger. Even if the climbers make it past the citadel's threats, other barriers and magic wards have been set up to keep creatures from climbing into Castle Waterdeep's dungeons.

Grim Passage

A steep alley in the Dock Ward has been known locally as "the Slide" for generations, due to its use by youths for fun in winter. Near this happy place is a grate that gives entrance to the sewers, and very near this place stands a small secret door in the sewer wall. Behind this door is a tight crawl space that wends through bricked-up basements and disused privy chutes, eventually curving into a dead end. Here, another secret door is hidden in the floor. Once open, it reveals a 20-foot drop to the Grim Statue (see Area 41, page 59), a huge and headless relic that retains shocking links to its past.

Knight 'n' Shadow

This ramshackle tavern stands atop a passage to Undermountain, which the Spellplague's tumult opened. From the street, the Knight appears to be nothing more than a dive bar frequented by shadowy and down-on-their-luck folk. However, by following a flight of rickety wooden steps built into a chute that descends from a back room, a patron can arrive at the Shadow—an even more disreputable tavern built upon a ledge near the ceiling of the Downshadow caverns (see Area 76, page 86). From there, a person can descend the last 50 feet via a rope lift operated by a spellscarred half-orc.

Recognized Downshadow folk are the only ones who regularly use this passage into Undermountain, because the way to the Shadow is guarded at all times. Of course, bribes can win guards' sympathy, but they scoff at anything less than the sums forked over by hooded members of Waterdeep's nobility.

Long Dark Stair

The Blushing Nymph, a festhall, sprawls along Rainrun Street, and a wide cobbled yard abuts it. Within this yard is the festhall's midden pit, and hidden therein are the first few steps of the Long Dark Stair.

For years, festhall workers have opened the trapdoor over the pit and thrown in the establishment's refuse, not knowing or caring why the level of trash gradually sinks or occasionally drops dramatically. All that matters to the festhall's owners is that the broken bottles, rotten food, empty ale casks, broken chairs, stained rags, and other trash goes away without them having to pay for anyone to collect it.

What they don't know is the garbage has been disappearing down a steep staircase—which an overhang and the heaped refuse has kept hidden—that descends from the pit's bottom into Undermountain (see Area 79, page 88).

A long time ago, a cult of Loviatar (a darling of the nobility) frequently and covertly used these stairs to reach cult-sponsored Undermountain activities. At the time, an allied tribe of orcs guarded the entrance. Since the dissolution of the cult's dungeon activities years ago, the Long Dark Stair has remained untraveled. To use the stairway now, a person would have to dig through the trash in the midden pit and brave the slick, grimy, and cluttered steps of the passageway. At the base of the stairwell, a grinning, bearded human face is carved into the wall opposite the steps.

ALEXEY APARIN



Yawning Portal

The Yawning Portal houses the most famous and accessible entrance to Undermountain. Built around a vast pit in the earth that drops to the Dungeon Level, the inn has for more than a century used its connection to the dangers below to attract the brave, foolhardy or merely curious.

Built on the site of Halaster's ruined tower and founded with loot claimed from Undermountain, the Yawning Portal is a rambling structure that boasts three upper floors of guest rooms and a huge taproom. The centerpiece of this taproom is a 40-foot-wide well with a low wall. This is the "yawning portal" to Undermountain. Tables for patrons surround the well, and a large winch-and-pulley contraption grips the thick rope dungeon delvers use to descend the 140 feet into Undermountain. Entrance costs 10 gp per person and takes 10 rounds as Durnan lowers the individuals while they cling to the rope, their feet in attached stirrups.

Durnan the Sixth, descendant of the Durnan who originally built the inn, happily lowers any paying patron into the well by means of the winch. If a dungeon delver returns to the well room below and wants to come back up, he or she must drop 10 gp into a bucket Durnan lowers down before the innkeeper will haul the person back up. Durnan doesn't provide healing or other help to returning adventurers, but he'll send a runner with a message to one of the temples for no extra charge. (He considers the Undermountain entrance fee enough to cover such service.)

When adventurers pay to enter the well, patrons cheer, share rounds of drinks, and generally give the dungeon delvers a grand going-away party. For those the celebration doesn't distract, the scene might seem a bit grisly as customers and inn workers openly bet on whether the adventurers will return, and how many will live to tell their tales.

Wet Way

The Yawning Portal's cellar holds another means of entry into Undermountain. A steeply sloping hallway in Undermountain's first level (see Area 78, page 88) descends into groundwater, eventually ending at a cistern. A steep staircase clings to the cistern wall and twists upward, gradually becoming little more than ladder-like ledges in a chute roughly 10 feet wide. This well shaft climbs until it reaches a small landing with a curtained archway. Nearby stands a bucket, winch, and rope. Beyond the curtain is the Yawning Portal's cellar. Durnan has no inkling that an entrance to Undermountain lies beyond the flooded cistern at the bottom of the well, nor would he be inclined to share that information.

Yawning Portal: Patrons and Hands

Containing the most well-known and publicly available entrance into Undermountain, the Yawning Portal attracts a wide variety of gawkers and thrill seekers, all hoping to witness the latest batch of adventurers being lowered into the dungeon. Your players' characters make up such a group, and thus the Yawning Portal makes a great place to start them on their adventures.

If the characters use the inn as a home base of sorts, they're likely to spend some time chatting up the locals. The following entries offer a peek into the lives of patrons and inn workers with whom the heroes might interact. You can use these character sketches as they are or as inspiration for your own nonplayer characters.

Durnan the Sixth

A direct descendant of the Yawning Portal's founder, Durnan the Sixth runs the inn in the same manner his forebears did. Like the original Durnan, he backs his policies with the point of a sword if necessary.

Durnan understands the tradition established and honored within the Yawning Portal's walls, and he knows adventurers of all shapes and sizes are vital to that history. A practical fellow, Durnan shows great respect for all dungeon delvers who enter his tavern through its doors and exit it through the well into Undermountain. Despite that respect, Durnan does not tolerate violence or suspicious behavior in his establishment.

Durnan's wife, Kelsie, is a sturdy and pleasant-faced woman. She is the daughter of the Yawning Portal's previous cook, and she and Durnan have been best friends since the two were toddlers. Their large family includes nine children, ranging in ages from nineteen years to four months. The oldest is Durnan the Seventh, a strong and capable lad who aches to follow in the original Durnan's footsteps and seek his fortune in Undermountain. The next oldest is seventeen-year-old Minuet, a lively and intelligent lass who works hard to assist her parents in managing the business. However, like her older brother, she longs for a more exciting life than counting coins or being married off to some rich merchant's son—much to her parents' consternation. Despite Durnan and Kelsie's immense regard for adventurers, they respect the dangers of Undermountain even more, and they do all in their power to discourage their children from such a path.

Corporal Knag

During the day, a well-armed and armored elderly man can be seen keeping the peace and doing an honest day's work in the city district that holds the Yawning Portal. At night, that same man, without his uniform, can be found inside the Yawning Portal.

Endroth Knag has been a member of the City Watch for decades. In fact, his superiors have been pressuring him to retire for years now. But Corporal Knag has an enduring passion that keeps him committed to his work: he *hates* mysteries. Indeed, Corporal Knag's zeal for uncovering the truth when presented with crimes or puzzles has earned him both promotions and demotions throughout his long career.

As usual, Corporal Knag has been using his time off to ponder various unresolved cases as he quietly sips ale in the Yawning Portal's taproom. Two mysteries currently preoccupy him.

Recently, an entire team of the Cellarers & Plumbers' Guild went missing while working in the sewers (see Area 13, page 30). Aside from the signs of a scuffle, no trace of the guild's members has been found. Corporal Knag's superiors believe some sewer beast devoured them, but Knag doesn't see it that way. According to the old patroller, who can be heard grumbling as he ruminates, "not enough blood" was spilled at the scene.

The other mystery filling Knag's thoughts is the disappearance of Josephus Blaze, a known murderer (see Area 47, page 64). Wanted for the gruesome slayings of a merchant and his family, the killer has evaded capture. On the whole, Waterdhavians assume Blaze fled the city, but Knag thinks he has too many ties to Waterdeep to take flight so easily.

The White Lady

Several months ago, an elderly elf wearing plain white robes came into the Yawning Portal. She placed a few silver coins on the bar, ordered a mead and plate of food by pointing at what she wanted, and then took a seat at a table. After eating, she began whispering. People approached her to make sure she was not in distress, and they realized she was repeating the same statements in an endless loop: "The eye is open. It casts its glance far. Some follow the eye's glance, coming here. Some fall in and spiral down like a whirlpool. Nothing lies at the bottom. Even the darkness is empty. The eye cannot see. The eye is open."

After sitting at the table for a couple hours, she left. The next afternoon, she repeated the process. And every day since, the elf, whom patrons have dubbed the White Lady, has done the same thing. She sometimes whispers the words in a different language, but the message never changes. So far, no one has been able to make sense of it, and the White Lady resists all attempts at interruption.

Priests of Oghma approached her one day, thinking she might be a prophet. Their insistence in questioning the White Lady perturbed her, and she began screaming and hurling things at them. Durnan then banned her from the Yawning Portal, but she wandered in the next evening as though nothing had happened, mutely pointing to her order. Rather than risk another scene, Durnan decided to make sure the White Lady remained unmolested while at his establishment.

Thus far, no one has followed the White Lady to learn more about her. Waterdhavians give her a wide berth, many worrying her madness might be contagious. They're right to worry.

The White Lady mutely tends to disease-afflicted individuals in a small hostel a few streets away from the Yawning Portal. Not long ago, adventurers emerged from Undermountain, one babbling madly following an encounter in the dungeon. The White Lady took him in, and whatever malady the patient suffers from has begun to affect her.

Portions of the White Lady's skin, hidden beneath her voluminous robes, have become translucent and hard. However, the White Lady's daily mantra—words revealed to her in a dream—have halted the growth of these crystal-like spots. It has also fogged her thoughts. At first, the elderly elf felt inexplicably drawn to the Yawning Portal. But now she doesn't consider her actions, performing her daily routines as if in a trance.

Brother Sepulcher

A grim and morose man, Brother Sepulcher (the only name by which he is known) has remained at the Yawning Portal for the past ten days, paying Durnan for a room and spending most of his waking hours in the tavern. He drinks little alcohol and eats sparingly.

While in the taproom, the bald, gaunt priest of Jergal, the exarch of proper burial and final resting places, devotes himself to recording the names and descriptions of each person who enters Undermountain. He often questions anyone preparing to enter the dungeon about their relatives, spiritual inclinations, and intended Undermountain destinations. While he does this, Brother Sepulcher sometimes removes a measuring tape from his robes and stretches it in front of an individual. When the priest deems someone too tall, he calmly informs the dungeon delver's companions that to lay the person's body to rest in Undermountain, should he or she die, they'll need to break its legs. Once they fold the legs over, Brother Sepulcher continues, the body should

fit, albeit snugly, in any burial niche or sarcophagus they encounter.

Perpetually dressed in gray robes and long white gloves, Brother Sepulcher gives many tavern regulars the creeps. The priest's habit of removing a skull from his robes and staring at it unblinkingly for long moments has a fair amount to do with their reaction.

Brother Sepulcher's order wants to inspect certain tombs in Undermountain and catalog the corpses interred within them. Brother Sepulcher arrived here with Sister Palonya, who entered the dungeon to relieve the priest already cataloging the tombs (see Areas 31 and 32, pages 47-49). Brother Sepulcher has neither seen nor heard from Palonya since her descent. Given Undermountain's vastness, Brother Sepulcher is not terribly concerned. To pass the time, he studies those courting death in Toril's belly. Still, as the days wear on, the priest has begun to consider seeking some magical means of communicating with Sister Palonya and check on her progress.

Umpold Steinrut

Most nights of late, the dwarf many know as "Grumpold" can be found sprawled amid empty tankards and bottles at his corner table, his beard soaking up any spilled swill. Umpold is a longtime tavern regular, so Durnan knows why he's turned sodden, and the innkeeper has decided not to chuck the drunken dwarf out on his rumpled rump. He's in mourning. His brother, Angus Steinrut, recently disappeared and is believed dead.

Angus and Umpold always came into the Yawning Portal together to while away the hours with meals and games in their favorite booth. The two brothers used the booth as a second living room, inviting guests and friends to visit them there and using it for all manner of tasks, both business and personal.

These days, Umpold weaves unsteadily into the inn after his shift at the tannery, smelling of his work and drink and looking downright dangerous. If other patrons are in his booth when he arrives, the bereaved brother stands close to them, stares coldly, and harrumphs loudly until the intruders leave of their own accord or a server comes to offer them another table and a free drink for the inconvenience. Umpold then proceeds to drink himself into a stupor, which takes quite a while.

Despite appearances, Umpold is drinking with a purpose greater than assuaging his grief. The last time Umpold saw Angus, the two were enjoying a typical raucous evening in their Yawning Portal booth. Even though Umpold was deep in his cups, he remembers Angus mentioning something strange about his recent employment with the Cellarers & Plumbers' Guild. Umpold believes that if he can recreate his state of mind that night, he'll remember what Angus said and have some clue about his brother's disappearance. (Umpold refuses to believe Angus is dead despite the City Watch's declaration.)

Sanfin Lotte

Sanfin Lotte is an attractive human male rarely seen outside the Yawning Portal. Although the young man claims supplying stories to the city's various broadsheets is how he makes his money, he also earns a great deal of coin selling secrets to the highest bidders. Sanfin engages in a bit of blackmail, too, when the opportunity arises.

The broadsheet stories he sells are infamous for exposing scandal and spreading rumor. If asked about his sources, the writer says the Yawning Portal is a great place to keep an eye on all parts of Waterdeep. Very few Waterdhavians know Sanfin does much more with the information he gathers than write gossipy stories. Of course, the master manipulator keeps his client roster of power players, both in Waterdeep and Undermountain, under careful guard. That protective attitude, however, doesn't dissuade him from discreetly playing one side in a dispute against another.

Chloe, a parakeet, is Sanfin's constant companion and something of a shared pet among the Yawning Portal's hands and regulars. When Chloe perches on his shoulder, Sanfin speaks softly to her as if she can understand him. Then the bird often flits to a server's shoulder or pecks at crumbs on a patron's table. Recently, Chloe has taken to diving into the well as parties begin their descent into Undermountain, twittering gaily to dungeon divers as she disappears into the darkness below. While this behavior worried Chloe's admirers at first, they no longer fret because the brightly colored bird has always returned swiftly and safely, often before the adventurers have reached the well's bottom.

Old Stannoc

Whenever a group of adventurers is being lowered down or brought out of Undermountain, a flurry of activity takes place at a table near the bar. At the center of that flurry is Stannoc, an elderly halfling. Some folk claim that only the Yawning Portal's walls have seen more of its history than Old Stannoc.

The halfling has made his living as a gambler and odds maker, speculating on various aspects of adventurers' Undermountain careers. The last surface-spoken words many a doomed adventurer has heard were Old Stannoc's as he shouted out the long odds he was giving on the dungeon diver's survival.

As would befit a person of his occupation, Stannoc is a relatively good judge of a person's character and mettle. To get a better idea of divers' abilities,

Stannoc attempts to converse with adventurers before they descend. Similarly, adventurers might be able to glean some secret about Undermountain from Stannoc, because the elderly halfling knows things about the dungeon others might have forgotten.

Maklin Mucklar

An enterprising gnome named Maklin has sole permission from Durnan to sell alchemical products and potions within the establishment, a profit-sharing deal that also gives Maklin some insurance against the damage to the furniture his mixtures sometimes cause.

Maklin is a distant and aloof gnome of indeterminate age. Even those of generous nature say the little fellow is quite odd. Durnan believes the gnome is eccentric but honest. Plus, the innkeeper really enjoys the large kickback Maklin gives him.

No one has ever complained about Maklin's goods or his slightly high prices until recently. Days ago, a male human stormed into the Yawning Portal claiming he bought a healing potion from Maklin in Baldur's Gate several years ago, and the potion was poisoned. He was escorted out of the tavern, all the while screaming about how the potion had killed his companion and that Maklin would pay. The shouter, however, hasn't been heard from since. Some assume the incident was a misunderstanding, but the Yawning Portal's regulars are keeping a wary eye on the gnome now.

Agada Vane

A human shopkeeper of middle age and stern countenance, Agada Vane frequents the Yawning Portal's taproom on a regular basis. Agada runs a successful trade in metalwork for the home and dry goods. Known as a fierce competitor and fair employer, she has earned the respect of Waterdeep's merchant lords and guilds. She has a softer side, too, which her tea-party attendees have come to know. Held weekly in the back of her shop, Agada's gatherings attract dozens who settle in to trade homemade treats, gentle jibes, and gossip.

Yet Agada Vane has even more layers. She also works as a personal spy in this sector for Lord Neverember, the open lord of Waterdeep. The open lord pays Agada well to note others' activities, rumors she hears, and anything of interest she sees. The crafty spy sends her updates to Neverember in the shop's weekly shipment of goods to Castle Waterdeep. Her work has become even more valuable to the open lord now that he is so often guiding affairs in the city of Neverwinter to the south.

The Yawning Portal serves Agada well in her task. From any one of its polished, well-worn booths, she can unobtrusively listen in on talk from the wider city and its visitors—and keep an eye on Sanfin Lotte. The open lord employs Sanfin, too, but Neverember does not trust the writer. Agada has no proof Sanfin is working at cross purposes with the open lord, but she has grown suspicious of Chloe, speculating that some magic might be enabling Sanfin to use the bird for nefarious purposes. Agada intends to covertly nab the bird as soon as some large distraction draws everyone's attention.

Ruudi Stonekin

Ruudi is a recent addition to the Yawning Portal tableau. She can usually be found at a corner table pawing through the countless sheafs of parchment and scroll tubes laid out before her. She claims to be distant kin to the Melairkyn dwarves, the clan that originally carved out significant portions of Undermountain.

When she is not poring over tomes and scrolls, the young dwarf converses with people who claim to have knowledge of Undermountain. Ruudi offers a friendly, enthusiastic, and generous face to anyone who approaches her with questions or information about the dungeon's history, architecture, or layout. However, she presents a long-suffering and gruff mask to anyone wasting her time with other topics.

Ruudi's map mania isn't limited to Undermountain's bowels. She also has maps of the Yawning Portal, Waterdeep's streets, and all the public fountains in each of the city's wards. Tavern regulars even joke that Ruudi consults a map before heading to the privies.

Ruudi sells her maps of Undermountain for steep prices, even though most are only unconnected portions of the dungeon or long strings of hallways with few rooms attached to them. The dwarf also purchases for generous amounts maps delvers create, provided they represent parts of the dungeon she has not yet mapped. When anyone is drawn up from the well's bottom, Ruudi jumps atop a chair or table and cranes her neck to see over the usual crowd of congratulators, hoping to catch the delver's eye.

Adventures in Undermountain

Whether crafting whole adventures in Undermountain or an unexpected pit stop when players run into some room not detailed herein, two things should be kept in mind.

Undermountain is your playground: Feel free to devise whatever you want and do whatever will make your game the most fun. Add features you don't see on the map. Change area or adventure details this book describes. Modify monsters and location descriptions as you see fit. Undermountain is a quixotic, magical, and ancient dungeon; anything could happen!

Undermountain is your players' playground: Undermountain should be both dangerous to the characters and delightful to their players. It should be a funhouse of all the best parts of D&D. Of course, part of the fun of D&D is defeating enemies and winning through despite the dangers. So make sure you're not too brutal, and provide ways for the heroes to take breaks.

Resting in Undermountain

Adventurers are apt to attract monsters with the noise they make and encounter new threats around each corner. So at some point, they'll need to rest and recuperate. They can do this in any number of ways. They might bar the doors to a room they've already cleared or rest in a hidden chamber behind a secret door. They might even flee back to the Yawning Portal to recuperate in the comfort of Durnan's hospitality.

If characters are allowed to safely rest at will in Undermountain, the dungeon is likely to seem easy and less fun. However, if wandering monsters endlessly harass adventurers, their time in Undermountain is apt to feel like a chore. The DM needs to strike the right balance.

To vary players' experiences, have some rests be peaceful and interrupt others. If characters take appropriate steps to avoid dungeon inhabitants, their caution should be rewarded. I adventurers act carelessly, monsters should come to investigate their activities.

Interruptions could also take the form of experiences that put characters on edge but don't necessarily rob them of their rest. A hero on watch duty might spot a scary monster ambling through the halls and remain hidden in anxious silence until it passes. Strange dreams might haunt one or more adventurers—nightmares that seem to tell the future or hint at dangers or treasure to be found deeper in the dungeon. Other adventurers or nonhostile monsters might encounter your players' characters while they rest, leading to tense moments but not lead to battle unless the heroes provoke it.

Using This Book's Adventures

This book's three adventures are designed for 1st- to 5th-level characters. The adventures can be played in any order.

If you play the adventures as they are written, lower-level characters will obviously have a harder time than higher-level characters. What this means for your group depends on how you like to play. If your players are up to the challenge of playing 1st-level heroes in Undermountain, it's likely their characters will have to retreat and rest often. If you have characters of higher level, they'll have an easier time. To make the adventures more difficult, add foes to encounters and increase the Difficulty Class, or DCs, of skill checks by a point or two.

Monster Statistics

Monsters' statistics do not, for the most part, accompany the creatures' mentions in the text. Instead, the statistics blocks for monsters can be found in the Monster Appendix, which starts on page 93, or the *Monster Vault*™ accessory. You can also use the online D&D Compendium to reference monster statistics.

Room Details

Unless otherwise stated, all areas in Undermountain have the following features in common:

- Chambers are presumed to be unlit.
- Doors are made of stone (DC 16 Strength check to force open; AC/Reflex 4, Fortitude 12; 80 hp).
- Hallway ceilings are 10 feet high.
- Room ceilings are 15 feet high.
- Walls are rough surfaces (DC 20 Athletics check to climb).

Feel free to modify these elements as you see fit.

Most of the rooms the adventures describe do not have detailed maps. When encounters happen in those areas, the maps' specifics are yours to devise. Dungeon Tiles are a great resource for building encounter areas. Don't worry too much if the encounter map you make doesn't exactly match what you see on the Level 1 poster map; do what's best for your game.

Coming from D&D Encounters

If you or your players have just wrapped up *The Elder Elemental Eye* season of D&D Encounters, this product can continue its plot. In this case, the heroes arrive in Undermountain not through the Yawning Portal, but through a magic gate in a former temple of Ghaunadaur in the Heartlands, near the western edge of Cormyr. It deposits them in Area 77C (page 87). Their Undermountain adventures begin with a battle against Elder Elemental Eye cultists. Once those foes are defeated, however, all the thrills, treasures, and dangers of Undermountain await them.

It might seem the characters' struggles against the Abyssal plague and Elder Elemental Eye are over once they've vanquished the cultists, but other *Halls of Undermountain* elements hint at related dangers. If you want to continue the plot beyond Area 77, consider picking up the following threads.

- The White Lady (page 11) could be infected with the Abyssal plague.
- A run-in with an enchanted Elder Elemental Eye symbol could have driven Zarr (page 35) mad.
- Dayan (page 55) could mark undead creatures he creates with the Elder Elemental Eye's spiral instead of the skull-and-dagger symbol.
- Matheena (page 63) might suffer from the Abyssal plague's beginning stages.
- The spiral symbol near the door to the secret room through which Rutherford and Lord Quarren Urmbrusk can be located (see Area 63, page 78) could be that of the Elder Elemental Eye.
- Of the "Rutherford's Fate" (page 73) options, "madness" would mesh best with the D&D Encounters season's plot, and the demonic temple to which the young lord travels could be dedicated to the Elder Elemental Eye.

Exactly how these elements connect and what threats they pose to Undermountain, Waterdeep, or the Realms beyond are up to you.

If you ran the D&D Encounters season, you'll find the format and options in this book's adventures to be more open. Players won't necessarily have an encounter in each hour of play, and they will have a greater ability to choose their own course. If you're unfamiliar with this style of play, the following advice for creating your own adventures should help.

Creating Your Own Adventures

Undermountain can serve as a blank canvas for your adventure ideas. Virtually any dungeon scenario you can imagine could be set within its first level. Perhaps an evil cult from the surface has set up a temple in the dungeon. A noble family's crypts might be housed in chambers they reach through a magic gate. Drow could be using a portion of Undermountain's first level as a base of operation for raids into Waterdeep. The heroes might hear about a magic item in Undermountain that is the only sure way to lift a curse one of them is under. A scrap of parchment the adventurers find could bear a map leading to fabulous wealth some criminal the heroes captured hid in Undermountain. The possibilities are endless.

Getting There

No matter what your adventure idea is, you need a way to move the adventurers from wherever they are to the dungeon area you want them to explore. If letting them wander about isn't your style, try one or more of the following approaches.

Magic Gate: Magic gateways, or portals, link many Undermountain rooms to each other and can put the heroes right where they need to be. A gate or portal could also be unstable, appearing only at certain times, or one-way.

Teleport Malfunction: In ages past, powerful magic that protected Undermountain blocked teleportation magic into and within the dungeon. Only possession of a *horned ring* (page 45) allowed unfettered use of teleportation powers. This magic has since faded, but its echoes sometimes do strange things to teleportation attempts. Characters using a teleportation circle or some other mystical means of moving about the dungeon might be rerouted to a new destination.

Captives: If you're facing a party wipeout, you could have foes capture rather than kill the adventurers, giving the characters a chance to escape near your planned adventure. Assuming the villains take away the heroes' magic items, allow players to win them back (and gain some extras to boot).

Mapped Route: The characters could gain access to a map that leads to an amazing treasure or some other goal. Your planned adventure could be at the end of that map or something that happens to the adventurers along the way.

Bad Directions: The heroes could be told something they seek is hidden in Undermountain but discover your adventure instead. Or an enemy they track might deliberately lead the characters into a dangerous area of your design.

ROOM PURPOSE

d100	In this room ...
1-2	CRYPT: Stone coffins squat in a line.
3-4	FIRE SHRINE: Red stone carvings honor fire and fiery elemental beings.
5-6	DISPLAY HALL: Dusty relics of conquest molder in cases.
7-8	BARRACKS, NEW: Beds, footlockers, and practice equipment are well tended.
9-10	FEAST HALL: Long wooden benches and tables are set up in neat rows.
11-12	EMPTY BATHS: Three small bathing pools sit empty.
13-14	STOREROOM: Storage shelves, barrels, and wooden crates look like recent additions.
15-16	TORTURE CHAMBER: Torture and incarceration devices are caked in old blood and bits of flesh.
17-18	EVIL TEMPLE: Religious motifs honor an evil god.
19-20	ARCANE LABORATORY: Odd smells and scorched walls testify to arcane experiments.
21-22	HOLDING PENS: Iron cages boast large padlocks.
23-24	SPARE ROOM: A mass of webs nearly fills this otherwise empty chamber.
25-26	SITTING ROOM: Carefully crafted couches and tables have been overturned to provide cover.
27-28	KITCHEN: Foodstuffs, a fireplace and cook pot, a preparation area, and dishes and utensils clutter the area.
29-30	REFUSE ROOM: Garbage or other debris is piled up at halfling height.
31-32	BUTCHERY: Hunks of meat hang from hooks.
33-34	TRAINING ROOM: Practice dummies and training equipment are coated in dust.
35-36	THRONE ROOM: A throne sits atop a raised dais.
37-38	AUDITORIUM: Tiered seating wraps around the walls, leaving the chamber's center open.
39-40	ALCHEMIST'S LAB: Mundane alchemical equipment and components are spread atop tables.
41-42	GUARDROOM: Arrow slits are set into the walls. Creatures must squeeze to enter through them.
43-44	STONE ROOM: The walls, ceiling, and floor are carved from natural stone.
45-46	HALL OF STATUES: Lifelike marble statues remain unblemished and perfectly clean.
47-48	BARRACKS, FORGOTTEN: Cots, footlockers, and equipment are broken and aged.
49-50	BATHS: Large pools brim with warm, scented water. Fluffy towels and jars of colored liquid sit nearby.
51-52	GOOD TEMPLE: Religious motifs honor a good god.

ROOM PURPOSE

d100	In this room ...
53-54	ABANDONED ROOM: Foul-smelling liquid leaches through cracks in the ceiling.
55-56	Game Room: Tables with dice, cards, and other games await new players.
57-58	Burial-Preparation Room: A large stone-slab table resides below urn-stocked shelves.
59-60	STAR STUDY: The ceiling is covered with drawings of constellations.
61-62	SUMMONING ROOM: A tiled summoning circle scribed with runes is set in the floor.
63-64	LIBRARY: Wooden bookshelves line the walls.
65-66	LOUNGE: Padded wooden furniture is scattered around a central stone table.
67-68	CELLAR: Stocked wooden wine racks and stacked racks of wooden barrels look aged.
69-70	VAULT: An iron door secures a bricked-up section of this room.
71-72	ABANDONED CAMP: Bedrolls and a cooling campfire have been hastily abandoned.
73-74	TARGET RANGE: Wood and straw targets have been riddled with projectiles.
75-76	MAZE: Thin walls open into a maze of narrow passages.
77-78	POOL: A wide and deep pool is filled with a thick liquid.
79-80	STUDY: Comfortable wooden furniture houses an assortment of books, papers, and writing utensils.
81-82	MEETING ROOM: Matching chairs surround a round wooden table.
83-84	MAP CHAMBER: An mosaic of tiny tiles decorates the floor, creating a map of the North that marks names of places now lost to history.
85-86	DESECRATED TEMPLE: Benches face an altar that has been cracked in half. No religious icons can be spotted.
87-88	SCROLL ROOM: Wooden scroll racks have been clumsily nailed into the walls.
89-90	ARENA: Wooden benches surround a roped-off, sunken arena pit.
91-92	FORGE: A forge, anvil, bellows, and smith's tools await use.
93-94	SCULPTED HALL: Bas-relief sculptures look worn and dirty.
95-96	MUSEUM: Pottery and relics sport descriptive plaques written in Common.
97-98	CELL: Four sets of iron shackles are attached to iron rings set into the floor.
99-100	ROOM OF RUNES: Undecipherable chalk runes cover every surface.

NATURAL ROOM FEATURES

d100	Feature
1-2	Small piles of humanoid bones
3-4	Underground stream crossing room
5-6	Marble-sized rubble covering floor
7-8	Discarded traveling pack
9-10	Altar with demonic motif
11-12	Fountain with centaur sculpture
13-14	Phosphorescent fungus on walls
15-16	Single mirror affixed to each wall
17-18	All surfaces polished smooth
19-20	Black stone obelisk set in floor
21-22	Damp walls and pooling moisture
23-24	Partially submerged in water
25-26	Open 30-foot-deep pit with garbage
27-28	Lectern with an old book resting on it
29-30	Tiny furniture filling area
31-32	Bloodstains covering walls
33-34	Large skull nailed to exit door
35-36	Pillars carved as haunting spirits
37-38	Two sitting skeletons holding hands
39-40	Old, rusty picks and shovels
41-42	Thick yellow mold coating area
43-44	Stacks of books with doodles inside
45-46	30-foot-deep well in floor
47-48	20-foot-deep, 10-foot-wide chasm
49-50	Fallen stone block (from ceiling)
51-52	Small stone marbles covering floor
53-54	Statue of rearing dragon
55-56	Stick figure drawings on walls
57-58	Mad rantings written on ceiling
59-60	Entire room painted purple
61-62	Wobbly floor, as if balanced on an axis
63-64	Rusty chains hanging from ceiling
65-66	Three neatly folded sets of old clothes
67-68	Burning incense bowls
69-70	Blue sand covering floor
71-72	Large gong
73-74	Broken brooms covering floor
75-76	Stuffed dummies used for target practice
77-78	Human skeleton partially set in floor
79-80	Old worktable covered with glass containers
81-82	Smelly, empty beer kegs cut in half
83-84	Broken glass sphere on pedestal
85-86	Pool of green liquid (algae water)
87-88	Skeletal arm attached to rusty axe
89-90	Piles of unmortared stacked bricks
91-92	Set of ten large iron keys on ring
93-94	Vat of solidified animal fat
95-96	200 feet of rope strung about room
97-98	Furniture glued to ceiling
99-100	Mural of Halaster Blackcloak

MAGICAL ROOM FEATURES

d100	Feature
1-2	Room has an antigravity or reverse gravity effect
3-4	Nymph statue screams if touched
5-6	Full, hot, nourishing meal is spread out on table
7-8	Flickering, multicolored ball lights room
9-10	Walls continually bleed
11-12	Spirit faces are trapped in walls
13-14	Illusory beholder floats in the room
15-16	Warm, pungent mist cling to creatures
17-18	Surfaces are covered in ice
19-20	Illusory golden fish swim in rippling pool
21-22	Talking portraits hang on the walls
23-24	Whispering voices offer insults
25-26	Speedy magic ball bounces around
27-28	Blue smoke fills area
29-30	Talking goblin skull speaks only lies
31-32	Wall spout pours endless stream of sour beer
33-34	Invisible, thin membrane covers doorways
35-36	Area is unnaturally cold
37-38	Surfaces are all sticky (tacky)
39-40	Voices converse in ancient language
41-42	Creatures entering area appear to shrink
43-44	Pile of bones scuttles around room
45-46	Area is unnaturally hot
47-48	Smell of lemons fills area
49-50	Shadowy figure beckons one hero
51-52	Spirit follows creatures while in room
53-54	Random tapping comes from floor
55-56	All voices inside room echo
57-58	Globes of water float around room
59-60	Creatures in room have feelings of anger
61-62	Creatures gain telepathy while in room
63-64	Magic mouth compliments visitors
65-66	Eyes of dwarf statue watch creatures
67-68	Rope sticks out of stone ceiling
69-70	Gravity gets stronger and weaker
71-72	Black moss mimics creatures' forms
73-74	Ghostly hands make arcane gestures
75-76	Gong sounds after a creature talks
77-78	Old books flutter about the room like birds
79-80	Lightning dances along ceiling
81-82	Animated ladle stirs empty pot
83-84	Flame jets erupt from demon statue
85-86	Small whirlwind spins
87-88	Floor continuously vibrates
89-90	Water from spout flows upward to ceiling
91-92	Room induces constant feeling of vertigo
93-94	Pool gives skin silver tint for 1 hour
95-96	Mirror reflects creature as opposite sex
97-98	Deep, heavy breathing fills room
99-100	Floating knives somersault around room

Righting a Wrong Turn

In an adventure location as sprawling as Undermountain, the characters will inevitably go in a direction for which you haven't planned. When this happens, don't panic. You can get them back within your comfort zone in a number of ways.

Frighten: When the adventurers go astray of their goals or wander into an area you have not prepared for them, a good scare could inspire them to backtrack. All it might take is the sight of a beholder or dragon crossing the hallway ahead without seeming to notice them. Any suitably terrifying monster or heinous trap might do, but never underestimate brave and foolhardy adventurers. No matter what scare tactic you use, you have to be ready for the players to call your bluff. Perhaps that beholder the 3rd-level adventurers just saw is a clever illusion, or maybe it's the real deal and a mighty eye tyrant will subjugate or kill them.

Block: Blocking the characters' progress into other dungeon areas is a simple and direct tactic. But be wary of overusing it, because it can make players feel trapped on a predetermined path. The best blocks feel as though they belong to the adventure or hint at adventures to come. Having a hall ceiling suddenly collapse seems odd if the heroes haven't been experiencing tremors for some time. In contrast, an iron door sealed with a magic lock carved from a giant ruby might compel the adventurers to retrace their steps in search of a ruby key.

Improvise: Awesome adventures are 1 percent inspiration and 99 percent improvisation. Instead of a wrong turn taking the heroes out of your adventure, maybe it takes them further in. A chamber on the periphery might contain a patrol group coming back to report or deserters ready to attack anyone who comes from the heroes' direction. You might take inspiration from your adventure's details to generate new rooms associated with it, or you could move a chamber from one location to another in the direction the adventurers are heading. Alternatively, you could make up something wholly new using the room-generating tables (pages 16-17).

Generating Random Dungeon Rooms

When the heroes encounter a room or chamber not detailed in *Halls of Undermountain*, you can use the following tables to help flesh out details. Roll once on the Room Purpose table to learn a room's appearance and then as many times as you like on the Natural Room Features and Magical Room Features tables (page 17). If the results don't make sense, or you don't like them, reroll them. If you want to include monsters and would like an idea to inspire you, roll on the Random Encounters table (page 89).

Combining the Adventures

This book's three adventures can be played separately as stand-alone play experiences. Each contains its own reasons for the characters to head into Undermountain, as well as a patron and plot hooks. The adventures can also be melded together into a single campaign. The following information details that larger plot.

Price of Nobility

House Urmbrusk has a long and honored place in Waterdeep's history. This centuries-old family has provided moneylending and land-buying services to many merchants and temples over the years. The house is most famous, however, for the tendency of its scions to leave the secured walls of its ancestral manor to seek adventures in that grandest of dungeons beneath the city.

Three years ago, the family's patriarch, Lord Quarren Urmbrusk, joined the ranks of his ancestors who had traded in finery for armor, believing the sword was in fact mightier than the pen. He set his affairs in order and left his younger sister, Lady Lestra Urmbrusk, in charge of the family's interests. In doing so, he granted her custody of his only child, a teenaged lad named Rutherford, whose mother had passed away in childbirth. With Rutherford, the heir to the house's fortunes, under her authority, Lady Lestra took the house's reins with carefully cloaked glee.

Lord Quarren, meanwhile, recruited others seeking fame and fortune, and together they trained with the goal of making their marks in Undermountain. Lady Lestra, however, was intent on Undermountain making its mark on her elder brother—because no place in Waterdeep was as convenient for masking murder as fate. She bribed the members of Quarren's adventuring party, paying them handsomely to make sure he breathed his last breath in the dungeon beneath the city.

When Quarren didn't return from his adventure and no news of his whereabouts—or death—came back to Lestra, she assumed Undermountain's perils had taken both her brother and those she had hired to kill him. However, four weeks ago, a voice spoke into Rutherford's mind. Sounding exactly like his father's, the voice begged the young man to lead a rescue party into Undermountain. Ever the good son, Rutherford put together an expedition of his own.

Four weeks have now passed since her nephew entered the dungeon, and Lady Lestra is concerned. Her brother might still be alive and, worse yet, might know of her betrayal. Furthermore, she cannot take official control of the house until she can prove

Rutherford's demise. Determined to find out what happened to both Quarren and Rutherford, Lady Lestra orders a beloved servant to sniff out some trustworthy adventurers who plan to enter the dungeon.

Simple Offer

A servant of House Urmbrusk finds a private moment to approach the adventurers as they prepare for their journey Undermountain. Wearing a hooded cloak and unmarked plainclothes, a half-elf named Llarwell tells the characters his employer, a wealthy Waterdhavian noble, has an urgent wish to speak with them.

If the characters agree, the servant leads them to a suite in the Yawning Portal.

Read:

The suite's furnishings are simple. The hooded figure asks you sit while he fetches his employer. He leaves through a closed door across the room. Moments later, a well-dressed female human takes a seat opposite you.

"Please excuse my caution," she says in a voice that reveals both refinement and worry. "I have some standing in the city, and I do not wish others to know my plight. I am Lady Lestra of House Urmbrusk.

"My nephew, Rutherford, went into Undermountain four weeks ago. Naught has been heard from him or his five companions since. His father, my brother, disappeared in Undermountain three years ago. Before he left, Rutherford swore his father's whispered voice spoke to him, imploring him to bring a rescue party into the dungeon. I told my nephew it was folly, but the impetuousness of youth and his father's blood won out.

"Rumor has it you plan to enter this twice-cursed place on business of your own. I offer you 20 pieces of gold each to look for Rutherford as you travel and to keep this information to yourselves. If you recover my nephew, or provide proof of his demise, I offer a reward many times this small sum."

The characters likely ask for further details. Here are some responses Lady Lestra could give.

- For the larger reward, Lady Lestra promises 500 gp per character. (DMs can make this reward whatever they wish.)
- She describes Rutherford as a seventeen-year-old human. He has pale skin, green eyes, and long, dark, curly hair. The shield he carries bears the family crest, a dagger stabbing into a fanged mouth.
- Lady Lestra does not reveal why it might be difficult or embarrassing to her family that Rutherford is missing. If severely pressed, she hints that Rutherford's absence could cause certain business deals to fall through. In truth, she simply wishes to know where she stands.
- She can only provide sketchy outlines of Rutherford's five companions: Zarr, a half-elf mercenary, has tattoos showing various military insignia. Aizel, a female elf with a raspy voice, is a wizard. Enda, a female halfling, wears her dyed-red hair very short. Squam and Rotwile, half-orc brothers, fill out the group. Squam, a squat, loutish fighter, has a heavily scarred face and nasty temperament. Rotwile, tall, thin, and sullen, wears a patch over his right eye and has a long braided beard.

If the characters learn any information about her nephew, or locate him in the flesh, they are to leave word with Durnan. The tavern owner will send a messenger to Lady Lestra, and she will come to the adventurers to receive their news.

A DC 12 History or Streetwise check reveals the details of the noble house at your discretion (as they have been described in this section).

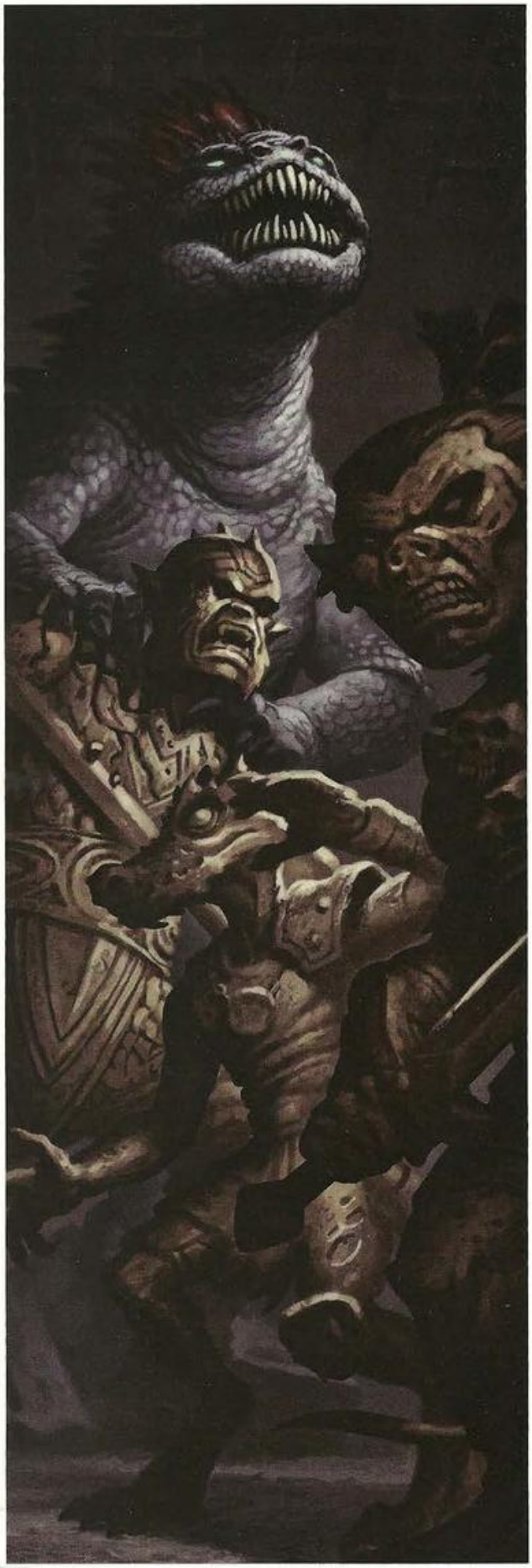
Further Dealings with Lady Lestra

After her first meeting with the characters, Lady Lestra wants nothing else to do with them unless they find her nephew or his remains. If the heroes seek further contact with her, you can decide how Lestra responds. She might refuse to see them or acknowledge their existence. Or she might hire mercenaries to do away with adventurers who are insistent, indiscreet, or know too much.

Alternatively, you could have Lestra become the character's patron. She might provide them with a comfortable place to stay on their return trips from the dungeon, invite them for lavish dinners at her villa wherein they can entertain her and her guests with tales of Undermountain's dangers, or grant them equipment or Urmbrusk-heirloom magic items. This route makes any later treachery on Lestra's part more dramatic and impactful.

Weaving the Plot

Each of the three adventures in this book reveals the fate of one of Rutherford's adventuring companions. Each is also seeded with clues about this overarching plot. By putting together the clues, the characters can learn about Rutherford's Undermountain path, where the young man was last seen, and how to gain access to the secret room that houses the portal through which Rutherford can be found. That said, each adventure is also designed to work on its own without using the Urmbrusk plot. For more information about and options for bringing the plots together, check out "Rutherford Wrap-Up" (page 73).



Zarr's Invincible Army

This adventure pits the characters against a half-elf mercenary who has taken control of two small tribes, one kobold and one goblinoid. Through luck and superior leadership, the half-elf and his growing army have secured a small section of Undermountain, and they are growing their numbers as they prepare to launch a larger campaign.

Not all the army's conscripts are happy with their new lot, however. Even though the characters might try to fight their way through the half-elf's turf, leaving nothing alive in their wake, they could attempt to foment a rebellion within the kobold and goblinoid ranks.

Background

The adventuring group Rutherford Urmbrusk assembled to search for his father was seemingly doomed from the start. Among his companions was Zarr, a half-elf mercenary. After encountering a magic symbol in the dungeons, Zarr was stricken with a form of megalomania. Moments later, Rutherford disappeared, Zarr turned his blade on a companion, and the party's remaining members melted away into Undermountain. Obsessed from a young age with military leaders and battles, the delusional half-elf became convinced he was a great commander who was destined to lead superior armies into battles historians would write about for centuries.

After sauntering away from his companion's corpse, Zarr went in search of an army. He soon encountered a tribe of kobolds lairing in the northeast section of Undermountain's first level. He quickly dispatched the kobolds' tribal chief and convinced the others to follow him. At the time, the kobolds were warring with a nearby goblinoid tribe. Under Zarr's leadership, the kobolds trounced the goblins and absorbed the survivors into their ranks.

In the two weeks since Rutherford's party fell apart, Zarr has acquired a fighting force and secured a small section of Undermountain as his military compound. The self-described military genius trains his new troops in the arts of warfare, sending out patrols to protect their compound and ascertain where their next conquests should be.

Because countless powerful adventurers could stream down the Yawning Portal's well, Zarr has taken an aggressive, proactive approach to protecting his fledgling army from incursions from that site. The mercenary's first related action was to bribe Sanfin Lotte (page 12) to send warning whenever dungeon delvers are being lowered into the well. When such

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warnings arrive, Zarr sends a strong ambush force to rout the adventurers before they can establish a foothold in the dungeon. So far, this strategy has worked to perfection.

Even though Zarr has swiftly and capably gained control of his new fighting force and secured a base for it, his megalomania has led him to miss one small truth: not all the kobolds and goblins are happy under a bossy half-elf's rule. Most of Zarr's troops are loyal to him, some fanatically. But a dozen or so have treason on their minds, and others could be convinced to rebel if offered the right incentives.

Meanwhile, Durnan, proprietor of the Yawning Portal, is losing sleep over the recent attacks on adventurers he has lowered into Undermountain. It is not uncommon for a group of adventurers to be attacked the moment its members jump from the rope. However, for the past ten days or so, the danger has been different. Not only have the attacks been immediate and terribly ferocious, but not one adventurer has returned. Some have been killed even before they've released the rope.

With his family's fortunes tied to the large hole that runs from his tavern's common room directly into Undermountain, Durnan fears this turn of events could make him a pauper. The only scenario that terrifies him more is having a large and organized monster squad climb out of the well to threaten both the Yawning Portal and Waterdeep.

Starting the Adventure

The most exciting way to start the adventure is with a bang! The action begins with the characters in the Yawning Portal's taproom (see the enclosed poster map), launching point for countless great adventures and gruesome deaths. Give the heroes time to take in a bit of the atmosphere as another party of thrill-seekers and sellswords is lowered slowly down the entry well. As the adventurers familiarize themselves with the Yawning Portal and its patrons, screams issue from the well. The other party is being attacked!

Read the following text:

You stand in the Yawning Portal, a historic tavern and inn. At least a dozen people peer into a massive well-like structure in the center of the taproom's floor.

Next to it, a powerfully built human works a winch attached to a thick rope that plunges into the well from a pulley above it. A moment later, his massive arms relax.

A barely audible voice echoes up, "All clear down here!" A few tavern bystanders sigh with relief as others jovially shout, slosh their ales, and exchange a couple coins. After a few heartbeats, screams and the clanking of metal echo hollowly up from the well, and patrons rush to its edge.

The human begins to frantically wind the winch, and he shouts at you: "Are you adventurers? Do you seek entrance into Undermountain?

"I don't think I can winch the rope fast enough to get you there in time to aid the others. But if you can tell me what's happened down there, I'll waive your fees for this trip."

Consider asking the players to roll initiative. It's unlikely they can help the party below, but rolling can give the players a sense of urgency.

Durnan is offering the heroes free passage into and out of Undermountain (saving each of them 20 gp) if they promise to return with news of what attacked the adventurers he just lowered into the dungeon. The heroes might be more concerned with helping those now embroiled in a battle, but Durnan has already written them off as dead. This hard-hearted position is a hazard of his business—especially of late.

Safely lowering creatures 140 feet to the Entry Well room's floor takes 10 rounds. To speed up their descent, heroes might attempt to climb down the rope (DC 10 Athletics check), climb down the well's wall (DC 15 Athletics check), or use feather fall.

From the well's entrance, the adventurers can see nothing but a hint of dim light below. (The room below is wider than the well, and the combatants are out of sight.) If a character can reach the well's bottom in one round, he or she spots a wounded adventurer shoving his blade into the gap between a closing door and the wall. He briefly remains conscious.

Continue the adventure in Area 1 on page 22.

Encounter Areas

Undermountain area locations are labeled on the Halls of Undermountain Level 1 poster map and a smaller version of the map on page 75. As the characters move about the dungeon, consult the maps and the numbered areas' descriptions in this book. Each grid square on the map represents 10 feet.

1. Entry Well

Exploration Encounter

Adjust the description below based on how quickly the characters get down the well. The read-aloud text assumes the characters respond immediately to Durnan's call for assistance.

While Durnan quickly brings the rope back up for the characters to use, a flurry of activity swirls around the tavern.

Read:
Durnan winds the winch with all his might, and people at the well's edge shout encouragement to the adventurers below. More coins change hands, and an elderly halfling sidles up to you.

"I am putting 5-to-1 odds on at least one of you not returning, or at least returning a corpse. Care to lay down some coin?"

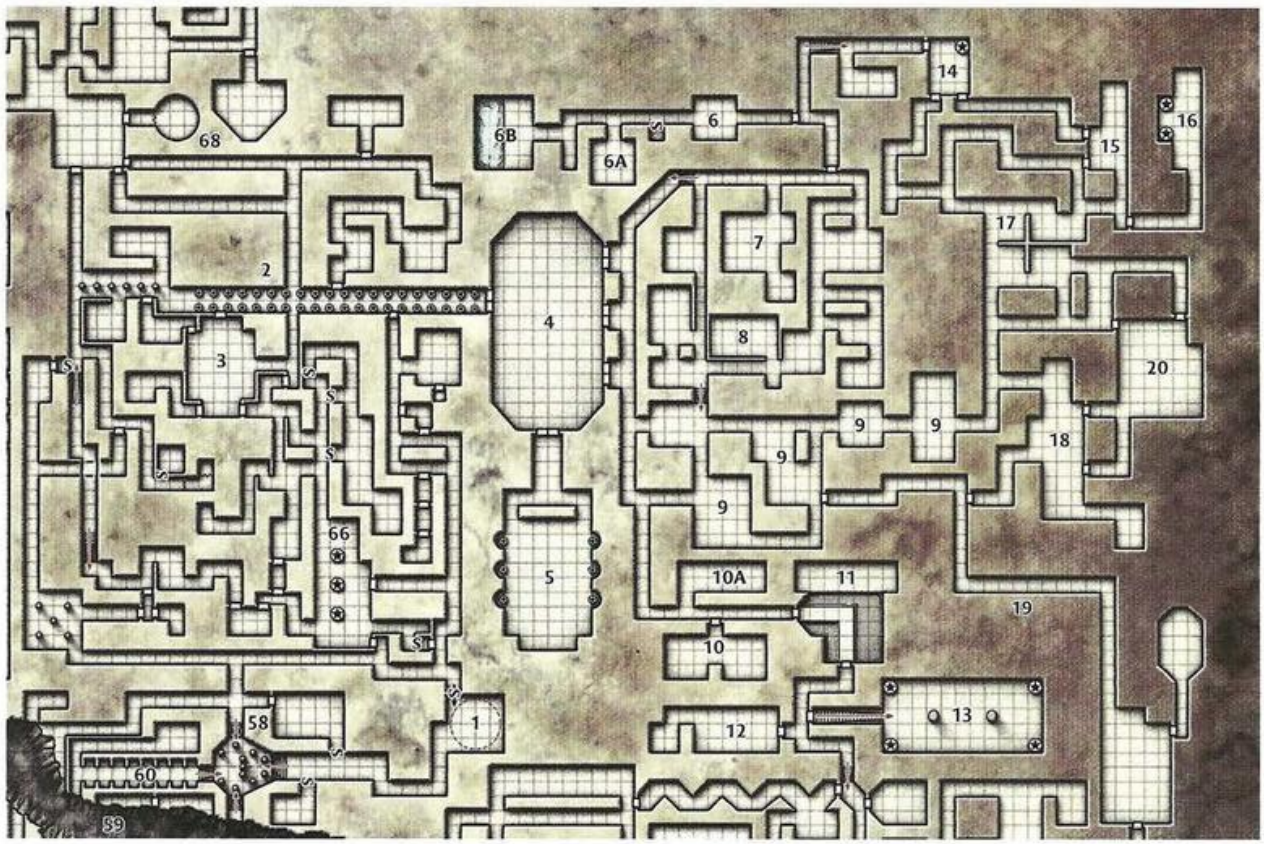
Without slowing his winding, Durnan shoots a withering look at the halfling and puffs, "Stannoc! Not a good time!"

The halfling shakes his head and mutters, "There is never a bad time for coins to change hands." He looks up expectantly at you.

The characters have a couple moments to put down bets if they wish, but Old Stannoc (page 12) limits each wager to 10 gp. Then the rope is ready, and Durnan and a young lass of seventeen years (Durnan's eldest daughter) help the characters latch onto the rope.

Brother Sepulcher (page 11), coming back from the privies, raises his voice as he walks as quickly as he can while retaining the appearance of aloof detachment.

Read:
A bald, gaunt man dressed like a priest weaves between tables, heading toward you with some urgency. "Wait, please! What are your names? I must know your names." He pulls out a quill and ink pot while opening a tome.



Brother Sepulcher is compulsive about recording the names of those who descend into Undermountain and is put out if the adventurers ignore him.

When the characters are ready, Durnan returns to the winch and begins to lower them.

Read:
The brightness from the tavern above is just a distant glow when your feet reach a sandy floor. Dented and rusty shields decorate the large room's walls. Prayers for mercy, curses against monsters, and other messages–written in various languages in chalk, dirt, blood, and perhaps more exotic substances–litter the wall spaces between the shields.

Of the six adventurers who preceded you into the well, three are in the room. Two appear to be dead, and the eyelids of the third flutter weakly. A human, he sprawls against the northern wall, his fingers loosely holding the pommel of a sword that is jammed into what appears to be the opening of a secret door.

If the characters try to communicate with the surviving adventurer during their descent, they might learn the attacking creatures are kobolds and goblins.

Gravely wounded, Morphey was left for dead. But he managed to wedge his sword between the secret door and its jamb before it closed. Because he blocked the secret door from closing, it can be opened from the Entry Well room without any trouble. Normally, the door opens only when a hidden button on its north side is pressed. If the door were closed, the heroes would have to chip away at the stone and lever it open to gain entrance, a noisy and time-consuming process.

Morphey is unconscious. With a DC 10 Heal check, a character can awaken Morphey briefly. He can tell the heroes that kobolds and goblins streamed through the secret door moments after the party arrived in Undermountain. Morphey and his companions were completely overwhelmed. Two of his adventuring party were killed immediately, and the other three–Yoradar, a female half-orc; Aovyneth, a male elf; and Xerick, a male human–were dragged away through the secret door.

Two trails of blood lead up to the secret door and continue through the hallway behind it.

2. Hall of Heroes

Trap/Hazard Encounter Level 3 (750 XP)

If the adventurers follow the blood trails through several corridors, they reach this area.

When the adventurers enter the area, read:
Many gray granite statues of human warriors stand atop pedestals in two rows, facing inward. Their numbers stretch the length of this long hall. The statues' nameplates have been severely chipped or defaced, as have many of the statues' features.

One blood trail leads to doors on the eastern wall; the other heads west, ending at a doorway set into the southern wall.

Although no creatures are in this area, the room is trapped (see below). Zarr's lieutenant, a goblin hex hurler, was able to divine the password that deactivates Halaster's traps in this hall, so now all members of Zarr's army know how to bypass the dangers. However, unless the characters get that information from a member of Zarr's army, they must deal with the trap directly.

With a successful DC 13 Perception check, a character hears cries of pain coming from Area 3, where members of Zarr's army are using the female half-orc they just captured to test a trap. No sounds can be heard coming from anywhere else.

The door to Area 3 is not locked, but the doors to Area 4 are. With a DC 14 Thievery check, a character can unlock those doors.

Trapped Statues

Five of the statues grasp magic-enhanced crossbows. When one or more creatures enter the hall, roll initiative. The five crossbows fire energy bolts at creatures in the hall. Each bolt targets an individual creature, but more than one bolt could be aimed at the same creature. For example, all five bolts could be fired at one creature, or the bolts could be aimed at five different creatures, or any other combination. Disabled crossbows can be removed from the statues but lose their magical power.

The pedestals of the five crossbow-trapped statues are each five-foot square and also trapped. When a creature enters a square adjacent to a crossbow-trapped statue, blades flick out of its base, swiping at anything adjacent to it.

The traps continue to fire until they are all disabled or all creatures have left the hall.

5 Hall of Heroes Statues	Level 3 Trap
Object	XP 150 each
Detect see Countermeasures below	**Initiative** +5
Immune cold, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage	

Standard Actions

Crossbow ✦ At-Will

Attack: Ranged 30 (one creature); +8 vs. AC

Hit: 1d10 + 6 damage.

Triggered Actions

Pedestal Blades ✦ Encounter

Trigger: A creature enters a square adjacent to the statue.

Attack (Immediate Reaction): Close burst 1 (creatures in the burst); +6 vs. Reflex

Hit: 2d6 + 10 damage, and the target falls prone.

Miss: Half damage.

Countermeasures

- **Detect Crossbow:** Perception DC 13 (free action). *Requirement:* The character must be within 20 squares of the statue. *Success:* The character sees that statue's crossbow trap.
- **Detect Blades:** Perception DC 21 (free action). *Requirement:* The character must be within 2 squares of the statue. *Success:* The character sees that statue's blade trap but is not aware of its trigger.
- **Attack Crossbow:** Each crossbow has AC 15, Reflex 5, Fortitude 10, 15 hp, same immunities as the statue.
- **Disable Crossbow:** Thievery DC 13 (standard action). *Requirement:* The character must be adjacent to the statue. *Success:* The statue's crossbow is disabled and ceases to function.
- **Disable Blades:** Thievery DC 21 (standard action). *Requirement:* The character must be adjacent to the statue. *Success:* The statue's blade trap is disabled and ceases to function.

3. Bone Throne

Combat Encounter Level 1 (550 XP) and Combat Encounter Level 5 (1,000 XP)

Zarr's forces have been able to avoid, remove, or harness the magic and traps in many rooms in the vicinity of their base, but they are still struggling with securing this chamber. A handful of Zarr's creatures are using a recently captured adventurer, a female half-orc named Yoradar, to trigger a trap so they can see what happens.

When the adventurers enter the area, read:

This large chamber's walls and floors are lined with gold-colored tiles. Two glowing globes, one slightly larger than the other, hover near the ceiling 20 feet above. They are the room's only light source. In the chamber's southern end, resting upon a marble dais, is a huge throne composed of thousands of bones.

A female half-orc sits in the throne, two snakes entwining her. The venomous creatures suddenly sink glistening fangs into her. The half-orc's facial expression screams agony as her body stiffens and becomes motionless. The snakes then curl around the throne's arms and turn to marble.

Three goblins and a kobold stand in rapt attention in front of their victim.

Creatures: Two goblin cutthroats (*Monster Vault*, page 154), one goblin hex hurler (*Monster Vault*, page 155), and one kobold slinger (*Monster Vault*, page 180) are watching to see what happens to the half-orc so they can report the results to Zarr. The half-orc will die in 4 rounds unless the characters can stop the poison with a DC 15 Heal check (a standard action).

If the heroes search the goblin hex hurler, they find a key that opens the doors into Area 4.

Throne: The arms of the throne have already attacked Yoradar, who is dying from the poison. The snake arms, which are two spitting cobras (*Monster Vault*, page 300), animate when a creature moves adjacent to the throne. If the arms are "killed," they turn back into marble and remain so for 20 rounds, after which the magic in the throne recharges them. The snakes must remain connected to the throne and therefore cannot move away from it or be moved in any way.

With a DC 21 Perception check, a character notices the throne's seat can be lifted, revealing a secret compartment containing a crystal rod. A creature can make a DC 21 Arcana to discern its powers (see below). The rod's magic functions only in this chamber.

Glowing Globes: These spheres are 6 inches and 12 inches in diameter, respectively. The smaller one is a *glowing globe* (see below) and can be seized. The larger globe is an immobile and indestructible magical prison containing a young green dragon (*Monster Vault*, page 69) trapped in stasis.

A character holding the rod can make an Arcana check (as a standard action) against another creature's Will; if the check succeeds, the target creature becomes trapped in the globe (where it doesn't age and can take no actions), and whatever creature already contained in the globe is released instantly (and can roll initiative, if appropriate). Only one creature can be trapped in the globe at a time; capturing another creature releases the one currently trapped. If the rod is destroyed (defenses 5, 5 hp), the globe releases its prisoner before disappearing forever.

Treasure: If the characters search the throne thoroughly, a DC 15 Perception check reveals several small gems worth a total of 75 gp interspersed among the throne's bones. The *glowing globe* is also a treasure, if the characters can figure out a way to reach it.

Glowing Globe

These seemingly whimsical magical creations light many chambers and halls throughout Undermountain's levels. Also called drift lights, these globes glow in colors reflective of their owners' moods.



Glowing Globe Level 3 Rare

Unless ordered to remain in a particular spot, this luminous glass globe floats a handspan above the creature that last touched it, giving that creature access to its powers.

Wondrous Item 680 gp

Property

If the *glowing globe* is brought within 1 square of another *glowing globe*, you cannot activate any of its powers and it goes dark.

Utility Power ✦ At-Will (Minor Action)

Effect: The globe sheds dim light in a 2-square radius, bright light in a 10-square radius, or stops shedding light.

Utility Power ✦ Daily (Minor Action)

Effect: Close burst 3 (enemies in the burst). The target is blinded until the start of its next turn. Also, the globe is destroyed.

4. Staging Area

Combat Encounter Level 1 (500 XP)

The doors between this room and Area 2 are locked. The lock can be picked with a DC 14 Thievery check, or the doors can be smashed in with a DC 21 Strength check.

When the heroes enter, read:

This huge chamber's vaulted ceiling is 40 feet high. Leather, cloth, and animal-pelt curtain panels hang in a V shape, dividing the room into three sections. The middle section is open to you, and you can catch a glimpse into the room's northeastern portion through a gap between curtain panels. The southeastern section of the room is shrouded from your view, but the rapidly thinning blood trail heads that way.

As long as the characters did not smash in the door, they can surprise this chamber's inhabitants.

The blood trails end in this area. Zarr's forces took their prisoners to Area 6 and Area 12, respectively.

If the adventurers enter the area without alarming its occupants, read:

Behind the curtains to the northeast, harsh grunting voices argue with high-pitched voices in broken Common about guard duties and patrol rosters.

A voice squeaks, "You stupid. Like a big, stupid, hairy, stupid hobgoblin. Stupid! Me and Niim guard that passage last time. Scare everything away. Now your turn."

A deep voice bellows with barely controlled fury, "You couldn't scare my mother's mother, and she has no teeth. Balook and me guarded that passage last time. I remember. We watched the last patrol go there, and we heard their screams. Remember that, Balook?"

Creatures: Two hobgoblin battle guards (*Monster Vault*, page 157) and two kobold quickblades (*Monster Vault*, page 180) bicker about whose turn it is to guard the southern corridor (Area 19). Neither pair wants that duty.

Features: The curtains block line of sight. Each panel is 20 feet wide and can be pulled down as a minor action. Creatures can move between curtain panels as part of a move action.

Well-used and broken weapons, bits of armor, and sleeping mats made of stitched rat hides litter the chamber. Groups of names are written on the walls in chalk, noting patrols that have been sent out to explore parts of Undermountain. Some names are crossed out (presumed dead) or circled (currently on patrol). Normally, this chamber would contain a larger contingent, but the ambush party was drawn from the army conscripts in this room.

Roleplay

The creatures' bickering and the room's features should alert the characters that the ambushing creatures are part of a large organized force, and not all the group's members are happy with their circumstances. This encounter provides the best opportunity to relay, through roleplaying, the adventure's pertinent information.

If the heroes decide to eavesdrop, they could hear about a brewing rebellion, Zarr, his whereabouts, where prisoners are kept, or anything else you'd like them to know. Or, if the characters approach the goblins and kobolds, they might try to convince Zarr's creatures to desert their posts or turn on each other.

For example, let's say the hobgoblins consider attacking the kobolds. In response, the squeaky minions quickly remind the hobgoblins that before Zarr united them, both groups were barely surviving. Now they all have plenty of food and respect, and soon the army is going to take over the entire area.

Such an exchange would provide solid background information and leave the characters understanding that while diplomacy did not work in this case, it might later in the adventure.

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5. Off Limits!

Combat Encounter Level 2 (700 XP)

Two statues, one of a goblin and the other of a kobold, flank Area 4's southern doors, which lead into this room. On the doors, written in both Draconic and Goblin, are the words "Do Not Enter. Let Groog and Jibble Be Your Warning." A bar in Area 4 secures the doors and is easily removed.

Beyond the doors is a 20-foot-wide unlit corridor that leads to a room. The corridor skirts around both sides of a featureless wall that blocks easy view into the chamber.

When the characters reach this room, read:
Countless statues in unusual poses fill the chamber. Six enormous sculptures, each carved from marble and representing a deity, reside in alcoves in the western and eastern walls. The other statues in the room are made of less valuable stone, possibly granite. Many are sporting gnaw marks. Most of the lesser stone figures depict kobolds or goblinoids, but some look like humans, elves, dwarves, halflings, drakes, carrion crawlers, and other dungeon dwellers.

At the back of the chamber, a large lizard with several pairs of legs moves among the statuary.

Creatures: The lizard is a basilisk (*Monster Vault*, page 23), which can turn creatures to stone with a glance. It is very powerful in comparison to the characters (it's a level 12 monster), but since it is alone, a lucky or particularly skilled group of adventurers could defeat it. The basilisk doesn't pursue characters beyond the confines of its lair, allowing overwhelmed adventurers to retreat safely.

Features: The six larger statues represent the deities Bhaal, Chronos, Gond, Leira, Mystra, and Murdane. With a DC 15 Religion check, a character knows the gods' identities and that all but Gond are dead.

Plot

The characters should find it odd that almost all the deities represented here are dead, yet a DC 13 Dungeoneering check reveals that the statues were created well before those deities perished. This oddity can be used to plant a seed for another adventure or campaign plot. For example, a priest of Gond might later approach the characters to ask if they found anything related to his deity during their time in Undermountain. This inclusion of Gond among the dead gods might seem to be an omen, so the priest could ask the characters to undertake a mission on his behalf. Of course, the DM could replace Gond with another deity to make this idea work in any campaign.

6. Magic Stream

Combat Encounter Level 2 (700 XP)

Assuming the characters enter this area before a general alarm has been sounded, read:
The plain square room is filled with crudely crafted tables and chairs. Earthenware plates, bowls, and cups are laid on the tables. You hear sounds of movement coming from the passageway connected to the room's western wall.

Creatures: Two hobgoblin spear soldiers (*Monster Vault*, page 157), two kobold quickblades (*Monster Vault*, page 180), and two noncombatant cooks—an elderly goblin and a young kobold—are in the western passageway.

When they realize the characters are in the area, they retreat to Area 6B, where the fighters prepare a defense with a pair of lesser water elementals (*Monster Vault*, page 109) they have befriended. Meanwhile, the head cook and his young assistant hide behind a couple large cauldrons in the room's southeastern corner.

Area 6A: This room contains food-preparation tools. An unconscious male elf named Aovyneth (use the statistics for the elf scout; *Monster Vault*, page 112) lies in a sack on the floor. He was taken during the ambush the characters heard from the Yawning Portal and is eager to head back to the surface.

Area 6B: This area contaions a 10-foot-deep portion of a slow-moving stream that Halaster permanently linked to this chamber using teleportation magic. Zarr's army draws fresh water from the stream, catches fish in it, and dumps waste into it, which is instantly carried away.

With a DC 15 Nature check, characters who study the stream's fish realize they are more robust than normal fish of their kind. Any adventurer who eats some of these fish during an extended rest in this room regains an additional 5 hit points the first time he or she uses a healing surge after that rest and can make a saving throw against a condition a save can end. A character gains this effect only if he or she eats and rests here.

Secret Room: A secret door between Area 6 and Area 6A can be spotted with a DC 21 Perception check. A locked and trapped chest is inside the small room. It takes a DC 21 Perception check to notice the trap, a DC 21 Thievery check to disarm it, and another DC 21 Thievery check to unlock the chest. Inside the chest is a *glowing globe* (page 24).

Anyone trying to open the chest or pick the lock while the trap is armed is cursed. As long as the target is cursed, whenever it rolls initiative, if the die roll is a 9 or lower, the target starts the combat slowed (save ends). The curse can be removed only with an appropriate ritual (such as Remove Affliction).

Roleplay

The goblin cook is a curmudgeon named Zookah who is too old to fight, so Zarr found a use for him. After the kobolds complained bitterly that goblins didn't know how to cook for kobold palates, Zarr ordered a young female kobold named Meeni to be Zookah's assistant.

Zookah resents having an assistant, and Meeni resents being a goblin's assistant. Thus, the two bicker endlessly. Assuming the heroes do not slaughter them despite their noncombatant natures, Zookah and Meeni spin outlandish tales in an effort to convince the characters to kill the other one. If successful, the survivor eventually attempts to escape or leads the adventurers into a trap.

If forced into combat, Zookah and Meeni each have 1 hit point, defenses 10, and no effective attacks.

7. Language Lessons

Combat Encounter Level 2 (650 XP)

When characters enter the passage to the north of this chamber, read:

A chorus of words erupts from a nearby chamber. In rough Common, goblinoid and kobold voices say in unison, "Zarr is our leader. [Pause.] Take the passage on the right. [Pause.] Please pass the elf stew." The next moment, a cacophony of yelling in two different languages reaches you.

Characters who speak Goblin or Draconic can decipher the shouting. Between curses, the goblin voices are saying (in Goblin) they would rather have their eyes gouged out than learn to speak Common and talk to pathetic kobolds. Between equally colorful curses, the kobold voices are saying (in Draconic) that goblins have drake droppings where their brains are supposed to be. Then a voice, sounding possibly human, begs in both Goblin and Draconic for everyone to calm down and concentrate on learning.

Creatures: A half-elf bard named Gharnell was captured while entering Undermountain a couple weeks ago. The rest of his party was killed. Since Gharnell could speak both Goblin and Draconic, Zarr spared his life and put the half-elf to work teaching the army's dimmer and more hostile soldiers how to communicate with each other in Common. Gharnell's pupils include one goblin cutthroat (*Monster Vault*, page 154), two bugbear thugs (*Monster Vault*, page 159), and two kobold slingers (*Monster Vault*, page 180). Gharnell himself is not a threat.

Roleplay

The groups of kobolds and goblinoids despise each other and see little point in learning Common. The adventurers might be able to use that hatred to foment a fight. Diplomacy, Bluff, and Intimidate checks would be useful in tweaking either group to take action against the other.

Plot

Gharnell knows very little about Zarr's complex, since he is kept blindfolded when they move him around. He can confirm, however, that the ambushers' leader is a half-elf named Zarr. Gharnell is ill and emaciated. Thus, he's eager to return to the surface and wants to avoid participating in any fighting.

Just how much assistance the adventurers can get out of either the goblinoids or the kobolds is up you. If the two sides turn on each other, the survivors likely soon focus on escaping the area rather than joining the heroes for an extended time.

8. Training Grounds

Combat Encounter Level 1 (100 XP)

This area is normally filled with soldiers, but the only occupant here right now is an old goblin weaponsmaster who acts as the troops' training instructor. The room's circumference is lined with targets and training dummies for melee and ranged practice.

Creatures: Yiggug, a scarred, old goblin cutthroat (*Monster Vault*, page 154), is repairing weapons in the center of the room. He is mostly deaf, so the adventurers can sneak up on him without much difficulty.

Roleplay

Yiggug understands he cannot beat the adventurers by himself. Wily and spry, the old goblin tries trickery or quick feet to attempt an escape. He acts like a doddering fool, telling the adventurers whatever he thinks they want to hear. If he cannot find a way to escape, he leads the heroes to Area 6, where he just sent a handful of troops.

9. Barracks

Combat Encounter Level 2 (700 XP)

The rooms that comprise this area contain little more than sleeping mats and a few makeshift tables and chairs. Generally, no more than two of the four chambers are occupied at one time. Because of the losses the army has recently sustained and the large number of exploratory patrols Zarr has ordered, only one room in the area contains any creatures.

Creatures: A hobgoblin commander (*Monster Vault*, page 158), three goblin cutthroats (*Monster Vault*, page 154), and two kobold slingers (*Monster Vault*, page 80) are preparing to rest after returning from patrol duty. They are still highly alert from making their rounds, so if they hear any commotion from nearby rooms, they cautiously investigate.

If the commotion is not obviously a battle, the hobgoblin commander might send a slinger and a cutthroat to check it out first and then bring the rest of his patrol only when it becomes apparent the threat isn't a scuffle between kobolds and goblins.

10. Kennels

Combat Encounter Level 3 (750 XP)

Because of the scarcity of troops available in Undermountain, Zarr has enlisted some animal trainers to work with creatures that can be used in his army. The trainers and a few drakes are in Area 10A, while the rest of the creatures are held in cages in Area 10.

When the characters look into Area 10A, read:
This room smells worse than the others in the complex. In its western end, a goblin rides a large drake in maneuvers around a small fire. Deeper in the room, a hobgoblin holding a thin whip and some dried meat makes hissing and clicking sounds. Two small drakes hiss and circle the hobgoblin.

Creatures: A goblin cutthroat (*Monster Vault*, page 154) and its rage drake mount (*Monster Vault*, page 84) prepare for a demonstration of their prowess for Zarr. Farther away, a hobgoblin battle guard (*Monster Vault*, page 154) works with two spitting drakes (*Monster Vault*, page 83). When the goblinoids spot the characters, they use the intrusion as an opportunity to test their creatures' training in a real battle.

If the battle starts to go badly for the goblinoids, the battle guard might attempt to get into Area 10 to unleash the other beasts on the heroes.

Features: Other beasts Zarr hopes to use to swell his army's ranks are caged in Area 10. You can determine the exact number and types of beasts here. Possibilities include various drakes, snakes, dire rats, and more. You should be careful not to release too many creatures at once, though; a sudden flood of monsters coming at the characters might overwhelm them. Of course, not all the caged creatures are apt to be trained yet. So the release of these creatures into Zarr's complex might be a perfect distraction for the characters to use.

Plot

One (or more) of the caged creatures could take a liking to the adventurers, giving them a chance to gain a pet. Or a creature could be wearing a collar with a name tag, showing it had a previous owner. That owner might be willing to pay a reward for the pet's return, if he or she can be located.

11. Stirge Nesting Area

Combat Encounter Level Varies (100 XP/stirge)

Written in Draconic and Goblin on both doors leading into this chamber are the words "MOVE QUICKLY." These doors have locks, but they are not locked, and Zarr is the only one with a key. With a DC 15 Thievery check, a character can lock or unlock either door.

When the characters open a door into this room, read:
This expansive chamber echoes with sound as the door scrapes open. A 10-foot-wide stone path cuts through the room, taking a ninety-degree turn before ending at another door. Empty air surrounds the stone path. Dark water can be glimpsed 50 feet below the open areas. It is too murky to know its depth.

A large, rough-surfaced ledge juts out of the room's northern section. It is level with the stone path. Three bulky chests sit near its center. Lying in front of the middle chest is what appears to be a dried husk of a kobold.

The chamber's walls are riddled with countless holes, each about a foot in diameter.

Creatures: This room is a breeding and nesting area for a colony of stirges (*Monster Vault*, page 259). The holes in the walls are tunnel openings in which the stirges nest and through which the creatures can move to other Undermountain locations.

If one or more creatures loiter in the room for more than 3 rounds, a single stirge emerges from a hole in the wall to attack the nearest enemy, hoping for a quick meal of blood. One round later, two more stirges emerge and attack. One round after that, three more stirges arrive. Each round thereafter, 1d4-1 more stirges are drawn to the noise of battle. The number of stirges here is nearly endless—a fact that becomes painfully obvious to any intelligent creature that lingers here for too long. The stirges are hungry and will chase prey beyond the confines of the room unless the doors are closed.

Features: Halaster's deadly sense of humor was fully engaged when he designed this room. The three chests contain treasure, but the ledge and the chests are cursed.

Creatures (including the stirges) cannot fly above or run on the northern ledge. A creature attempting to fly above the ledge is pulled down to the floor, and it is not possible to get a running start to jump from the ledge to the walkway.

The chests are not locked, but a DC 20 Arcana check reveals a similar magical aura around all of them. When a chest is opened, it sticks to the opener, weighing down the creature enough to slow it. A creature adjacent to a chest can make a DC 20 Arcana or Thievery check (as a standard action) to suppress the

chest's magic for 5 rounds. The magic on the chests functions only in this room. Outside the chamber, a chest can be moved and opened normally. See Treasure, below, for the chests' contents.

A creature falling off the walkway or ledge plummets 50 feet into ice-cold standing water, which is 10 feet deep. The water negates falling damage, but a creature starting its turn in the water takes 1d10 cold damage. Swimming in the water requires a DC 10 Athletics check, but increase the DC by 5 for each chest magically attached to the character. The walls have numerous handholds and holes, and can be climbed with a DC 10 Athletics check, but add 5 to the DC for each chest magically attached to the character.

Treasure: Each chest contains one treasure: a golden chalice worth 50 gp, a *+1 flaming longsword*, and a sack containing 400 sp.

12. Vision Chamber

Exploration Encounter

When the characters enter the room, read:
This chamber's most noteworthy features are its frescoes. Painted on each 10-foot-square wall panel is a scene depicting members of a specific race performing rituals. In one, dwarves wearing robes cast runestones onto an altar. In another, humans wearing headgear that bears mystical symbols gaze into crystal balls. Another shows drow, ceremonial daggers in hand, standing over victims covered in spiders. Some, like the scene of the gnomes' ritual, are light and celebratory. Others, like the fresco featuring orcs, are gruesome.

About 60 feet northwest of the room's entrance, a pink-and-green mist swirls, concealing whatever might be behind it. Splayed in front of the mist are the corpses of six kobolds and six goblinoids.

Features: The frescoes and the corpses conceal nothing of value. A DC 15 Heal check reveals that the kobolds and goblinoids had the life sucked out of them, but there are no wounds or other telltale signs of damage. The impenetrable red-and-green mist fills the short corridor between the larger eastern room and the smaller western one.

When one or more characters move adjacent to the mist, read:
A ghostly form of a wild-eyed human with an unkempt beard and haughty sneer emerges from the mist. Its voice dripping with sarcasm and contempt, it says, "Are you worthy of receiving the blessing of vision? Do you dare attempt it?"

Until the characters answer either yes or no, the ghostly form remains still and silent. Nothing the characters do can harm or affect it. If the characters say no, the ghostly form orders them to leave. If the characters say yes, the figure turns to the first character to answer in the affirmative and says:

"Only the most wise and brave can receive the gift of vision. Select two others to take the test with you. Remember, you place your life and theirs in danger."

After the character chooses two others to take the test, read:
The spectral figure sneers at you and says, "Beyond the veil, the power of visions awaits. Only by grasping this staff can you pass through the veil."

A wooden staff suddenly appears in its hands, each end capped in an iron handle. The spirit continues, "Only two creatures can grasp the staff at one time, and at least one creature must carry the staff across the veil. But there is more."

Two less distinct misty figures appear next to the original form.

"To pass the test, all three of you and all three of us must stand together on the veil's other side. However, no more than two can pass through at one time, and the staff must be grasped for any to cross the veil. It cannot be thrown. If at any time, we spirits outnumber you three mortals on one side or the other, you will perish. Now . . . how can we all pass safely?"

If necessary, the speaker repeats the riddle, growing increasingly frustrated with each retelling. The three chosen characters and the three spirits must end up together in the chamber west of the misty veil. Only three adventurers can undergo the test, but all can contribute to its answer. If the spirits ever outnumber the chosen characters on either side of the veil, the outnumbered character or characters each lose 2 healing surges, and all the chosen heroes and spirits are teleported back into the eastern chamber to try again.

If an adventurer tries to enter the mist without holding the staff, that hero loses 5 healing surges and finds the veil impassable. The answer to the riddle is as follows:

- Two spirits (or a spirit and a character) pass through the mist holding the staff.
- One spirit remains on the far side, and the other spirit (or the character) returns with the staff, putting two spirits and three characters in the main chamber.
- Two spirits pass through the mist, putting three spirits in the west chamber and leaving three characters in the main chamber.
- One spirit returns, leaving two spirits in the west chamber and putting one spirit and three characters in the main chamber.

- Two characters cross over, putting two characters and two spirits in the west chamber and leaving one character and one spirit in the main chamber.
- One character and one spirit return, leaving one character and one spirit in the west chamber and putting two characters and two spirits in the main chamber.
- Two characters cross over, putting three characters and one spirit in the west chamber and leaving two spirits in the main chamber.
- The spirit returns, leaving three characters in the west chamber and putting three spirits in the main chamber.
- Two spirits cross over, putting two spirits and three characters in the west chamber and leaving one spirit in the main chamber.
- One spirit returns, leaving one spirit and three characters in the west chamber and putting two spirits in the main chamber.
- Two spirits cross over, putting all three characters and all three spirits in the west chamber.

Once all six are together in the far chamber, the mist, the staff, and the two less distinct forms disappear, and all the characters can enter the smaller room.

When the characters first enter the western room, read:
Painted frescoes on the walls depict a goddess passing the gift of magic to creatures. Powerful creatures such as angels, dragons, and demons gather near the top of the walls, while weaker creatures gather near the base. A large stone throne rests against the far west wall.

If the characters solved the spirit's riddle, add:
The spirit of the wild-eyed man stands next to the throne. Sweeping its arm toward it, the form tells the one who accepted the challenge, "You have earned the right to sit in the Seat of Visions. What you see might not please you, but it will not hurt you."

SOLVING THE RIDDLE

The riddle in Area 12 might be frustrating for a group of players who don't like puzzles. In lieu of making the players solve the riddle on their own, you can have their characters solve the riddle with a DC 13 group Intelligence check. (If half or more of the characters succeed, the riddle is solved, and the character who rolls the highest gains the legendary boon.) Any character who gets a result of 21 or higher on the Intelligence check also turns another character's failed check into a success.

When the character who initially agreed to undertake the test sits in the throne, the frescoes in this chamber and the eastern main chamber seem to come to life, performing magic rituals and casting spells. All of this power courses through the walls into the throne, energizing the character in the throne. That character gains the *Halaster's vision* legendary boon, described below.

Halaster's Vision Level 3 Rare

Halaster left spirits in his wake, instructing them to grant the gift of second sight to the first worthy creature that sits upon the Seat of Visions. That creature is you.

Legendary Boon 680 gp

Utility Power ✦ Daily (Immediate Interrupt)

Trigger: An attack hits you or an ally within 5 squares of you.
Effect: The attack misses instead.

Plot

When a character gains the *Halaster's vision* legendary boon, he or she should also have a vision of something that will likely happen in his or her not-too-distant future. For example, if the heroes are going to find themselves in this book's next adventure, "The Tombs of Dayan," the character might have a vision of a suit of armor that opens to reveal a vampiric form within. This vision can be anything, however, and should help guide the adventurers through their travels in Undermountain and elsewhere.

13. Prisoners

Combat Encounter Level 2 (625 XP)

An unlocked door opens to reveal a steep stairway leading down to a makeshift prison.

Once the characters descend the stairs, read:
Torches in sconces light this spacious room. In its corners, statues depicting robed humans of stern countenance nearly reach the chamber's 15-foot-high ceiling. Dozens of manacles are set into the room's walls. As you enter, a bugbear is chaining an unconscious human to one wall while five other chained prisoners look on.

Creatures: A bugbear thug (*Monster Vault*, page 159) named Hroughta acts as the jailer. She holds a single key that opens all the manacles, which can also be unlocked with a DC 14 Thievery check.

The six prisoners are described below:

Xerick: This male human was part of Morphey's party. Hroughta is chaining his unconscious form to the wall as the heroes enter.

Smurgle: This bugbear thug is imprisoned here for disobeying a direct order from Zarr. He's alive only because he's an exciting combatant in Zarr's gladiatorial arena.

Argust Coppernight: This dwarf entered Undermountain to search for possible mining locations. After Argust was captured, Zarr plucked out the dwarf's eyes for giving him an insolent look. Argust, terrified and distraught, is unwilling to move unless someone leads him.

Steploe Nestletoe: This halfling member of the Cellarers & Plumbers' Guild, remains the eternal optimist. He assumes he will escape and be all the better for the experience. His crew was on duty in the sewers when their lights suddenly went dark and he was struck on the head. He doesn't know how he ended up in this room.

Lady Stellephosa: This female human paladin of Kelemvor was investigating rumors of undead creatures lurking in Undermountain when she was captured. Zarr's forces are looking forward to a gladiatorial fight between her and Smurgle.

Grasping Zombie: This undead male human is chained next to the paladin and both disgusts and angers her. The zombie's only remaining parts include a head, torso, and arms. A patrol captured it near Dayan's laboratory (page 54). The zombie's unwillingness to die amused its captors, so they chained it down here to disturb the prisoners, particularly the paladin. A mark shaped like a skull and dagger is burned into its forehead. Use the grasping zombie statistics (*Monster Vault*, page 293) as needed.

Features: This chamber has two support columns, but Zarr's forces intentionally weakened the western one. If Hroughta is bloodied or if one or more of prisoners is released, she tries to knock down the column and trigger a ceiling collapse, perhaps killing herself and one or more of the prisoners in the process. To bring down the ceiling, a creature must be adjacent to the column and use a standard action to push it over. This requires a DC 14 Strength check.

Collapsing Ceiling	**Level 4 Elite Trap**
Object	XP 350
Detect see Countermeasures below	**Initiative** –
Immune all conditions, forced movement, ongoing damage, necrotic, poison, psychic	
TRIGGERED ACTIONS	
Effect	
Trigger: A creature adjacent to the weakened support column succeeds on a DC 14 Athletics check (standard action) to knock the column over.	
Effect (Immediate Reaction): The ceiling in the western half of the room caves in, dealing 4d10 damage to all creatures in the area and turning that area into difficult terrain. Until the end of the encounter, any creature that ends its turn in the area takes 1d10 damage from falling debris.	
Special: This trap can be triggered only once.	
COUNTERMEASURES	
✦ **Detect:** Dungeoneering DC 10 (free action). *Requirement:* The character must be within 10 feet of the weakened column. *Success:* The character realizes the column has been weakened and will trigger a partial ceiling collapse if it falls.	

Plot

The DM can use the prisoners for a variety of purposes, including to provide plot hooks for further adventures. Feel free to assign statistics and levels to them as you see fit. If you'd rather they didn't accompany the characters, you could have Lady Stellaphosa, Steploe, and Xerick leads Argust back to the surface.

14. None Shall Pass

Combat Encounter Level 1 (400 XP)

This room's doors are barred from the outside. The bars are meant to contain a threat that Zarr's army has not yet dealt with. The bars are easily lifted.

When the characters enter the room, read:
Fresh kobold and goblinoid corpses litter the floor amid broken and intact statues, rocky debris, and skeletal remains. Much of the rocky debris comes from the 20-foot-high vaulted ceiling, which has not weathered the passage of time well. As you gaze about, loose bricks and mortar break away from the ceiling and add to the detritus covering the floor.

A narrow, 15-foot-high ledge clings to the walls. Dozens of statues resembling winged demons perch atop it.

Creatures: Two of the statues on the floor are gargoyle rakes (*Monster Vault*, page 122). They try to surprise creatures that look for threats from above. The dead kobolds and goblins fell victim to the gargoyles and the collapsing ceiling, and the skeletal remains belong to adventurers and other creatures that have perished here over the years.

Features: The floor is difficult terrain. A creature trying to charge or run in the room must make a DC 12 Acrobatics check. If the creature fails the check, it falls prone in the square in which it started, losing that action.

At the end of each round, rubble falls from the ceiling. Each creature in the room rolls a d10. Any creature rolling a 1 or 2 is attacked: +8 vs. Reflex; 1d10 damage, and the target falls prone.

Magic keeps the integrity of the room and its fixtures in constant flux. The ceiling crumbles, only to be magically reassembled a short time later, and damaged statues are likewise repaired. If the characters spend enough time in the chamber, they see fallen debris levitate and reassemble in their proper places.

The same magic that regularly reforms and destroys the room also ensures that some statues turn into gargoyles once every ten hours. So if the characters leave a door to this chamber open, they could unleash havoc on the complex.

Treasure: One of the skeletal corpses in the room wears *+1 magic hide armor.*

15. Storage

Roleplaying Encounter

When the characters enter this area, read:
An emaciated kobold searches through some dusty crates, boxes, and jugs scattered around the room. It jumps when it sees you and squawks briefly before clapping a grimy hands over its mouth and sweeping its wide eyes across the room.

"Don't make a sound!" it pleads in whispered Common.

Creatures: Grand Grelpin, a kobold wyrmpriest (page 95), was leading the tribe's search for a rumored dragon in Undermountain when Zarr showed up and killed their leader. Some of the other kobolds got it in their heads that Zarr was the rumored dragon in half-elf form, and they quickly fell in line. Grand Grelpin began to argue but swiftly realized he could not convince the others that Zarr was no dragon, so he played along rather than be killed. The wyrmpriest grudgingly served Zarr until the half-elf ordered him to face the basilisk in Area 5. That's when Grand Grelpin snuck off and hid in here, biding his time until he could find a way to escape.

Features: The crates and boxes contain mostly junk. With a DC 14 Perception check, a character finds a mundane piece of equipment that might be useful later, such as a rope or lantern.

Roleplay

Grand Grelpin is the ultimate pragmatist. He knows he doesn't stand a chance against the characters, and he suspects the heroes might be able to take out Zarr and the goblin hex hurler that acts as the half-elf's advisor.

Grand Grelpin tells the adventurers he is hiding here because he knows too much and, as a priest, cannot abandon his tribe. The wyrmpriest then tries to convince the characters they need him to overthrow Zarr and end the kobold-goblin alliance.

Plot

Grand Grelpin would be happy to assist the characters in defeating Zarr, as long as they spare any kobolds they encounter in the complex and allow him to gather up the remaining kobolds, declare himself tribal chief, and relaunch the tribe's quest to find the rumored dragon. If this happens, the characters could later come across Grand Grelpin somewhere else in Undermountain, either wandering about or serving another master.

16. Zarr's Quarters

Trap/Hazard Encounter Level 1 (225 XP)

The door to this chamber is locked and trapped, and only Zarr has the key and knows how to safely bypass the trap without needing to disarm it. A character who successfully disarms the door trap can keep the poisoned needle. The needle's poison can be used only once and is spent even if the attack misses. A DC 11 Thievery check is needed to pick the lock.

Poisoned Needle **Level 1 Trap**
Object XP 100

Detect Perception DC 19 **Initiative** –
Immune attacks

TRIGGERED ACTIONS

Effect (poison)
Trigger: A creature opens the door.
Effect (Immediate Reaction): The triggering creature takes ongoing 5 poison damage and falls unconscious (save ends both).
Aftereffect: The creature takes 10 poison damage.
Special: This trap can be triggered only once.

COUNTERMEASURES

✦ **Disable:** Thievery DC 19 (standard action). *Success:* The needle trap is disarmed. *Failure by 5 or More:* The trap triggers.

When the characters enter the room, read:
A makeshift bed and stuffed mattress fill up the room's northern portion. Along the west wall, two angel statues flank a rickety shelf atop which sit three books about military history. Below the shelf are a desk and chair. A book with a leather cover lays open on the desk. Given its relatively fresh-looking ink, the book might be a journal.

Features: Zarr spends most of his time here reading about military tactics and writing his memoir, *The Life and Wisdom of Zarr the Invincible*. Since his megalomania curbs sleep, the half-elf trapped his bed. Hidden oil flasks provide the fuel, so the trap can be disarmed by safely disconnecting these flasks.

Fire-Spewing Bed **Level 2 Trap**
Object XP 125

Detect Perception DC 20 **Initiative** –
HP 15
AC 10, **Fortitude** 5, **Reflex** 5, **Will** –
Immune necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage

TRIGGERED ACTIONS

✧ **Attack** (fire)
Trigger: A creature moves the bed, or more than 20 pounds of weight is placed on the bed.
Attack (No Action): Close burst 1 (creatures in the burst); +5 vs. Reflex
Hit: 4d6 fire damage, and ongoing 5 fire damage (save ends).
Miss: Half damage.
Effect: The bed and trap are destroyed.

COUNTERMEASURES

✦ **Disable:** Thievery DC 20 (standard action). *Success:* The trap is disarmed. *Failure by 5 or More:* The trap is triggered.

Plot

Zarr's memoir opens with a discussion of his Dalelands explorations months ago. It quickly reveals his obsession with the military. The book then describes the half-elf coming to Waterdeep, where a young noble named Rutherford Urmbrusk hired Zarr to watch his back in Undermountain. The final entry that mentions Rutherford suggests the noble was going mad as he searched for his father. The young lord, Zarr writes, was following a voice only he could hear, heading north past a room with a whistling well (see Area 62, page 78).

Zarr switches gears suddenly, writing that destiny settled into his bones the moment he saw a spiral symbol on a wall in Undermountain similar to one he saw in the Dalelands. The book contains no other reference to the spiral symbol. The passages that follow twang with paranoia, delusions of grandeur, and fantastic plans of leading an army of mythic fierceness against the world, killing until all heads bow to Zarr the Invincible.

17. Laboratories

Combat Encounter Level 1 (100 XP)

This chamber is divided into four laboratories where Zarr's "gifted" underlings work on various war-related projects. A kobold alchemist conducts experiments in the southeastern work area. The other work areas are currently empty; the alchemist has had some spectacular failures recently, prompting the others to vacate the room whenever he's present.

When the characters enter the area, read:
This area reeks of chemicals, smoke, and burned flesh. Across from the entranceway, work benches covered in carefully arranged tools and materials abut the wall. A peek around the chamber's central wall reveals an almost identical setting.

If the characters enter from a hallway where they can see the alchemist, describe a kobold carefully pouring liquid from a container into a vial that already contains liquid. If they approach from a different hallway, describe a high-pitched voice chittering in Draconic, "Careful! Zarr says no more boom boom. Running out of fingers, we are."



JIM NELSON

Creatures: Hapdash, a kobold slinger (*Monster Vault*, page 180), is in charge of creating alchemical weapons for Zarr's army. He has taken to his job with zeal, learning his new trade through a lot of trial and even more error. He's covered with burns and scars and is missing a few fingers.

Hapdash has within his reach a number of volatile and potentially dangerous mixtures. In additional to the abilities presented in his statistics block, Hapdash can mix (minor action) and throw (standard action) a random vial, making the following attack: Area burst 1 within 10 (creatures in the burst); +6 vs. Reflex:

⚀ **Noxious Gas (poison).** *Hit:* 1d6 poison damage, and ongoing 5 poison damage (save ends). *First Failed Saving Throw:* The target falls unconscious (save ends).

⚁ **Acidic Fire (acid, fire):** 1d8 fire damage, and ongoing 5 acid damage (save ends).

⚂ **Loud Explosion (thunder):** 1d10 thunder damage, and the target falls prone.

⚃ **Viscid Glue:** The target is restrained (save ends).

⚄ **Enhanced Armor:** The target gains a +1 bonus to AC until it takes an extended rest.

⚅ **Double Whammy:** Roll twice, ignoring another roll of 6 on this turn.

Features: The other work areas contain materials used for arcane research and trap-making, but nothing of particular value.

Roleplay

Hapdash is terrified of the characters at first and begins indiscriminately mixing and throwing vials. If the adventurers can calm him, they can learn the alchemist has lost his love of serving Zarr. Now his only passion is mixing odd chemicals to see what happens.

If the characters can convince Hapdash they mean him no harm and would like to help him continue in his new profession, award them XP as if they'd defeated the kobold in combat. In addition, Hapdash spills all he knows about the half-elf's plans. However, he refuses to take up arms against anyone in Zarr's army.

If a character messes with his chemicals, Hapdash goes ballistic and attacks.

18. Parade Grounds

Combat Encounter Level 1 (300 XP)

Zarr's subcommanders use this room to parade troops in front of their leader, showing him their readiness for battle.

When the characters inspect the room, read:
Someone has made an effort to decorate the walls of this room with old tapestries, and sculptures made from old helms, shields, and broken weapons adorn the various corners. A 20-foot-wide pit covered with wooden planks has been dug into the southwest corner of the floor.

Creatures: Since no festivities are taking place, only two members of Zarr's honor guard are in this area. Chosen for their bravery and skill in battle, a hobgoblin warmonger (*Monster Vault*, page 122) and a kobold dragonshield (*Monster Vault*, page 181) stand in front of a door leading into the War Room (Area 20). If the characters somehow bypass this area and reach Zarr, these guards rush to their master's side if they hear sounds of battle beyond the doors.

Features: A pit, 20 feet square and 10 feet deep, has been dug in the room's southwestern corner. Wooden planks cover it. Gladiatorial events—typically prisoners versus prisoners or prisoners versus monsters—are held here to entertain Zarr's soldiers.

Treasure: Each honor guard proudly wears a gold necklace worth 100 gp.

Plot

If Zarr's army captures the characters, the heroes might be given the chance to recover before being goaded into a pit fight. Once they are released from manacles, shoved into the pit, and tossed weapons, the adventurers might be able to orchestrate an escape.

19. Nervous Guards

Combat Encounter Level 1 (550 XP)

A contingent of soldiers vigilantly stands guard in the passageway, nervously watching for monsters and other intruders coming from the south. Several patrols have been sent into the chambers south of here, but their blood-chilling screams were all that returned. Zarr has given up trying to expand in that direction, but he posts guards here around the clock, in case whatever's over there gets curious and moves toward them.

Creatures: Two hobgoblin spear soldiers (*Monster Vault*, page 157) and two kobold dragonshields (*Monster Vault*, page 181) stand guard, nerves frayed as they perform this most-hated duty.

Roleplay

Emotionally brittle, these guards might be persuaded to desert Zarr's army or allow the characters safe passage. Or they might fess up to their fear and offer the heroes coin, drink, or some other bribe to kill whatever's lurking in the chambers to the south.

Plot

What lurks to the south is up to you. It is likely one or more powerful and evil creatures. Of course, since it has slain only members of Zarr's army (as far as the characters know), it might be a good-aligned creature, one that can offer the characters something of value in return for a favor.

20. War Room

Combat Encounter Level 7 (1,675 XP)

Zarr and his advisors are here, studying incomplete maps of the Dungeon Level and plotting their next foray to expand their territory.

When the characters reach this room, read:

Crudely rendered maps cover the walls of this torchlit chamber. A large rune on the floor is encircled by tattered circular rugs, and a double ballista rests near one wall.

Three kobolds and a half-elf stand between you and two tipped-over tables. A goblin pokes its head out from behind one of the tables. The half-elf draws his longsword and shouts, "Keep ranks, soldiers! Assassins have come to kill your general! Let's make them a footnote in my glorious history!"

Creatures: Zarr (statistics below) is here along with one goblin hex hurler (*Monster Vault*, page 155) and three kobold quickblades (*Monster Vault*, page 180). In addition, if the characters did not deal with the two guards in Area 18, they arrive one round after combat is joined.

Zarr activates the ballista, after which he and the kobolds stay close to the rune on the floor. The goblin takes cover behind an overturned table and makes ranged attacks while using the rune to teleport enemies (particularly spellcasters) within striking distance of its allies. Zarr prefers to attack enemies teleported by the rune, since they are immobilized and he gains combat advantage against them.

Zarr is sure the characters are assassins from an enemy army, so he fights to the death. His kobold quickblades do the same. The goblin, however, might surrender if all the others are dead or incapacitated.

Zarr	**Level 8 Soldier**
Medium natural humanoid, half-elf	XP 350
HP 85; **Bloodied** 42	**Initiative** +11
AC 24, **Fortitude** 20, **Reflex** 22, **Will** 21	**Perception** +9
Speed 6	
Traits	
Zarr's Advantage	
Zarr gains combat advantage against immobilized creatures.	
Standard Actions	
⊕ **Longsword** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
Effect: Zarr marks the target until the end of his next turn.	
Triggered Actions	
⸸ **Advantageous Jab** (weapon) ✦ **At-Will**	
Trigger: An enemy marked by Zarr makes an attack that doesn't include him as a target.	
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +13 vs. AC	
Hit: 1d8 + 7 damage. *Effect:* The target takes a -2 penalty to attack rolls until the end of this turn.	
Skills Athletics +12	
Str 16 (+7) **Dex** 20 (+9) **Wis** 11 (+4)	
Con 13 (+5) **Int** 10 (+4) **Cha** 18 (+8)	
Alignment evil **Languages** Common	
Equipment leather armor, longsword	

Features of the Area

A miniatures-scale map of this area appears on one of the battle maps included with this book. Feel free to use it to help run this encounter.

Ballista: The ballista is attached to the floor but pivots to face any direction. The weapon is attuned to Zarr, who must spend a minor action to activate or deactivate it. When activated, the ballista rolls initiative and fires two magic missiles each round on its turn, automatically hitting its intended targets (the ballista targets only Zarr's enemies). The ballista ceases to function when reduced to 0 or fewer hit points.



Magic Missile Ballista	Level 2 Elite Trap
Object	XP 250
Detect –	**Initiative** +5
HP 55	
AC 16, **Fortitude** 13, **Reflex** 10, **Will** –	
Immune necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage	
STANDARD ACTIONS	
Effect (force) ✦ **At-Will**	
Effect: Ranged 10 (one or two creatures); 5 force damage.	
COUNTERMEASURES	
✦ **Control:** Arcana DC 20 (standard action). *Success:* The character determines which creature the ballista attacks on its next turn.	
✦ **Deactivate/Reactivate:** Arcana or Thievery DC 20 (standard action). *Requirement:* The character must be adjacent to the ballista. *Success:* The ballista ceases to function (if deactivated) or resumes functioning (if reactivated).	

5 False-Floor Pits	Level 1 Trap
Object	XP 100 each
Detect Perception DC 19	**Initiative** –
Immune attacks	
TRIGGERED ACTIONS	
Attack ✦ **At-Will**	
Trigger: A creature enters one of the pit's squares.	
Attack (Immediate Reaction): Melee 1 (triggering creature); +4 vs. Reflex.	
Hit: The target falls 10 feet to the bottom of the pit, taking 1d10 damage and falling prone.	
Miss: The target returns to the last square it occupied and its movement ends immediately.	
Effect: The false floor opens is no longer concealed.	
COUNTERMEASURES	
✦ **Disable:** Thievery DC 19 (standard action). *Success:* The false floor is jammed closed and the trap cannot attack.	

Concealed Pits: The round rugs help to conceal five 10-foot-deep false-floor pits. Zarr's troops are aware of the pits and avoid them. The pits' walls can be climbed with a DC 10 Athletics check.

Teleportation Rune: As a minor action once per round, the goblin hex hurler can activate the rune on the floor, causing it to teleport and immobilize an enemy. After seeing the rune activate, a character trained in Arcana can, with a DC 20 Arcana check, activate it as a minor action once per round.

Teleportation Rune	Level 2 Trap
Object	XP 125
Detect –	**Initiative** –
Immune attacks	

Triggered Actions

Effect (teleportation) ✦ **At-Will**

Trigger: The goblin hex hurler takes a minor action to activate the rune.

Effect (Immediate Reaction): Close burst 10 (one creature in the burst); 1d8 damage, and the target is teleported to a space inside the rune and immobilized until the end of its next turn.

Countermeasures

- ✦ **Analyze:** Arcana DC 20 (standard action). *Success:* The character ascertains the power of the rune.
- ✦ **Control:** Arcana DC 20 (standard action; trained only). *Success:* The character can trigger the rune's attack power as a minor action once per round.
- ✦ **Deactivate:** Thievery DC 20 (standard action). *Requirement:* The character must be standing on or adjacent to the rune. *Success:* The rune ceases to function until the end of the encounter.

Tables: The overturned tables provide cover.

Treasure: Zarr carries a pouch with 107 gp inside it, and he wears a *circlet of authority* (*Player's Handbook*, page 248, or *Dungeon Master's Kit*, page 265) or another level 7 common magic item. The goblin and kobolds carry no treasure.

Development

If the heroes manage to take Zarr prisoner and question him, he rants about his army arriving to liberate him. The half-elf proudly states that his forces have been instructed to pay no ransom.

If asked about Rutherford Urmbrusk (see Area 63, page 78), Zarr appears confused and flustered as his delusions and reality warble together. Zarr tells the characters he once served with a soldier named Rutherford, but the scoundrel abandoned the army around the time the troops were passing a whistling well (Area 62, page 78) and a corridor full of crushed bones (Area 61, page 77).

Tombs of Dayan

This adventure sees the heroes infiltrating a domain controlled by the vampire Dayan and his undead servants. Dayan is using the power and knowledge gained from a secret laboratory left behind by a long-dead necromancer whose identity is lost in the fog of time. This area of Undermountain also contains long-forgotten tombs that provide Dayan with an abundant supply of corpses to fuel his ambitions.

Background

At some point between Halaster's presumed death and the present, a necromancer escaped persecution by Waterdeep authorities by taking refuge in Undermountain. One area lent itself particularly well to the necromancer's magic as he tinkered with the stuff of life and death.

After setting up laboratories in the dungeon and gaining a great deal of knowledge and power in the necromantic arts, the necromancer succumbed to death. All that remained of his legacy were a few undead creatures that wandered off and a large library of notes on the practice of necromancy.

Recently, some Undermountain explorers found some of the necromancer's notes, but the dungeon delvers were forced to flee before they could collect them. Rumors of the notes' existence spread.

When a mage named Varriel heard about the library, she recognized it for what it was—a great deal of power. Not adventurous enough to make the trip herself, Varriel hired Aizel Treemaine, a female elf wizard, to explore on her behalf. Aizel joined Rutherford Urmbrusk's adventuring party to make the descent. When the party broke up, Aizel followed some clues to the forgotten laboratory. She found a vampire had beaten her there, and he was already using the lab to create undead servants.

The vampire, Dayan, captured Aizel and added her to his collection of living prisoners, which he uses to power his experiments. Dayan marks his undead creatures with a unique symbol, and adventurers who have escaped the creatures have returned to the surface with stories of undead creatures bearing this mark. Varriel recognizes the mark as one purportedly associated with the notes she seeks, and she is convinced that someone—perhaps even Aizel—has started using the knowledge. Getting desperate, she seeks more adventurers to act on her behalf.



Starting the Adventure

This adventure hook will be much stronger if during a previous trip into Undermountain the characters came across an undead creature bearing the mark of a skull resting on a dagger's blade. One appears in "Zarr's Invincible Army" (see Area 13, page 30), but you should feel free to improvise your own encounter with marked undead.

Either because they have gained some renown already or because they have been heard discussing Undermountain, Varriel learns the characters might be able to help her. She approaches them in the Yawning Portal's taproom.

Read:

A female human of middle years dressed in red robes approaches you. She nods curtly and adjusts her hood. As she does so, you notice her head is shaved bald.

"I hear you are capable adventurers who show promise in navigating Undermountain's dangers," she says. "May I speak with you about a job opportunity?"

Give the players a moment to answer before Varriel continues.

Then read:

"I fear a great threat is growing in the grand dungeon's darkest corners. I have heard rumors of a laboratory that contains a wealth of necromantic knowledge and power. I sent another adventurer, an elf named Aizel, to investigate. Not only has she not returned, but I have lately heard rumors of undead creatures in Undermountain bearing a unique mark—a skull over a dagger blade—associated with the laboratory. I fear someone—perhaps even Aizel—is using the laboratory for necromantic experiments.

"I want you to find the lab and stop the necromancer. As proof of your success, bring me any books or scrolls about necromancy you find. I shall pay you handsomely for your service."

If the characters have talked to Lady Lestra Urmbrusk (page 18), they have probably heard the name Aizel mentioned as one of Rutherford's adventuring companions. This might be enough to motivate them to take the job.

Varriel can provide the characters with 100 gp each and directions to the laboratory's general area. She might also promise to give the heroes a reward of magic items, such as potions or a specific item a character wants, upon the job's completion. The directions, which she pieced together from talks with adventurers who claimed to see zombies bearing the skull-and-dagger mark, lead the characters to the Lanceboard Room (see Area 21, page 39).

Feel free to craft the directions to send the characters along the dungeon path you want them to travel. Made from adventurers' recollections, the directions are likely little more than left and right instructions along a vague path. Such a discussion could attract the interest of Ruudi Stonekin (page 13), and the female dwarf might be able to provide an actual map (for a tidy sum and the heroes' promise of some cartography work) as well as some lore about the Lanceboard Room.

ALEXEY APARIN

Red Wizard Varriel

Varriel's red robes, bald pate, and interest in necromantic magic might set off warning bells in the minds of players who are well versed in Forgotten Realms lore. These are the signature features of a Red Wizard of Thay.

Varriel is indeed a Red Wizard, but what this means is up to you. Red Wizards have two reputations in the North. They are first and foremost evil necromancers who serve Szass Tam and his dreams of Thayan conquest. However, some are refugees who are looking to escape Szass Tam's wrath and make new lives for themselves. Many of these refugees work as magic merchants, using their robes as a symbol of their profession.

Varriel might be an evil or unaligned necromancer loyal to Szass Tam and in Waterdeep on his orders, or she might be aligned with the Thayans near Neverwinter and therefore under the command of the lich Valindra Shadowmantle (see the *Neverwinter Campaign Guide*). Alternatively, she might be a recent émigré from Thay, having found the means to flee a homeland she has come to fear, or she might be the daughter of a Red Wizard who fled Szass Tam's rule decades ago and who wears red robes to honor family traditions. In any case, Varriel's interest in the necromantic arts is real, and you can decide whether or not that interest is benign or malevolent.

If a player takes the hints about Varriel's origins, or if you inform a player whose character should understand the clues, the heroes might object to working with her. If so, Brother Sepulcher (page 11) can step in with his own offer to reward the characters if they follow through on the quest. Having overheard the adventurers' conversation with Varriel, he surmises the area in question might be the same place his fellow followers of Jergal went. He can provide similar directions to the adventurers.

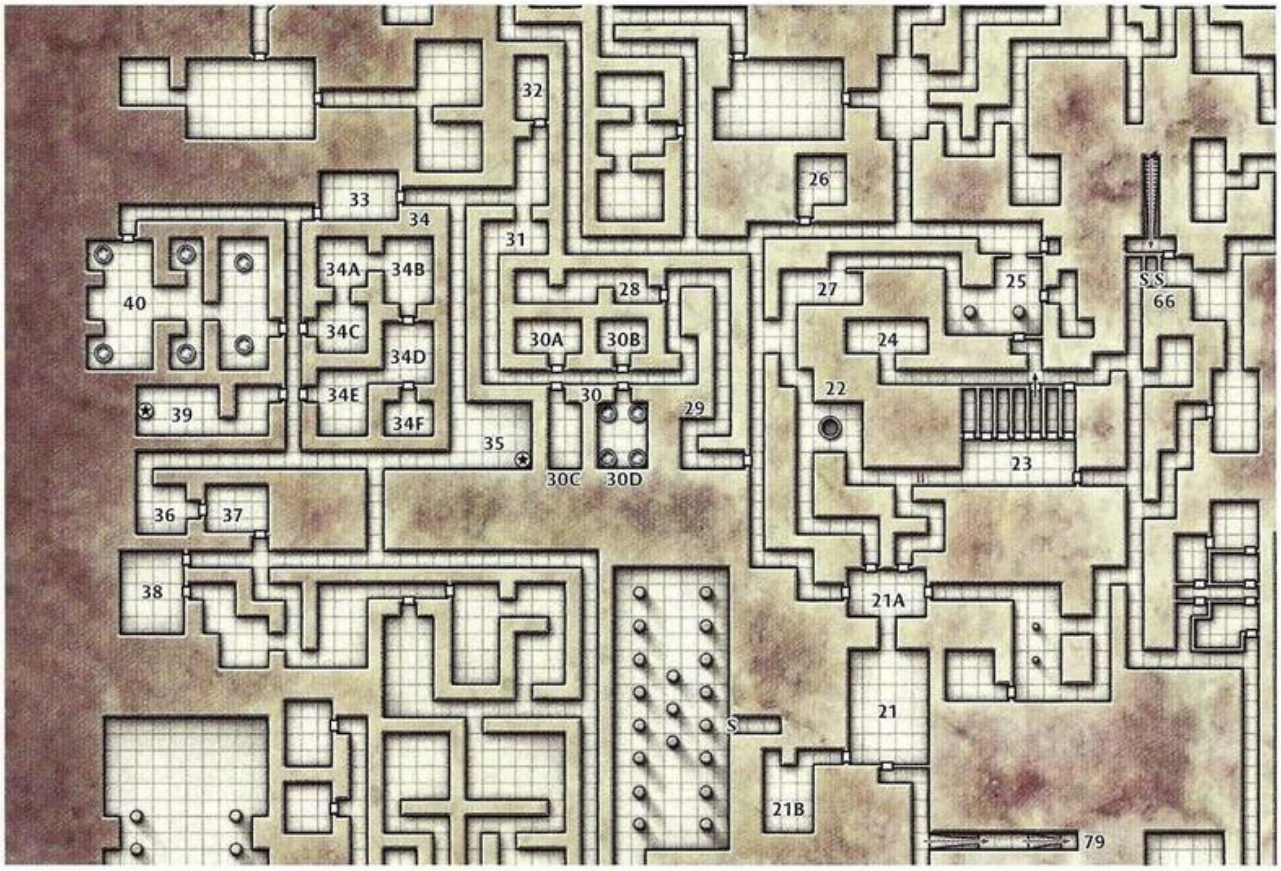
Encounter Areas

If the characters follow the directions Varriel or Brother Sepulcher gave them, they begin the adventure approaching Area 21 from the south.

21. Lanceboard Room

Combat Encounter Level 5 (1,125 XP)

A fan of games, Halaster created this room to act as a life-size version of lanceboard, a popular chess-like game. With Dayan's influence holding sway in this area, the game has changed somewhat. However, Halaster's magic still forces both sides in the game to play by strict rules.



When the characters open the door into Area 21, read:

This large chamber's floor is covered in alternating black and white 5-foot-square tiles. A hallway at the room's far end continues north, and a door set into the room's western wall is closed.

With a DC 15 Arcana check, a character realizes the room radiates powerful magic. However, the tiles are not trapped.

Nothing happens until a character steps onto the "board." That character becomes the white champion. The other heroes are instantly teleported into squares in front of the first hero, becoming white knights that assist and protect the white champion.

The characters not only take the lanceboard pieces' positions but also physically morph into humanoid-size versions of the pieces' forms–knights mounted on horses. Although the adventurers physically change, they retain their statistics, defenses, and powers.

Black knights and a black champion appear on the board opposite the characters. All characters on the board when this occurs instantly become aware of the game's rules, which you should relay to the players at this time (see "Lanceboard Rules" below).

Creatures: Appearing as black knights are two wraiths (*Monster Vault*, page 284) and three hulking zombies (*Monster Vault*, page 294). A blazing skeleton (*Monster Vault*, page 255) appears as the black champion. Each bears on its forehead the skull-and-dagger symbol with which Dayan marks his undead servants.

Features: Once the characters defeat the lanceboard game, they may continue unhindered.

Area 21A contains two orc skeletons that have been stripped of all their equipment and flesh.

Area 21B contains a 10-foot-long, 6-foot-wide stone table with a locked iron coffer resting on it. A DC 10 Arcana check reveals a magical aura around the coffer, and a DC 15 Thievery check is sufficient to open the lock, which causes the coffer to immediately spring open. A puff of green powder explodes in the opener's face, momentarily choking him or her. The powder sheds a dim green glow and resists any attempts at removal for a day. However, this trap is nothing more than one of Halaster's jokes and has no harmful effect.

Treasure: The coffer contains a *coin of good luck*.



Coin of Good Luck

A *coin of good luck* looks like any other gold coin. In fact, it dons an appearance identical to whatever gold coin it last touched. When handled, though, its magical nature becomes apparent. Heads up, the coin weighs ten times as much as a typical gold coin. Tails up, it weighs less than a feather. Thus, the coin always lands tails up when flipped. However, this property pales in comparison to its more potent power. One must have the coin in one's possession to use its utility power, but the coin need not be held or flipped.

Coin of Good Luck — Level 5 Rare

This shiny gold coin can mean the difference between life and death, brilliant success and utter failure.

Consumable 50 gp

Property

The coin always lands tails up when flipped.

Utility Power ✦ Consumable (Free Action)

Effect: Gain a +1 item bonus on an attack roll, skill check, or saving throw you just made.

Special: You cannot use the utility power of another *coin of good luck* until after you've taken an extended rest.

Lanceboard Rules

This game can accommodate up to nine knights and a champion on each side. If more than six players are at the table, the game's magic randomly switches characters in and out of the game. Therefore, players must be ready at all times, even when they are not on the board. If fewer than six players are at your table, put the same number of black pieces on the board as there are players.

Lanceboard Layout: The chamber floor forms a chessboard pattern of black and white 5-foot squares. The board fills the room and is 10 squares wide by 14 squares long.

Starting Positions: Each champion appears in a random square in the row along the north or south wall. (You can roll a d10 to determine the exact square in each case.) Knights are randomly arrayed in the row directly in front of their champion. Each piece begins the game in its own square.

Initiative: Once the champions and knights are in place, both sides roll initiative.

BEN WOOTTEN

Objective: The object of the game is to destroy the opposing champion.

Actions: The game enforces strict limitations on movement, which are discussed below. Beyond that, combat is handled normally.

Movement: On its turn, a piece can move 1 square as a move action. (A piece that takes two move actions on its turn can move a total of 2 squares.) A knight starting its turn on a white square can move only to white squares, and a knight starting its turn on a black square can move only to black squares (like bishops in chess). A champion has no such limitations and can move into squares of either color. No piece can leave the board until the game is concluded.

If a knight or champion enters an ally's square, it can move through that square for free; however, it cannot end its movement there. Moving through allied squares allows a knight or champion to cover more ground than is normally allowed.

A knight or champion cannot enter or pass through a square occupied by an enemy knight or champion.

Teleportation powers and forced movement function normally, with the caveat that no knight or champion can move or be teleported off the board. A piece can be forced to move into squares it normally cannot enter on its own (for example, a knight on a white square can be pushed into a black square).

Pieces that are knocked prone must use actions to stand, as normal. No running, charging, or crawling is allowed.

Attacks: Characters and monsters use their own powers, attacks, and defenses despite their altered appearance. A champion deals double damage on all attacks.

Summoned Creatures and Companions: Mounts, animal companions, spirit companions, and familiars disappears for the duration of the battle. A summoned creature fails to appear, and the power used to summon it is spent.

0 Hit Points: When a character drops to 0 hit points or fewer, he or she disappears from the board. Once the game is over, the character reappears in the hallway, restored to his or her original form, with 1 hit point.

Monsters that drop to 0 hit points die and vanish.

Endgame: If the characters win the game, all restrictions the game imposed on them disappear, they take their own shapes, and they can move about the room freely. If the monsters win, the characters appear back in the hallway. If they enter the room again, they must play. They cannot traverse the room without winning the game.



JIM NELSON

22. Deep Well

Exploration Encounter

This chamber contains a dry well that Halaster created to bring fresh air into the dungeon. On rare occasion, some unsuspecting creature might be teleported into the dungeon from afar. The nature of the well's magic acts as a hazard, too.

When the adventurers enter this room, read:
The center of this room contains a large, dry well. A hot and dry breeze suddenly blows out of it, sending bits of grit into your eyes. Moments later, an icy gale whips across you, bring with it the scent of the sea. Peering into the well does not reveal its bottom; the shaft descends into darkness.

Features: The well is a one-way teleporter that brings air into the dungeon from other parts of Faerûn. From time to time it also disgorges creatures, not all of them hostile. No monsters are currently in the chamber, but you can use the well's one-way teleporter to bring a creature—confused at having been teleported an unknown distance in the blink of an eye—springing out of the shaft.

Any creature that fully enters the well or teleported into the wellshaft from some farflung location is violently thrust upward against the 20-foot-high ceiling and takes 2d10 damage plus an additional 2d10 damage when it falls to the floor next to the well. The magic of the well cannot be suppressed or removed.

23. Finger Bones

Roleplaying Encounter

When the characters get anywhere near this area, they hear weeping, moaning, and possibly whispering.

When the heroes can see the seven cells in this room, read:
Along the north wall, seven doors composed of metal bars enclose seven cells with glowing runes inscribed on their inside walls. Thin wires of gold filament run along the ceiling from door to door. The sounds of sobbing, hissing, and mumbling emanate from the cells.

A human skeleton leans against the chamber's eastern wall, its left arm bone slung around the shoulders of an elf's decaying corpse.

Creatures: From the west, the first two cells are empty; the last two cells contain the fresh corpses of a halfling adventurer and a carrion crawler; and the middle three cells hold living creatures. In the third cell is a quietly sobbing male dwarf. The fourth cell imprisons an injured guard drake (*Monster Vault*, page 82). The fifth cell holds a lizardfolk greenscale raider (*Monster Vault*, page 188).

Features: All the cell doors and the chamber's two northern doors are locked. The locks on the cell doors do not take normal keys and instead have some sort of magical component to their operation. The locks are difficult to pick (DC 22 Thievery check), and the keyholes are round, each having a slightly different diameter.

The keys to the locks are seven of the finger bones from the skeleton in the main chamber. Once the characters figure this out, they have no problem opening the locks. Allow a DC 19 Perception check to notice flecks of bone in the keyholes if the heroes are stumped.

Glowing runes cover the inside walls of the cells. Just standing in a cell makes a character feel tired and lethargic. With a DC 13 Arcana check, an adventurer knows these runes are drawing energy from creatures in the cells.

The thin gold wires linking the cells run along the room's ceiling before traveling out the northerns door and heading west toward Area 24. A DC 21 Arcana check reveals that the energy being drained from the prisoners here is being diverted from these cells via the gold wiring.

Roleplay

The dwarf prisoner is Graven Larvoldson, a metalsmith. Dayan kidnapped the dwarf from his workshop in Waterdeep and brought him here to create the receptacles Dayan uses to hold his life force when he turns to mist. His work completed, Graven has been left in his cell to die.

Although the dwarf is not afraid of dying, he weeps because he knows he will never see his wife and four children again. Graven can warn the heroes about Dayan and tell them the vampire had him craft cylindrical gold containers to fit inside animated suits of armor. Each container is about the size of a scroll tube and was placed inside a suit's chest. The metalsmith doesn't know the receptacles' purpose, but he once saw Dayan fill one with dirt.

The guard drake is near death (it's unconscious with 0 hit points) and can barely move. Characters who pull it from the cell and heal it might be able to train it as a helper or companion, at your discretion.

Sheh'stek, the lizardfolk prisoner, was part of the lizardfolk invasion force that is detailed in "Scaly Doom" (page 57). He was sent to explore this part of the dungeon and was captured. Assuming the characters have not yet played ther "Scaly Doom" adventure, Sheh'stek tells the characters (if they speak Draconic) that his clan inhabits another section of the dungeon, and that he owes his life to the heroes. He hopes he can someday repay them.



WAYNE ENGLAND

Plot

If the characters can get Graven out of the dungeon safely, he would be a good contact for the characters in Waterdeep. He is a respected metalsmith, and he might be able to arrange cheaper purchases or other paid jobs for them.

If the adventurers release Sheh'stek, he goes back to his people and continues to help with the tribe's plans. However, when the characters face lizardfolk in "Scaly Doom," Sheh'stek remembers them. How he repays their kindness is up to you. It might be a repayment that could save their lives if they are captured or face overwhelming adversity.

24. Enhanced Mummy

Combat Encounter Level 1 (350 XP)

If the characters arrive in this room without going through Area 23, they hear weeping and mumbling coming from Area 23.

When the characters peer into the room, read:
This chamber hums with energy. Gold filaments run across the ceiling and down the far wall before spreading like a web over a marble slab set against the wall. A mummified human wrapped in strips of cloth and wearing a golden bracer on one wrist lays deathly still on the slab.

Creatures: A shambling mummy (*Monster Vault*, page 212) rests on the slab, absorbing life energy from the prisoners in Area 23. When a living creature enters the room or the mummy is attacked, it rises.

Because of the energy it has gained from the prisoners in Area 23, the mummy gains the following additional traits and powers:

Traits
Regeneration
The mummy regains 5 hit points whenever it starts its turn.
Standard Actions
Double Attack ✦ At-Will
The mummy uses *rotting grasp* twice.

The mummy loses these traits and powers if the gold bracer around its wrist is removed. The bracer can be removed with a DC 22 Thievery check (a standard action that provokes an opportunity attack from the mummy), and players might devise other innovative solutions (a *mage hand* spell, for example).

Treasure: The gold filaments in this and the previous room can be collected. They are worth 90 gp.

25. Dancing Skeletons

Trap/Hazard Encounter Level 1 (200 XP)

As the characters enter this area, read:
Purple energy plays back and forth between two pillars wrapped in thin gold wire and etched with skull-and-dagger symbols. In the space between the pillars, four skeletons dance and wriggle as the energy washes over them. Two of the skeletons could be kobolds, and the other two appear to be drake skeletons.

Shallow grooves carved into the floor accommodate the gold wiring, which stretch from the pillars to an archway in the north wall. The wires continue beyond the archway.

Features: The wire-wrapped pillars are another of Dayan's experiments in draining energy from living creatures to feed necromantic machines. In this case, the device destroyed its kobold and drake victims, and their essences were sent north through the wires to power a reanimation machine in Area 26.

The skeletons are not animated, but the energy that courses between the pillars makes them move as if they are. To keep the players on their toes, call for them to roll initiative. If a character attacks a skeleton, it is destroyed in one hit.

Any creature that moves between the pillars while the energy field is active gets zapped. Award the characters XP for the hazard if they deactivate it.

Necrotic Energy Field	**Level 5 Hazard**
Object	XP 200
Detect –	**Initiative** –
Immune attacks	
TRIGGERED ACTIONS	
Effect (necrotic) ✦ **At-Will**	
Trigger: A living creature moves between the two pillars.	
Effect (No Action): The triggering creature takes 2d6 + 6 necrotic damage.	
COUNTERMEASURES	
✦ **Deactivate:** Thievery DC 22 (standard action). *Success:* The energy field ceases to function. *Failure:* The character takes 2d6 + 6 necrotic damage.	

Treasure: The gold wires can be unwound from the pillars and pried off the floor once the hazard is deactivated. The wiring is worth 200 gp.

26. Reanimation Machine

Combat Encounter Level 3 (750 XP)

One of Dayan's experiments has recently been completed here. It was both an incredible success and a total failure.

A pair of thin gold wires travels between this room and Area 25. The wires are set into shallow grooves in the floor and carry the life force of creatures killed in Area 25 to the reanimation device here.

When the characters arrive, read:
An inclined stone table covered with thin gold sheets occupies the room's center. Four rotting creatures covered in weeping sores stand around it.

A middle-aged female human in moldering, antiquated finery is strapped to the table. Her skin is gray, wrinkled, and torn in places. As you take in her features, her face begins to smooth and regain a pink hue.

Creatures: Two ghouls (*Monster Vault*, page 126) and two flesh-crazed zombies (*Monster Vault*, page 295) have followed Dayan's instructions to strap a corpse to the reanimation device. When the characters interrupt the experiment, the creatures attack.

Features: Even if the characters cut the wires or stopped the energy flow from Area 25, enough power has entered the machine to allow it to continue working for several rounds.

Treasure: The gold sheets covering the table can be pried off and are worth 500 gp total.

Raising the Dead

The adventurers might try to use the table to reanimate a dead companion, assuming they haven't destroyed its workings by unwinding the gold wire from around the pillars in Area 25. Of course, for something like this to work, the characters would need to force living creatures into the energy field.

Setting aside the moral implications, characters can use the device to raise creatures from the dead. Whenever the energy field in Area 25 deals damage to a living creature, the hit points "drained" by the device are carried as life energy through the gold wiring to the reanimation table. To raise a dead creature on the table, the energy field must drain 100 hit points per level of the creature. For example, a level 5 creature or character requires 500 hit points of drained life energy to raise. The effects are otherwise similar to a Raise Dead ritual.

At your discretion, there might be unexpected side effects of this reanimation process. The raised creature might need regular infusions of life energy to stay alive, or it might gain only half the normal number of hit points when it spends a healing surge.

It might also suffer from nightmares, hear ghostly whispers, or gain certain undead cravings.

Roleplay

The woman on the table is Amori De'Spri, a human noble who was interred in Area 34's tombs long ago. Her and her husband's bodies remained undisturbed until Dayan's plans ruined their rest. Now she is alive again, returned to life and health by the necromantic machine.

She was reanimated using kobold and rage drake life forces, leaving her mind temporarily addled. She is unsure of who she is or how she got here. Kobold and rage drake mannerisms also frequently and unexpectedly color Amori's behavior. She doesn't want to live like this—alone and afraid of what she's become. She asks to be reunited with her husband in death and wishes to have her body interred in its proper tomb (in Area 34D). If the adventures decline her morbid request, she can be persuaded to accompany one or more of them to the surface.

Plot

The characters could come across the restless spirit of Amori's husband, Julain, in Area 34. If so, he begs the heroes to help his wife's spirit, which he can sense is in great turmoil. He asks the characters to help return it to its proper burial site.

Depending on what the characters have done with Amori, fulfilling that request might be difficult.

27. Grubby Treasure

Combat Encounter Level 1 (500 XP)

This area contains rot grub swarms under Dayan control. They act as both soldiers and an alarm system.

When the characters enter the room, read:
This chamber offers a grisly sight. Numerous corpses are draped over five large chests. The carcasses are of all manner of creatures—a couple humans, a carrion crawler, dire rats, and even an ogre. A small urn near the bodies has toppled over, spilling ash on the floor.

Creatures: If the corpses or chests are disturbed in any way, they release two rot grub swarms (page 96). One of the swarms attacks the characters, while the other scurries off to warn Dayan that intruders are approaching his realm.

In addition, six crawling claws (page 93) lurk in one of the chests. They attack with surprise as soon as the chest is opened.

Features: The chests are not locked, having been plundered and discarded many years ago. Now they contain bones.

The urn became a part of the landscape when a priest of Jergal (exarch of proper burial) who was investigating this area dropped it before becoming one of the corpses on the chests. The urn has motifs that honor the exarch. Although not worth much in terms of coin, the characters can present the urn to Brother Sepulcher (page 11) or the other priests of Jergal to earn their favor.

Treasure: One crawling claw wears a *horned ring*.



Horned Ring

Halaster made eight iron rings of teleportation, one for each of his apprentices and one for himself. He imbued each ring with different powers and immunities that would work only for the person for whom it was designed. While a great boon, these rings were rumored to allow Halaster to remotely view the wearer's location and read his or her thoughts.

Horned Ring — Level 8 Rare

Of the multitude of powers imbued in each ring, only one is accessible to a casual wearer—a teleportation power allowing expeditious transport through Undermountain.

Ring Slot 3,400 gp

Property (Teleportation)

When you use a teleportation power, as long as the destination space is within range and you have seen the space before, you need no line of sight to that space. However, if you attempt to teleport to an occupied space, the teleportation attempt fails and the power is expended.

Utility Power (Teleportation) ✦ **Daily** (Move Action)

Effect: You teleport to any location in Undermountain you have seen before.

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28. Trapped Monsters

Combat Encounter Level 1 (275 XP)

One of Zarr's exploration teams came here, having no idea it was Dayan's territory. The explorers ran into this chamber, hoping to hide from the undead creatures chasing them, but the chamber itself posed even more of a threat to them than the creatures chasing after them.

When the characters approach the door to this chamber, read:

An iron plate is embedded in the stone door. Etched in fancy Common script are the words "Keep Out. Very Dangerous."

The door is neither locked nor trapped. If the door is opened, only darkness can be seen beyond its frame. A creature's darkvision or magic light cannot pierce this darkness.

As soon as a character steps into the darkness, he or she disappears from sight. If the hero was tethered, the rope falls to the ground. Even if someone outside the chamber was holding onto the character who stepped inside, the character disappears as though teleported away. Have all the characters roll initiative at this time, including the ones outside the room, and roll initiative for the creatures as well. From this point forward, until the encounter ends, have the characters and creatures act in initiative order.

Creatures: Two of Zarr's creatures are alive and trapped in the room, a hobgoblin spear soldier (*Monster Vault*, page 157) named Brighun and a kobold dragonshield (*Monster Vault*, page 181) named Mennik. They stand ready to defend themselves from the characters.

Features: This trap of Halaster's is particularly devious because it turns its victims' own fears against them, causing friends to slay each other.

When a creature disappears into the darkness, it reappears in the far western portion of the room. Magic warps the creature's mind, making it believe any other creatures in the room are shambling undead horrors intent on disemboweling them and dining on their entrails (save ends). Thus, friends slay one another, all the while thinking they are fighting monsters. While under this effect, a creature treats all other creatures in the room as enemies and must, on its turn, take a standard action to make a basic attack against its nearest enemy. If no enemy is within range, the creature instead takes a standard action to charge the nearest enemy it is able to charge. Once a character saves against the mind-warping effect, he or she sees the room's other occupants for what they truly are and is no longer compelled to treat them as enemies.

When the first character enters, he or she sees two undead monsters (actually Mennik and Brighun) in the middle portion of the room. Having shaken off the room's mind-warping magic, the kobold and the hobgoblin do not attack the character immediately but have readied actions to defend themselves if attacked.

An illusion of a wall hides the door through which the heroes entered. It looks and feels like a wall. With a DC 22 Perception check, a character senses a flaw in the magic and can walk through it, taking other creatures with him.

Many, many creatures have died in this trap, either being slain by a friend or foe or eventually dying of dehydration or starvation when they couldn't find the exit. Tallying the number of dead creatures' bones here would take days.

Treasure: Among the bones in the chamber is a +1 *rod of deadly casting* (*Dungeon Master's Kit*, page 261) or another level 2 common or uncommon magic item of your choosing.

Roleplay

Mennik and Brighun have endured a terrifying few days, and they have almost given up hope. They have managed to shake off the room's mind-warping effect but haven't been able to find the exit.

When the characters attack, they do their best to defend themselves. However, the two are more than willing to parley and work with the adventurers to escape.

29. Hold Still!

Trap/Hazard Encounter Level 1 (100 XP)

Another of Halaster's ancient traps is primed to attack at the corner of this hallway.

As the characters approach the corner, read:

Where the hallway turns west, you see a heap of dead creatures. The pile includes several dire rats, some normal rats, a handful of bats, and three kobolds. Surprisingly, the pile does not stink, and none of the creatures is decomposing. In fact, they appear to be coated with frost.

The trap destroyed all the creatures here. They are not decomposing because they are frozen solid.

Features: The trap is simple but deadly. Any creature entering the 10-foot-square section at the passageway's corner must make a saving throw to avoid the trap's effects.

Freezing Hall	Level 1 Trap
Object	XP 100
Detect Arcana DC 12	**Initiative** –
Immune attacks	
TRIGGERED ACTIONS	
Effect (cold) ✦ **At-Will**	
Trigger: A creature enters the trapped 10-foot-by-10-foot area.	
Effect (No Action): The triggering creature makes a saving throw. On a failure, the triggering creature is restrained and takes ongoing 10 cold damage (save ends both).	
COUNTERMEASURES	
✦ **Deactivate:** Arcana DC 19 (standard action). *Success:* The trap ceases to function for 5 minutes.	

Treasure: One of the kobold corpses has a platinum ring worth 50 gp in its hand.

30. Soul-Stealing Swim

Combat Encounter Level 6 (1,300 XP)

As the characters move through the hallway in Area 30, they hear splashes coming from Area 30D. Meanwhile, the sounds of clanging and the chipping of rock issue from Area 30B.

When the characters open the door to Area 30D, read:

Four pools occupy the corners of this chamber. The two pools nearest the north wall contain red liquid, and above each floats a wraith-like form. The two pools nearest the south wall contain purple liquid.

A zombie holds a struggling goblin in its hands and plunges the screaming goblin into the southeastern pool. Instantly, the goblin stops struggling and the pool turns red. A wraith emerges from the goblin's body.

Creatures: Three wraiths (*Monster Vault*, page 284) and one flesh-crazed zombie (*Monster Vault*, page 295) immediately attack the characters in area 30D. The other three rooms (30A, 30B, and 30C) in this area each contain a single flesh-crazed zombie. These zombies are digging holes so more pools can be created. They ignore the heroes unless attacked.

Features: Three of the pools (now red) have been drained of the power they possess to turn living creatures into wraiths. The fourth is still active. If a living creature enters or starts its turn in the pool, it must make a saving throw. If it fails the saving throw, the creature loses a healing surge. If a creature with no healing surges fails the saving throw while in the pool, the creature dies and is immediately turned into a wraith.

31. Pain and Fear

Roleplaying Encounter

The characters most likely approach this area from the southern passage.

When they can see into the room, read:

The moaning and screaming from this room can be heard long before you can see what is happening. Eight creatures are chained to its walls. Five appear to be lifeless, but three of them—a robed female human, a wretched goblin, and a spitting drake—convulse with pain. Glyphs on the walls pulse brightly with each tortured wail or groan. The manacles also bear various arcane glyphs.

A banging noise issues from somewhere north of this room.

Creatures: Every prisoner here, living and dead, has been branded with the skull-and-dagger symbol seen elsewhere in the dungeon. Only three of the eight are still alive. Among the dead are two kobolds, a grimy beardless dwarf, a goblin, and a skulk. The survivors are briefly described below:

- ✦ Palonya, a female human dressed in gray robes, is nearly unconscious (she has 1 hit point remaining). With a DC 15 Religion check, a character knows she is dressed as a priest of Jergal, a deity dedicated to proper burials and the guarding of tombs.



Wroot

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- Wroot, a goblin cutthroat (*Monster Vault*, page 154), is wide-eyed as he shrieks out his pain and terror.
- A spitting drake (*Monster Vault*, page 83) is chained to the wall and muzzled. It thrashes wildly.

Features: The prisoners' manacles have no locks to pick and seem to be magically attached to their prisoners. They require a DC 22 Arcana check to open. With a DC 19 Strength check, a character can yank a set of manacles from the wall. However, they remain fastened to the prisoner.

A DC 20 Arcana check reveals that the wall glyphs are necromantic symbols used to siphon energy from creatures experiencing anger, pain, fear, or other negative emotions. If the glyphs are defaced, they cease to function, but defacing all of them takes a couple hours.

Roleplay

The human priestess is named Palonya, but the magic in this chamber has affected her mind. She cannot remember who she is, where she is, or what she is doing in the dungeon. Only an extended rest or a Remove Affliction ritual can restore her memories. She is a member of an order dedicated to Jergal that is studying the tombs in Undermountain.

Wroot was part of a patrol sent by Zarr to spy on this area. Undead creatures attacked his patrol, and both he and his buddy Shmek stayed to fight while most of the others fled. He does not know what happened to the ones who fled, but Shmek lies dead in this room.

The spitting drake was sucked into Undermountain through one of Halaster's still-functioning portals. It wandered the dungeons for a while before getting captured and used to fuel Dayan's rituals. It has never been trained.

Plot

The priest of Jergal in Area 32 can explain Palonya's presence here. She was on her way to relieve him of duty when she was captured.

Wroot is gracious to his rescuers but claims he needs to get back to his army. If the characters have already defeated Zarr's forces (page 20), Wroot shows a mixture of sadness and relief. He might volunteer to join the characters, offering to fight with them or carry their equipment until they come to an exit. If they treat him kindly, he could turn into a henchman.

The spitting drake does not follow orders or take commands. However, if the characters release and feed it, it might follow them through the dungeon. The drake could be a useful, if unpredictable, ally to the characters as they move through Dayan's domain.

Development

Undead creatures attempting to break into Area 32 are making the banging noise to the north.

32. Shrine of Jergal

Combat Encounter Level 2 (625 XP)

About a month ago, priests of Jergal (the exarch of proper burial) came to Waterdeep after receiving some disturbing omens. These omens led the faithful to believe a series of tombs, blessed and sacred in Jergal's eyes, had been forgotten and needed to be tended. The priests searched public records, finally locating the tombs in Undermountain. They immediately began cataloguing the tombs and rededicating them in Jergal's name.

The priests established a temporary shrine to Jergal here. Then they took turns tending the shrine and dsanctifying the place. Not long after this, the vampire Dayan arrived.

The head priest, Barthelby, expected to be relieved more than a week ago, but instead of his brothers and sisters arriving, undead swarmed the area. He retreated to the shrine and locked the door, performing rituals to keep the undead at bay. However, he is running out of food and water, and he expects to die here.

This area contains two chambers: the southern chamber, where the undead are holding their siege again Barthelby, and the northern chamber, which holds the shrine and the priest.

When the characters enter the southern room, read:

A hulking zombie, two smaller zombies, and a flaming skeleton attack a closed door set in the north wall, trying to break it down. With each blow, the undead creatures shriek in rage, pain, or both. Focused on their task, they seem oblivious to your presence.

The rest of the room looks like what would happen if a tornado and fire ripped through a library. Large tomes have been torn to shreds and burned. Smashed ink pots have left dark stains and pottery fragments scattered around the area. Burned chunks of small casks that once held water or ale litter the chamber as well.

Creatures: Dayan has ordered four decrepit skeletons (*Monster Vault*, page 255), a hulking zombie (*Monster Vault*, page 294), and two flesh-crazed zombies (*Monster Vault*, page 295) to slay the pesky priest. All three creatures are bloodied (with hit points equal to their bloodied values). They pound away at the door in unrelenting fury, but the shrine's radiant energy hurts them with each blow.

Features: The southern room is littered with the priests' destroyed record books and supplies. Nothing can be salvaged. The north room contains a modest



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shrine to Jergal, a half dozen portable cots, a crate of dungeoneering supplies (rope, candles, and whatnot), a lantern low on oil, and a nearly empty cask of water.

Development

If the characters have trouble defeating the undead, Barthelby can open the door and assist them with a carefully timed healing power, at your discretion. Otherwise, after the battle is over, Barthelby calls out to the characters to see if they are here to rescue him.

Roleplay

As is befitting a priest of Jergal, Barthelby is a rather morose fellow. His attitude can be summed up with the statement, "I knew I was going to die horribly and before my time, but I just didn't think it would be this soon or this horribly."

However, despite his pessimism, the priest is truly dedicated to his job. He refuses to leave until the characters have cleared the place of undead horrors and he has finished doing "Jergal's work."

If the characters give him food and water, Barthelby offers them the shrine's safety in return. What other help he provides is at your discretion; the priest might offer to accompany the heroes, or he might insist that he continue his duties.

Barthelby reports that the tombs southwest of the shrine (Area 34) are ancient. Knowledge of their existence was lost for several decades, if not several centuries, and only recently did Jergal make their presence known to his faithful. Seeing what is now transpiring here, Barthelby believes Jergal was giving his flock a warning about the terrible deeds that were about to transpire.

Barthelby has been studying the area long enough—and praying to his deity hard enough—to have learned that something terrible and powerful is happening in the areas west of the tombs. When accessing the tombs, the priest would go south into Area 35, west along the corridor attached to Area 35, and then north along the passageway connecting to Area 34. A comrade told him to avoid Area 33 altogether, because the place was cursed, but the other priest gave no details about what he meant by "cursed."

33. Weightless

Combat Encounter Level 1 (500 XP)

This room contains an odd trap left over from the days of Halaster. When a character opens either door, anyone in the hallway within 30 feet of the door is whisked into the chamber, at which point the door

closes. The magic that pulls creatures into the room is irresistible and cannot be dispelled.

When either door to this area is opened, read:
An unseen force pulls you through the open doorway toward the middle of a large room, where you float weightlessly as the door closes behind you. Arcane symbols cover the floor and ceiling, which are 30 feet apart. The two exit doors are situated in the middle of the western and eastern walls, 10 feet above floor level. Instead of a handle or doorknob, a glyph is carved into the middle of each door.

Around the room float odd chunks of stone and debris, as well as a rotting corpse, two animate suits of armor armed with crossbows, and a stirge. As the automatons point their crossbows at you, the stirge flaps its wings, frantically trying to move but getting nowhere.

The characters are pulled into random spaces near the middle of the room.

Creatures: Two helmed horror guards (page 91) and one stirge (*Monster Vault*, page 259) are trapped in this room, unable to escape. Once the characters arrive on the scene, the creatures become hostile and roll initiative. Also roll initiative for the room's hazard (see below). The rotting corpse is all that remains of a zombie that was pulled into the room and shot to death by the helmed horrors.

Features: Creatures and unattended objects in this room float weightlessly, but the room's lack of gravity has no effect on attacks. To move about, a creature must use the power of its mind.

A creature's speed each round is determined by an Intelligence or Wisdom check made at the start of the creature's turn:

Int or Wis Check	Speed
9 or lower	0 squares
10-12	1 square
13-16	2 squares
17 or higher	3 squares

Creatures in the room cannot shift and cannot increase their speed by flying or by climbing along the walls, ceiling, or floor.

A creature can leave the room when it has enough movement to touch the glyph inscribed on either door, at which point the creature is teleported into the nearest adjoining hall. A DC 14 Arcana check reveals that these are teleportation glyphs and that the doors themselves cannot be opened from inside the room.

The glyphs on the floor and ceiling cause the weightless effect, but they are impervious to damage and cannot be deactivated. However, their magic has begun to malfunction, creating an unintended hazard whenever there are five or more creatures in the room.

Malfunctioning Gravity Glyphs **Level 3 Hazard**
Area XP 150

Detect Arcana DC 21 **Initiative** +5
Immune attacks

STANDARD ACTIONS

Effect ✦ At-Will
Requirement: Five or more creatures must be in the room.
Effect: Each creature in the room makes a saving throw. On a failure, the creature is thrown against the floor or ceiling, taking 2d6 damage.

COUNTERMEASURES

✦ **Avoid:** Arcana or Insight DC 13 (standard action). *Success:* The character or one of its allies gains a +2 bonus to its next saving throw made against this hazard.

Treasure: The slain zombie wears a belt pouch containing 5 small pearls worth 100 gp each.

34. Tombs

Combat Encounter Level 1 (600 XP)

The several rooms comprising this area are tombs that house the remains of Waterdhavians who lived in ages past. Although each room has slightly different features, they all share a common description.

When the adventurers enter a room, read:
This room is musty and reeks of decay. Burial niches line its walls. Most are empty, but a handful contain untouched, ancient-looking skeletons. A few wall sections have deep holes in them that act as burial shelves. It looks as though lead doors once covered these holes, but most have been ripped from their hinges, the shelves' contents plundered. A few of these doors remain unscathed.

In addition to the resting places in the walls, a few stone sarcophagi rest on the floor. Some are intact, while others have been desecrated.

In a 10-foot-square area in floor's center, a skull-and-dagger symbol glows with a purple radiance.

Creatures: Three ghouls (*Monster Vault*, page 126) are searching Areas 34B, 34D, and 34F for intact skeletons that Dayan can animate. As soon as the characters encounter one ghoul, the other two are warned and rush to aid the first, arriving in subsequent rounds.

Features: The 10-foot-square magic symbol etched into the floor of each room floods the chamber with necrotic energy. Any undead creature standing on the symbol at the start of its turn gains 5 temporary hit points and resist 10 radiant until the start of its next turn. A character standing on the symbol and praying to a deity that abhors undeath can, with a DC 15 Religion check, suppress the symbol's power for 1 hour. With a DC 22 Religion check, a character can suppress the symbols' power for an entire day. The symbols can be defaced and destroyed, but not in the midst of combat; it takes about an hour per symbol.

Additionally, one square in each room (determined randomly) is protected by a holy rune bearing Jergal's symbol: a jawless skull and writing quill on a scroll. When an undead creature stands next to or on this symbol, it take a -2 penalty to all defenses.

Treasure: If the characters return Amori to her proper tomb (in area 34D), the ghost of her husband Julain appears and rewards them, revealing a hidden compartment in one of the sarcophagi (which otherwise requires a DC 25 Perception check to discover). In the compartment is a folded *velvet crown*.



Velvet Crown

The wizard Thingarlus, master of the Thieves' Guild of Airspur some five centuries ago, allegedly devised these rare, highly prized items. They appear as cloth circlets or garters of dark velvet. When a *velvet crown* is simply carried on one's person, it does not function magically and barely exhibits any dweomer. When worn about the head of an intelligent being, however, it gives its wearer great powers of stealth. Elminster the Sage is known to have possessed one.

Velvet Crown — Level 8 Rare

This velvet band might be worn about the leg as a garter, but its powers of stealth and alacrity only come into play when the crown is worn about the head.

Head Slot 3,400 gp

Properties

- ✦ You gain a +2 item bonus to Stealth checks, escape attempts, and saving throws against effects that render you immobilized, restrained, or slowed.
- ✦ When you fall 30 feet or less, you take no damage and land on your feet.

Utility Power (Zone) ✦ **Daily** (Standard Action)

Effect: Close burst 3. The burst creates a zone that lasts until the end of your next turn and moves with you. No sound can be made in the zone, and no noise from outside the zone can be heard in it or through it.

Sustain Minor: You sustain the effect until the end of your next turn.

Roleplay

As the last ghoul falls, the apparition of a male human emerges from a nearby wall. The ghost wears robes that bear the symbol of a magistrate of Waterdeep, although the robes are obviously in a style long outdated. In a whispery voice, it speaks, "Some creatures removed my wife's body from her tomb, and I feel her soul being tortured. Please return her body to me, then purge this place."

The characters can interact with the ghost of Julain De'Spri, formerly a wealthy magistrate of the city. He and his wife, Amori, were buried here long ago. Recently, however, some terrible power ripped their spirits from the peaceful place where they were residing and brought them back to this room. Now Julain's spirit is waiting here, restless, as Amori's body and spirit are being tampered with elsewhere.

Plot

If the characters have already found Amori in Area 26 and she is with them, adjust the previous read-aloud text as needed. She immediately regains her memories upon seeing her husband's ghost, but she retains her kobold and rage drake mannerisms.

If brought here alive, she begs the adventurers to use the apparatus in Area 26 to raise her husband from death. If they refuse, she asks the characters to kill her so she can be with her husband again. Julain recoils at the thought of her dying again and begs Amori to use her second chance at life to return to Waterdeep and check on their descendants.

The characters can weigh in on either side, using Diplomacy checks or roleplaying to sway the conversation. With a DC 15 Streetwise or History check, an adventurer recalls that the De'Spri family is still thriving in Waterdeep, which might help convince Amori to remain alive. This could open up later connections between the characters and the citizens of Waterdeep.

35. Smithy

Combat Encounter Level 1 (125 XP)

This area has been turned into a makeshift smithy, where Dayan forced Graven, the dwarf prisoner from Area 23, to help him create receptacles that act as the vampire's home when he rests.

Instead of using a coffin, Dayan has created a way for his essence to inhabit a metallic construct when his physical form is killed. The working model is waiting in Area 39, while this area houses castoff pieces of metal as well as a replacement receptacle that is in the final stages of completion.

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When the adventurers enter this room, read:
This chamber holds a makeshift smithy for metalworking, including a forge, bellows, anvils, and all the other tools a smith might need. It is also strewn with pieces of armor and twisted bits of gold scrap.

An entire suit of plate armor stands in a rack in the room's northeastern corner, across from a chipped and dusty statue of a solemn, hooded figure.

Creatures: An elf wizard named Aizel is trapped inside the suit of armor, which is in fact a helmed horror guard (page 91). For the armor to be a suitable host for Dayan's essence, a living creature must die within it. Aizel has been left here to die naturally, uncomfortably pressed against the receptacle in the suit's breastplate.

The helmed horror guard here looks identical to the one in Area 39. It has a gold cylinder about the size of a scroll tube mounted behind its breastplate. The cylinder contains some of Dayan's grave dirt.

If the characters make any noise in the chamber, Aizel hears them and calls out. She has been trapped in here for almost two days, growing increasingly weak. She can only survive for another couple days. She cannot move the helmed horror guard's form in any way nor resist its movement when it awakens.

Any attempt to physically release Aizel from the armor awakens the helmed horror guard, which has orders to defend itself from any creature, other than Dayan, that attempts to open it. Damage dealt to the helmed horror guard is split evenly between it and Aizel. Characters can avoid killing the elf wizard by knocking her unconscious instead of killing her when she drops to 0 hit points, and they can use healing magic on her while she's trapped inside the helmed horror. Use the elf scout (*Monster Vault*, page 112) for Aizel's statistics; her captivity and weakened state prevent her from casting spells. If Aizel dies while trapped in the armor, her spirit is consumed and forever lost.

Features: The hooded statue is harmless. With a DC 15 Religion check, an adventurer recognizes it is an ancient depiction of Jergal.

Treasure: The cast-off pieces of gold in the room are worth 150 gp total.

Roleplay

The characters can confer with Aizel through the armor. Her only means of escape, other than by destroying the helmed horror, is through a ritual—and only Dayan knows the ritual, although it is probably written down somewhere. Aizel fears her spirit will be devoured if she dies in the armor and begs the adventurers to free her.

If asked, Aizel warns the adventurers that Dayan is a vampire and that he captured her after she left Rutherford's expedition. She promises to tell the characters everything they want to know about Rutherford once she's freed from the helmed horror.

Plot

If rescued, Aizel tells the characters Rutherford believed his father was in an area hidden behind a secret door. A spiral symbol drawn in chalk was near that door. Rutherford spoke a secret phrase to gain entrance to the room, but Aizel, lost in her own thoughts at the time, didn't catch it. That room (Area 63) is somewhere south of the dungeon that Dayan controls. Aizel cannot take the characters to its exact location, but she'd recognize it if she saw it.

36. Noble's Sitting Room

Combat Encounter Level 1 (400 XP)

Long before Dayan took over, this section of Undermountain was used as the burial chambers of a noble who believed a person's burial circumstances altered how he or she lived in the afterlife. He had a variety of chambers built, including this sitting area, in the hopes he would spend eternity in wealth and comfort.

When the characters enter this area, read:
Unlit lanterns hang from the chamber's 10-foot-high ceiling. The smashed or decaying shells of many fine pieces of furniture—sofas, divans, couches, chairs, desks, and tables—line the room's perimeter. Scattered among the broken wood, fabric, stuffing, and furniture nails are countless humanoid and animal bones.

The debris has been pushed aside to form a clear path through the room's center, heading southeast toward a door on the chamber's far side. In the middle of that path, what must have been a hidden pit trap gapes open. In its bowels, a human skeleton rests beside a longbow glittering with silver inlay and a quiver of arrows.

Creatures: A gelatinous cube (*Monster Vault*, page 222) fills the bottom half of the 20-foot-deep pit. A DC 25 Perception check is required to spot the cube. Without noticing the gelatinous cube, a character might jump or lower himself or herself right into the creature. If the characters do notice and attack the cube while it is in the pit, it can climb out with a double move. If the characters avoid the pit completely, the gelatinous cube climbs out of it as one or more characters make their way beyond the pit.

Features: Once the gelatinous cube has emerged from the 20-foot-deep pit, anyone falling to the bottom of the pit takes 2d10 damage.

Treasure: The human skeleton at the bottom of the pit is all that remains of an intrepid adventurer. Lying next to it are a +1 *longbow* and a quiver containing 10 normal arrows and three +1 *quarrels of biting*.



Quarrel of Biting

Crafted to look like a crossbow bolt, this magic projectile converts to the length and shape of an arrow when put against a bowstring. The bolt's head is shaped like a snake's. A protruding split tongue doubles as the bolt's foremost point, ready to taste blood.

Quarrel of Biting — Level 5+ Uncommon

Once common throughout eastern and southern Faerûn, this missile takes flight as a winged, venomous snake.

Lvl 5	+1	50 gp	Lvl 20	+4	5,000 gp
Lvl 10	+2	200 gp	Lvl 25	+5	25,000 gp
Lvl 15	+3	1,000 gp	Lvl 30	+6	125,000 gp

Ammunition

Enhancement Bonus: Attack rolls and damage rolls

Property (Poison)

When you hit an enemy with a bow or crossbow attack using this ammunition, that enemy also takes ongoing 5 poison damage (save ends).

Aftereffect: 5 poison damage.

Level 15 or 20: Ongoing 10 poison damage. *Aftereffect:* 10 poison damage.

Level 25 or 30: Ongoing 15 poison damage. *Aftereffect:* 15 poison damage.

Development

The creatures in Area 37 hear the sounds combat in this room and investigate. The hulking zombie is an equally viable target for the gelatinous cube, which does not care where its meals come from.

37. Noble's Bedroom

Combat Encounter Level 1 (575 XP)

This room was the burial bedchamber of the long-dead noble described in Area 36.

When the characters enter this room, read:
This area was once a fine bedchamber. The remains of a massive bed frame rest agains the north wall. A dusty and moldering blanket, mostly intact, covers whatever is left of the sagging and lumpy mattress. A huge vanity, one of its mirrors and many of its drawers intact, dominates the chamber's northeastern corner. Two wardrobes, one warped and seemingly infested with termites, line the eastern wall. Fine clothes, including formal wear and nightgowns, lie tattered and rotting on the floor.

Creatures: Two wraiths (*Monster Vault*, page 284) hide in a wardrobe, and the "mattress" on the floor is actually a hulking zombie (*Monster Vault*, page 294) hidden under the blanket. Characters within 10 feet of the zombie can detect it with a DC 15 Perception check. If combat takes place in Area 36 between the characters and the gelatinous cube, these creatures move to investigate.

Features: None of the furniture or clothing is salvageable, except for a fine formal suit and an equally stunning ball gown stashed in a wardrobe. These clothes bear a minor enchantment that keeps them clean and unspoiled. The clothes also expand or shrink to fit the wearer. They convey no game-mechanical benefits unless you wish them to.

Plot

The chambers to the south of this room (not detailed in this adventure) could contain more burial chambers for this noble. Who he was and how his legacy might affect the characters are left to your imagination. Perhaps his descendants would appreciate an heirloom that remains in one such chamber, or maybe a particular object points to a larger and darker conspiracy in which the noble was involved.

38. Observatory

Exploration Encounter

The noble once interred in this section of Undermountain took a great interest in the movement of celestial bodies. This room was to serve as his observatory in the afterlife.

When the characters enter this area, read:
This room's ceiling has a broad circle in its center that rises into a great dome 40 feet high. Glowing crystals set in the dome look like stars in a night sky, shedding dim light over the room.

BEN WOOTTEN

Features: The crystal "stars" show the night sky from horizon to horizon, as if the stargazer were standing atop Mount Waterdeep, and depending on the time of year, the stars magically adjust their positions to match those in the actual night sky. Some of the crystals nearest to the floor are missing. When pried out of the ceiling, a crystal flashes brightly, blinding all creatures in the room (save ends). Thereafter, the crystal dims, shedding dim light in a 1-square radius for 1 hour before going out completely. The crystals are otherwise worthless.

39. Garden of Death

Combat Encounter Level 1 (125 XP)

This area contains Dayan's only working life-force receptacle–a helmed horror guard. Despite ruling much of this section of Undermountain, Dayan has taken the precaution of hiding his creation.

When the adventurers enter this room, read:
It looks as though someone wanted this chamber to represent a garden. The walls bear faded and flaking murals of a picturesque landscape. One wall shows an image of Mount Waterdeep, as if viewed from the north. The wall to its right seems to look down from a height to the sea. A statue of a mermaid on a rock is positioned before the seascape. A nearby stone bench is situated so someone could relax and gaze toward the statue and the ocean mural behind it.

Planters of various shapes and sizes dot the room. Mushrooms and dimly glowing fungi have replaced whatever plants originally grew in them.

Creatures: The helmed horror guard (page 91) that is Dayan's spirit receptacle is buried in one of the large planters, where it remains hidden until circumstances dictate that it rise and attack. Digging in the planter causes the construct to rise and attack.

If the characters enter this room before defeating Dayan in Area 40, the helmed horror remains hidden. If the characters have defeated Dayan, this construct likely now contains the vampire's life force.

While containing Dayan's life force, the helmed horror guard gains the vampire's intellect and personality but continues to use its regular stat block with the addition of the following traits and powers:

Traits

Unholy Strength (necrotic) ✦ **Aura** 2
Any undead ally in the aura deals 5 extra necrotic damage.

Receptacle Restoration (healing)
After 1 hour spent in the helmed horror, Dayan's life force returns to its physical body, and the vampire regains all his hit points.

Standard Actions

Word of Beguilement (charm, psychic) **Recharge** ⚄ ⚅
Attack: Close blast 3 (enemies in the blast); +6 vs. Will
Hit: 2d8 +5 psychic damage, and until the end of its next turn, the target is slowed and takes a -2 penalty to attack rolls it makes against Dayan.

Necromantic Surge (necrotic) ✦ **Recharge** when first bloodied
Attack: Close blast 5 (enemies in the blast); +6 vs. Fortitude
Hit: 2d6 + 4 necrotic damage, and target is dazed (save ends).
Miss: Half damage.
Effect: Undead allies in the blast gain 10 temporary hit points.

If the construct is destroyed, Dayan emerges from it in mist form to seek out first his spare helmed horror guard receptacle in Area 35 (in hopes it is ready for him) and, if that fails, his grave dirt in Area 40. If the characters continue to harry his mist form, the vampire tries to lead them into other Undermountain dangers. If the heroes have destroyed Dayan's receptacles and sanctified his grave dirt, he is forced to adopt his physical form and fight them to the last.

Features: A DC 15 Dungeoneering check reveals that the potted mushrooms are edible, but the glowing fungi are not. Also, the mushrooms growing in the planter where the helmed horror guard is hidden are the smallest and newest (a hint that the dirt was recently disturbed).

Tiny cracks and fissures in the wall between this area and Area 40 allow Dayan to move directly between the two areas in mist form. Characters searching the walls detect the cracks and fissures with a DC 14 Perception check, and a DC 21 Dungeoneering check reveals that they are very deep.

40. Vampire's Laboratory

Combat Encounter Level 5 (1,125 XP)

Dayan performs experiments and rituals here. When the characters arrive, the vampire is casting a fairly benign Speak with Dead ritual on a dwarven skull found in one of the many tombs of Undermountain. If Dayan is alerted to the presence of intruders, he cannot be surprised.

The doors leading to this area are unlocked.

If the characters approach this area from the north, read:
The hallway stretches a good distance before bending to the south, ending at a pair of stone doors that are partially obscured by a thick cloud of purple mist.

The purple mist harms living creatures but has no effect on undead and nonliving constructs (see "Features of the Area" below for more information). If the characters listen at the doors, they hear a lone male voice (Dayan's) chanting a ritual with a successful DC 15 Perception check. A DC 15 Religion check identifies the ritual as Speak with Dead.

If the characters are able to peer into the westernmost room (with the black pools), read:
A pale-skinned man dressed in noble finery from a bygone era stands before a table strewn with alchemical equipment, bits of parchment, and detritus retrieved from all corners of Undermountain. He is performing a ritual and has a dwarven skull clutched in one hand.

Two circular pools of black water fill the northwest and southwest corners of the room. Between them is an alcove containing a pile of dirt resembling a grave. A familiar skull-and-dagger symbol is painted on the floor in front of a wide archway filled with roiling purple mist.

If the characters enter this area via the eastern doors, read:
This chamber is thick with the smell of chemicals and rotting flesh. A figure slumps against the lip of a 10-foot-diameter pool to the south. Dim blue light emanates from this pool and its twin to the north, near which stand a table and shelves. These are strewn with books, vials, and alchemical equipment.

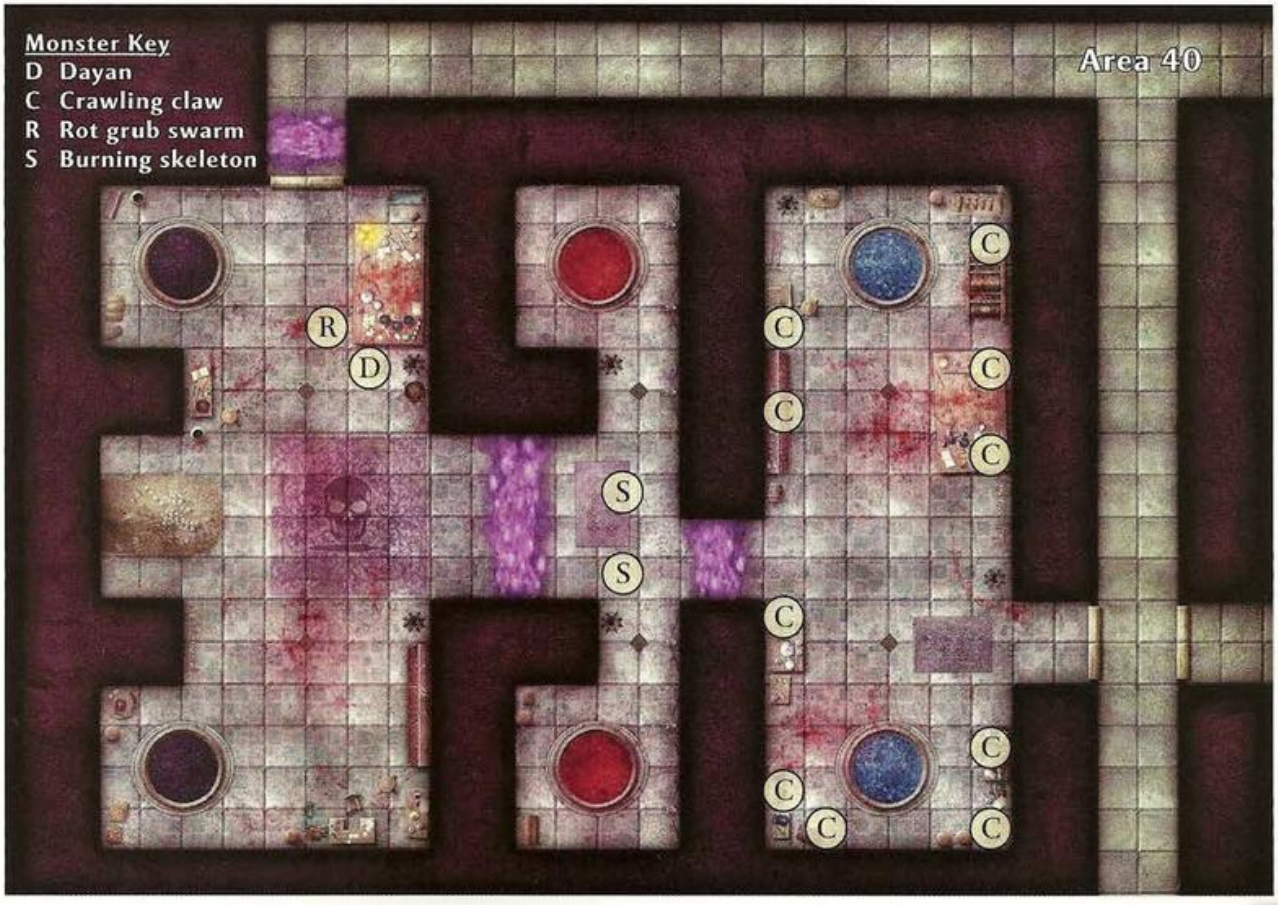
Swirling purple mist fills an archway set into the western wall. For a brief moment, it thins, and you glimpse another room beyond. From this same direction you hear a singular voice chanting.

The corpse huddled against the pool in the easternmost room was Undren, a priest of Jergal who died when Dayan drank him dry (see Brother Sepulcher, page 11). The corpse carries nothing of value.

Creatures: Dayan, the vampire necromancer, is performing a Speak with Dead ritual on a dwarven skull in the western part of the room. Dayan thinks the skull once belonged to a Melairkyn dwarf whose spirit might know the location of hidden tombs that can be pillaged for remains and ritual components.

If Dayan was alerted to the presence of intruders by one of the rot grub swarms in Area 27, the swarm (page 96) occupies a space adjacent to Dayan. The vampire's laboratory is also guarded by ten crawling claws (page 93) and two burning skeletons (*Monster Vault*, page 255). The crawling claws hide amid the furnishings in the eastern chamber (the room with the blue pools), while the burning skeletons lurk in the middle chamber with the red pools.

When the characters show up, Dayan stops performing his ritual and confronts the intruders, giving them the benefits of his *unholy strength* aura and *necromantic surge* power. Soon after Dayan is bloodied, he assumes *mist form*, passes through cracks in the



south wall, and inhabits the helmed horror guard in Area 39 (page 54). Assuming the adventurers have not found and destroyed the construct, Dayan returns to battle the characters in his new form.

The rot grub swarm, burning skeletons, and crawling claws fight to the death. Unlike the undead, the rot grub swarm takes damage from entering the clouds of purple mist but does so to remain close to the vampire.

Dayan, Vampire Necromancer **Level 3 Elite Controller (Leader)**
Medium natural humanoid (undead) XP 300
HP 84; **Bloodied** 42 **Initiative** +4
AC 17, **Fortitude** 14, **Reflex** 15, **Will** 16 **Perception** +8
Speed 7, climb 4 (spider climb) Darkvision
Immune disease, poison; Resist 10 necrotic; **Vulnerable** 5 radiant
Saving Throws +2; **Action Points** 1

Traits

☼ **Unholy Strength** (necrotic) ✦ **Aura** 2
Any undead ally in the aura deals 5 extra necrotic damage.

Burned by Sunlight (radiant)
Whenever Dayan starts his turn in direct sunlight, he takes 5 radiant damage.

Grave Healing
If Dayan takes an extended rest in or on his grave dirt, he regains all his hit points. Dayan cannot rest while in mist form.

Standard Actions

⊕ **Deft Longsword** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d8 + 2 damage.
Effect: After the attack, Dayan slides the target up to 2 squares.

Embolden Undead ✦ **At-Will**
Effect: Dayan can use *deft longsword* twice, or he can use *deft longsword* once and allow one undead ally within 5 squares of him to make a basic attack as a free action.

⇖ **Word of Beguilement** (charm, psychic) ✦ **Recharge** ⚄ ⚅
Attack: Close blast 3 (enemies in the blast); +6 vs. Will
Hit: 2d8 +5 psychic damage, and until the end of its next turn, the target is slowed and takes a -2 penalty to attack rolls it makes against Dayan.

⇖ **Necromantic Surge** (necrotic) ✦ **Recharge** when first bloodied
Attack: Close blast 5 (enemies in the blast); +6 vs. Fortitude
Hit: 2d6 + 4 necrotic damage, and target is dazed (save ends).
Miss: Half damage.
Effect: Undead allies in the blast gain 10 temporary hit points.

Minor Actions

↓ **Bite** ✦ **At-Will** (1/round)
Attack: Melee 1 (one dazed, dominated, stunned, or unconscious creature); +8 vs. AC
Hit: 1d10 + 3 damage, and Dayan regains 5 hit points.

Triggered Actions

Mist Form (polymorph) ✦ **Encounter**
Trigger: Dayan takes damage while bloodied.
Effect (No Action): Dayan becomes insubstantial, gains fly 12, and can immediately shift up to his fly speed. Dayan cannot attack in this form and can end this form as a minor action.

Skills Arcana +10, Bluff +10, Stealth +9

Str 14 (+3)	**Dex** 16 (+4)	**Wis** 14 (+3)
Con 10 (+1)	**Int** 18 (+5)	**Cha** 18 (+5)

Alignment evil **Languages** Common
Equipment longsword

Features of the Area

A miniatures-scale map of this area appears on one of the battle maps included with this book. Feel free to use it to help run this encounter.

Dayan's Grave: This raised mound of dirt is Dayan's grave. Sanctifying the area (by pouring holy water over it, by intoning prayers over it for 5 minutes and succeeding on a DC 20 Religion check, or by using some other means the characters devise) prevents Dayan from using the dirt to gain the benefits of his *grave healing* trait.

Pools: The room contains six 1-foot-deep pools of water. An undead creature entering a pool can emerge from one of the other pools in the area, continuing its movement normally. Living creatures can do this, too, but with consequences and limitations. First, living creatures lose 1 healing surge when teleporting from one pool to another. (If the creature has no healing surges remaining, it takes damage equal to its surge value.) Additionally, a living creature cannot teleport from a blue pool to a black one or from a black pool to a blue one.

Purple Mist: These clouds of purple mist grant partial concealment. A living creature that ends its turn in the mist takes 10 cold and necrotic damage. With a DC 15 Arcana or Religion check as a standard action, a character can dispel a cloud of mist until the end of his or her next turn.

Skull-and-Dagger Rune: This rune empowers a 4-by-4-square area in the westernmost part of the room. An undead creature standing in the area deals an extra 1d6 damage per attack.

Treasure: Dayan's alchemical equipment and supplies are worth 150 gp, and his scattered notes on necromancy could fetch up to 500 gp from an interested buyer. Characters searching the area also find two *potions of healing*.

Dayan also has a ritual book with whatever rituals you wish in it, plus the one that can safely release Aizel from imprisonment in the helmed horror guard (Area 35, page 51). This ritual might also give the adventurers the power to give the helmed horror guard a single short order, such as "protect me from attackers," granting them a construct companion in their adventures.

Scaly Doom

This adventure finds the heroes investigating the disappearance of indigents and criminals in the southwestern section of the first level of Undermountain. As the characters begin their investigation, they also hear rumors that a band of unscrupulous treasure seekers could be working in the area. While the evidence appears to point at first to a gang of thieves being behind the disappearances, the truth turns out to be something a bit more unsettling.

Background

To keep his massive, multilayered dungeon fully stocked with terrible monsters, Halaster created portals to locations around the world and to other planes. Following Halaster's death, many of these portals began malfunctioning or shutting down. Some, however, still work—perhaps even more effectively than when they were originally created.

One portal was built to bring in creatures from the Vast Swamp near Cormyr. Recently, a powerful lizardfolk tribe dedicated to Sess'innek, a demon lord, found the portal. Its shaman and mystics used their demon-granted powers to enhance the portal's magic, creating a permanent bridge between their home and the portal's location in Undermountain.

Having established the bridge, the lizardfolk explored a bit of Undermountain and found that the dungeon's latent magic presented a perfect environment for a long-dreamed goal of theirs—to summon a demonic servant of Sess'innek to guard their homes and use against their enemies. The lizardfolk's plan continues apace as they secure their lair in Undermountain, using their demonic magic to bring their swampy home into the dungeon's halls.

Into this dangerous setting enters Enda Yate. When the halfling agreed to join Rutherford Urmbrusk's expedition to find his father, she did so with ulterior motives. Her priority was to find a statue in Undermountain that, according to rumor, contains gems worth a king's ransom.

After Rutherford's expedition fell apart, Enda moved off on her own, further mapping her Undermountain travels as she continued searching for the statue. Enda succeeded in finding the statue's general area, so she returned to the surface, recruited ruffians and rogues to join her treasure-hunting band, and led them into Undermountain. They swiftly set up a base of operations and went to work.

As the characters enter Undermountain to explore the disappearances, Enda's group is running into the lizardfolk for the first time. The thieves are getting the worst of the meetings.



Starting the Adventure

Schonert, a human priest of Ilmater, has been working to relieve the suffering of those forced into Downshadow (page 86). Travelers to the caverns have reported to the priest that large chunks of the Downshadow populace have disappeared. While it is not unusual for some such unfortunates to go missing (given their home's inherent dangers), the number of lost residents concerns Schonert.

BEN WOOTTEN

The travelers have also told Schonert about a fabulous treasure—"gems the size of your head!"—rumored to be housed very near an Undermountain entrance. Everyone is talking about the impressive treasure, they say, but no one seems to know which entrance it's near. Keeping his ears open while walking through the city, the priest soon learns of a gang of thieves, thugs, and brigands rumored to be particularly interested in the treasure.

After hearing of the characters' adventuring reputation, Schonert hopes to hire them to find out what is happening to the Downshadow folk. He knows about a secret entrance, little more than a crawlway, that connects the lowest level of the sewers to the ceiling of an Undermountain room. He also intends to warn them about the thieves' band.

As the heroes go about their business, a human man dressed in white robes and wearing nothing on his bruised, heavily calloused feet approaches and asks to speak with them.

When the adventurers agree, read:

"Thank you for listening to my plea. I am Schonert, humble acolyte of Ilmater. I understand your interest and experience includes forays into the dreaded dungeon beneath the city. I am interested in the place as well. Some Waterdeep folk who hope to escape their suffering—and sometimes the law—live in a large Undermountain cave known as Downshadow. I send down food and supplies to help them.

"Within the past few weeks, I have heard rumors of Downshadow people disappearing. I was not surprised; the people still must contend with Undermountain's dangers. However, the number of recent disappearances is alarming, even for such a place—more than a dozen in the past week. I fear someone or something is preying on the unfortunates there. I would like to hire you to investigate. I can offer each of you only 25 pieces of gold and the assurance your aid could greatly relieve much suffering.

"A contact has provided me with the location of a secret passage into Undermountain—one that comes out quite near where the disappearances are rumored to have occurred.

Do you think you can be of service to those who are suffering?"

If Corporal Knag (page 11) is in earshot (either in the Yawning Portal or perhaps while patrolling the street), he takes an interest in the adventurers' conversation with Schonert, trying—quite unsuccessfully—to eavesdrop. If the heroes speak to him, Corporal Knag harrumphs about another mystery to solve and explains about the two that have been puzzling him.

If the heroes pick up information while in Undermountain that can help Knag solve any of the mysteries, they earn an ally among the City Watch (and Knag likely gets a promotion). Such an allegiance could later help the adventurers if they manage to land themselves in trouble with the law.

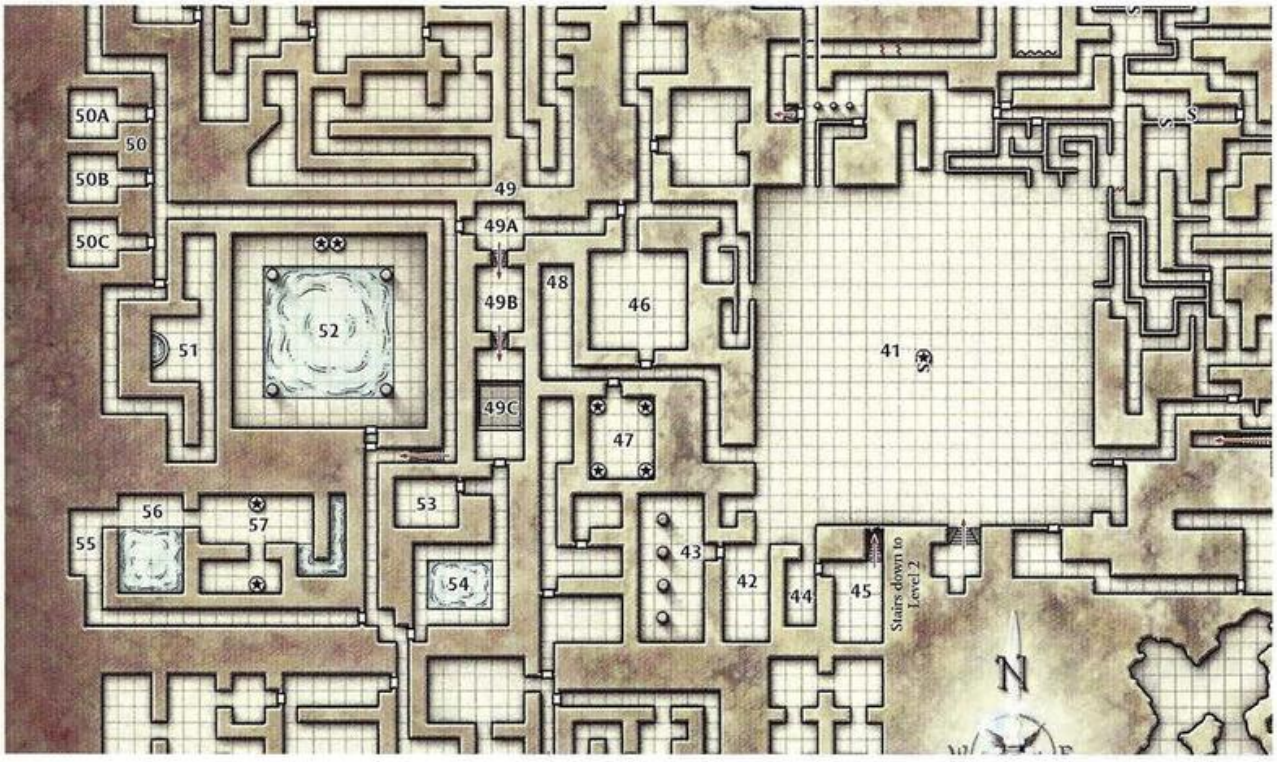
If the characters agree to help Schonert, he provides them with written directions to the Grim Passage (page 8). The route leads to the narrowest of crawlways, with the passage ending at the trapdoor in the ceiling of Area 41 (page 59).

On their way through the Grim Passage, the heroes might encounter carrion crawlers, vermin, or other creatures that use the sewers as a feeding ground, home, or hideout. A DC 15 Perception check reveals the crawlway was used quite recently (by Enda's crew).

Nosing Around

With a DC 15 Streetwise check, characters asking questions before they set out can learn the following information:

- Downshadow is the name given to an area in the southcentral section of Undermountain's top level. There, criminals, Spellplague victims, the poor, monstrous humanoids, and others have cobbled together a community of the unwanted.
- Over the years, Downshadow's population and physical size have grown and shrunk, depending on what threats spring up in the area. Currently, folk are living only in a large cavern at the dungeon's southern end.
- The sewer entrance into Undermountain is known as the Grim Passage. It leads to the Grim Statue, which is said to be magical. The statue was created ages ago to guard its chamber. But when the Spellplague warped magic, the statue changed. (You can decide how much information to give about those changes and whether to give true, false, or contradictory information.)
- Rumor spreading through the Yawning Portal tells of another statue not too far from the Grim Statue. This other statue supposedly has two rubies for eyes—gems as big as a halfling's head.



Encounter Areas

The characters should be approaching this area through the Grim Passage, arriving at a trapdoor in the ceiling above the Grim Statue.

41. Grim Statue

Combat Encounter Level 4 (875 XP)

Before the Spellplague, the huge statue here was trapped with lightning magic to keep intruders away. When the Spellplague shredded the Weave, this statue began to malfunction, throwing powerful bolts of crackling lightning indiscriminately around the chamber. The powerful barrage of magic destroyed everything that approached it, eventually even eroding the room's stone walls. The Grim Statue's explosions of magic expanded the chamber from roughly 70 feet square to nearly 200 feet square.

Enda's band has already entered through the secret entrance above the statue. Enda left a team here to guard their base, protect the exit, and dissuade any other gem seekers from continuing their exploration of Undermountain.

When the characters reach the secret entrance above the Grim Statue, read:

The trapdoor leading into Undermountain is already open. A cool breeze wafts up from it, smelling vaguely of a summer storm.

Peering through, you realize you are in the ceiling of a massive chamber. It's impossible to tell how large it is since your light does not reach any walls. About 20 feet below you, you see a headless statue with outstretched arms. You can dimly make out the floor, too. It is perhaps 40 feet below the top of the statue.

The great statue is made of dark-red stone. It represents a muscular male torso, and its arms point in opposite directions. Many of its fingers are missing.

Climbing down a rope to reach the top of the statue requires a DC 10 Athletics check. When a creature ends a turn touching the statue, the statue attacks. If a character takes damage while climbing, that character must make another Athletics check to keep from falling (see "Taking Damage while Climbing" in the *Rules Compendium*, page 137).

Enda's thugs discovered the trap and began swinging away from the statue before sliding down their rope. This requires a DC 15 Athletics check; on a failure, the character falls, takes 4d10 damage, and lands in a random space within 2 squares of the statue.

Creatures: Members of Enda's gang are guarding the area. They include two human lowtown kneebreakers (page 95) named Cobb and Draskar, a halfling trickster (*Monster Vault*, page 169) named Gritchet, and a half-elf market green grifter (page 94) named Tindel. While they are not endlessly eyeballing the trapdoor, they are vigilant enough to notice the characters descending from the ceiling. Even if the heroes are stealthy, the light they likely bring and the lightning from the statue provide an effective warning system.

By the time at least half the characters have reached the floor, the miscreants have drawn their weapons and are ready to confront the heroes, whom they see as competition for the gems. Enda's thugs move from their watch post in Area 42, and all but one attack to kill. Gritchet the halfling anxiously yells to his peers to knock out rather than kill the characters. When bloodied, Gritchet immediately surrenders.

Features: Although the Grim Statue's violent magical outbursts are much less frequent and powerful than in the past, it is still an active threat to creatures in this area, particularly those that use magic items.

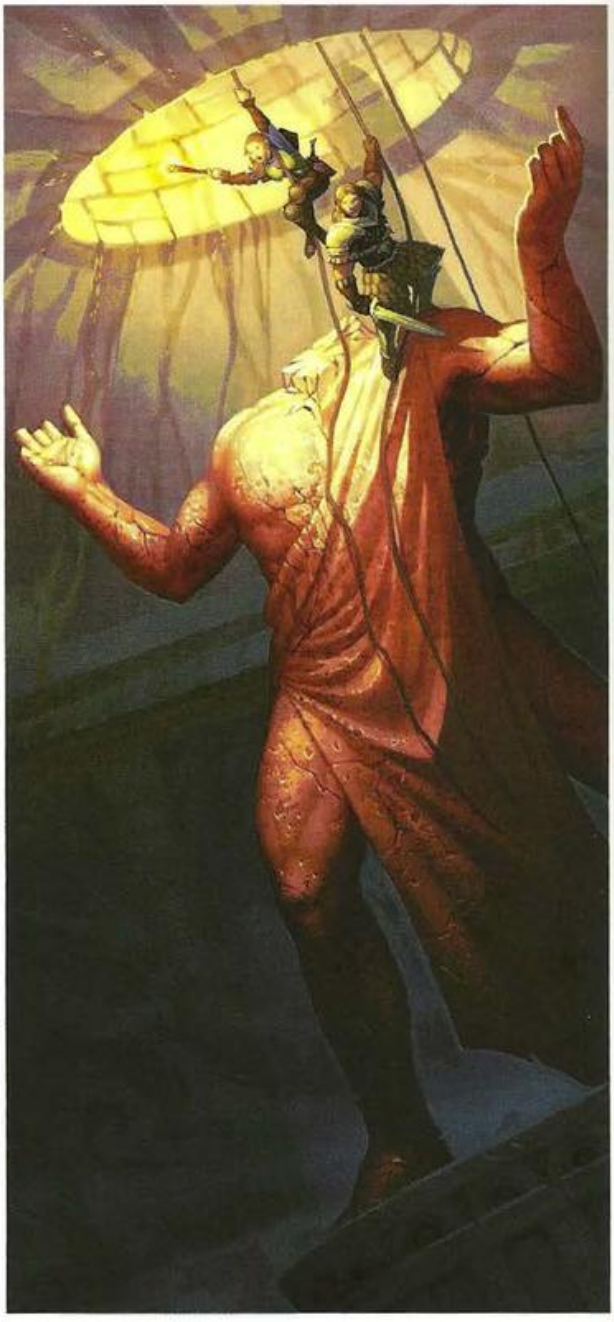
The Grim Statue stands on a 7-foot-tall pillar-like base. In the southeastern arc of its curved base, a secret door is hidden (DC 25 Perception check to locate). Behind it, a steep spiral staircase descends to a small and dusty room that shows no signs of habitation except the crumbling remains of collapsed wooden bookshelves. The stairs wend farther down, eventually leading to Undermountain's second level.

Grim Statue Object	**Level 3 Elite Trap** XP 300
Detect Arcana DC 21	**Initiative** –
HP 350	
AC 15, **Fortitude** 15, **Reflex** 5, **Will** –	
Immune cold, fire, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage	
TRIGGERED ACTIONS	
Attack (lightning) ✦ **At-Will**	
Trigger: A creature ends its turn touching the statue.	
Attack (Free Action): Melee 1 (triggering creature); +6 vs. Reflex	
Hit: 3d6 lightning damage.	
Miss: Half damage.	
Attack (lightning) ✦ **At-Will**	
Trigger: A creature starts and ends its turn in the same space within 10 squares of the statue or uses a magic item power (not a property) within that range.	
Attack (Free Action): Ranged 10 (triggering creature); +6 vs. Reflex	
Hit: 3d6 lightning damage.	
Miss: Half damage.	
COUNTERMEASURES	
✦ **Avoid:** Arcana DC 21 (standard action). *Success:* The statue does not attack until the start of the chasracter's next turn.	

Roleplay

The two human lowtown kneebreakers and the half-elf market green grifter do not want to deal with prisoners or any other complications that might come from sparing an adventurer's life. However, the halfling trickster, Gritchet, is squeamish about killing, and during the combat, he pleads with his peers to spare the heroes.

Along the same vein, if the characters take prisoners to question, only Gritchet is willing to help, as long as the adventurers agree to let him leave. The other miscreants either lie or refuse to talk.



ALEXY APARIN

Gritchet can share the following information with the characters.

- ✦ He came to Waterdeep from Amn a few weeks ago, hoping to find work, but he was unable to find anything permanent. A halfling named Enda approached him. She said she had a lucrative opportunity for a skilled halfling who was willing to work hard and not ask questions.
- ✦ Enda brought him to a meeting with a couple dozen other members of her "gang." Most of those gathered seemed morally questionable but not terribly violent–grifters, thugs, cutpurses, cat burglars, and the like. The gang discussed an enticing treasure in Undermountain, one that might be

easy to grab and run off with before any monsters or traps made too much trouble.

- Enda had already done some exploration and surveillance in Undermountain before forming her posse. Three days ago, the whole gang entered Undermountain, using the secret sewer passage above the Grim Statue. They lost one member when the statue attacked him and he fell to his death. (If the characters ask how the thugs intended to leave without the statue shocking them, Gritchet looks surprised. He hadn't thought about it.)
- The gang secured the area, set up a camp, and then put the next step of Enda's plan into motion. Enda believed the statue that held the gems was close, but more investigation was needed, so two exploration groups headed west, exiting through the door leading into Area 48. That was two days ago, and no one has yet returned.
- The remaining miscreants stayed behind, following Enda's orders to protect the camp; keep the escape route clear; and watch out for monsters, other dungeon delvers, and Downshadow crazies.
- Shortly after the two teams set off, a small group of Downshadow wretches wandered in, and Gritchet was horrified when his fellow gang members slaughtered all but one of them. The thugs leading the charge took a female half-elf prisoner and dragged her away after disposing of the bodies in Area 43. Gritchet isn't sure where they went.

Plot

Neither Gritchet nor his fellow miscreants are aware of the lizardfolk threat, and this adventure is designed to mislead the characters into thinking Enda's gang is responsible for the Downshadow residents' disappearances. When the lizardfolk are later revealed, the characters must decide how much to trust these scoundrels to help them confront a bigger threat.

If the characters head directly toward Areas 46-48 without first checking Areas 44-45, they won't encounter the remains of Enda's gang before running afoul of the lizardfolk. the DM can handle their decision in a couple ways. The first option is to just let it happen and decide how the criminals in Areas 44-45 react when they find out their fellow gang members were overrun. Another option is to send guards from Areas 44 and 45 to attack the characters before they reach the areas occupied by the lizardfolk. This approach allows the characters to still work up a good hatred for Enda's crew before the greater threat is introduced.

42. Base Camp

Trap/Hazard Encounter Level 1 (150 XP)

This room is where Enda's gang set up its base before the search parties set out.

When the characters enter, read:
This area is clearly your attackers' camp. Unfurled bedrolls, dirty travel packs, and open supply sacks are scattered about the room. And a couple small bundles of wood rest near the remains of an old campfire.

Features: The camp packs contain only a few coins and mundane equipment worth very little. One rucksack does, however, hold a nice set of lock picks.

The item that stands out among the belongings is a scroll tube stuffed in the half-elf grifter's pack. The tube houses a rolled up sheet of parchment. Written on it are the words, "You are not going to get away with stealing my stuff!" When the reader's eyes alight on the arcane symbol below the passage, an explosion of thunder rocks the holder, spreading out in a burst centered on the person holding the scroll.

Warded Scroll	**Level 3 Trap**
Object	XP 150
Detect Arcana DC 13	**Initiative** –
HP 1	
AC 5, **Fortitude** 5, **Reflex** 5, **Will** –	
Immune necrotic, poison, psychic, all conditions, ongoing damage	
TRIGGERED ACTIONS	
↼ **Attack** (thunder)	
Trigger: A creature reads the scroll.	
Attack (Immediate Reaction): Close burst 3 (creatures in the burst); +6 vs. Fortitude	
Hit: 2d6 + 4 thunder damage, and the target is pushed 1 square from the center of the burst and falls prone.	
Miss: Half damage.	
Special: This trap can be triggered only once.	
COUNTERMEASURES	
✦ **Disable:** Arcana or Thievery DC 21 (standard action). *Success:* The trap is disabled permanently.	

Roleplay

If the characters captured Tindel, the half-elf grifter from Area 41, he attempts to quietly move away from anyone opening the scroll. When the trap goes off, he tries to escape.

If Gritchet is with the characters when they enter this area, he can explain what everything is and to whom each item belongs. He does not know about the trapped scroll, however.

If the characters ask about what's in the adjoining room (Area 43), Gritchet tells them he doesn't know, explaining that Enda was vehement about them not wandering since the dungeon is full of monsters, curses, and traps. He does mention that his peers tossed the bodies of the Downshadow folk they

killed into that chamber. But they quickly closed the door afterward.

43. Pedestal Battle

Combat Encounter Level 2 (675 XP)

Enda's scoundrels have refused to enter this room. They did, however, toss some dead bodies inside it.

This area contains one of Halaster's many deadly jokes. The danger is not revealed until something or someone moves any one of three items resting atop columns. (The fourth item is safe to move.)

When the characters enter, read:
Four columns form a line running through the room's center. The columns are exactly 10 feet tall and spaced roughly 10 feet apart. The columns do not support the ceiling, which is 20 feet high. Floating atop each column is an object. From north to south, they are a close-faced helmet, a greatsword, a bronze scepter, and a crossbow.

The rest of the room is empty—except for the bloody, sliced-up corpses of some humans and dwarves dressed in tattered, filthy clothes. The bodies' limbs are all askew, giving the impression they were carelessly heaved inside.

Creatures: If the greatsword, crossbow, or helmet is disturbed, three helmed horror guards (page 91) simultaneously appear atop the columns, clutching or wearing the three items. They attack with crossbows atop the pillars until they are drawn into melee. Their fly speed lets them reach the floor with ease.

Features: When a trapped item is disturbed, a field of magical force blankets the doorway, and the floor begins to glow. Creatures outside the room can enter, but no creature can leave until all the helmed horror guards are defeated. This force field cannot be dispelled.

Any creature starting its turn in contact with the floor takes 5 radiant damage. Flying creatures as well as creatures climbing or standing on the columns do not take damage.

The columns have handholds and can be easily climbed (DC 5 Athletics check).

Treasure: The bronze scepter on the pedestal is a +2 *blast scepter*. It can be moved or taken without summoning the helmed horror guards.

Radiant Floor	**Level 2 Elite Trap**
Area	XP 300
Detect Arcana or Dungeoneering DC 21	**Initiative** –
Immune attacks	
TRIGGERED ACTIONS	
Effect (radiant) ✦ **At-Will**	
Requirement: One of the trapped items in the room must have been disturbed.	
Trigger: A creature starts its turn in contact with the floor.	
Effect (No Action): The triggering creature takes 5 radiant damage.	
COUNTERMEASURES	
✦ **Disable:** Arcana DC 21 (standard action). *Success:* The trap deactivates until the end of the character's next turn.	



Blast Scepter

These powerful tools were crafted in Netheril, an ancient realm of sorcerers whose glory the Great Desert swallowed long ago. Most *blast scepters* take the form of wand-length metal rods that have ornamental knobs at both ends.

BEN WOOTTEN

Blast Scepter Level 7+ Rare

This rare, ancient device is one of the more unpleasant legacies of lost Netheril.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement: Rod or wand
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d8 force damage per plus
Property
While holding this implement, you have resist 10 fire and resist 10 lightning.
Attack Power ✦ Daily (Standard Action)
Attack: Melee 1 (one creature); Intelligence, Constitution, or Charisma + the scepter's enhancement bonus vs. Fortitude
Hit: The target is stunned (save ends).
Attack Power (Thunder) **✦ At-Will** (Standard Action)
Attack: Close blast 3 (creatures in the blast); Intelligence, Constitution, or Charisma + the scepter's enhancement bonus vs. Reflex
Hit: 5 thunder damage, and you push the target up to 3 squares.
Level 12 or 17: 10 thunder damage.
Level 22 or 27: 15 thunder damage.

44. Guilty Guard

Roleplaying Encounter

This room is an offshoot of Enda's gang's base camp (see Area 42). The guards who use this room take turns keeping watch with the other group. Tired of waiting for Enda to return, all but one of these ruffians decided to go exploring. Left behind, Viv sits on her bedroll, unsure of what to do.

When combat between the characters and the other gang members erupts in Area 41, the halfling panics. She knocks on the door leading to Area 45, where her fellow guards went. No one answers. When the characters are victorious in Area 41's battle, Viv hides in her bedroll.

When the characters enter this room, read:
This chamber contains a few bedrolls and other evidence of a camp. A door to the east is closed.

Creatures: Viv, a halfling trickster (*Monster Vault*, page 169), is hiding in her bedroll in the southwest corner. With a DC 25 Perception check or a thorough search of the room, the adventurers find her.

Roleplay

Viv is as sneaky and self-serving as the day is long. She is also a coward and good actress. The only reason she did not join her fellow gang members when they wandered off is because Undermountain's reputation for deadliness frightens her.

Realizing the characters are surely more powerful than she is on her own, she hides until she can escape. If discovered, she pretends to have been sleeping. She might try to align with the heroes until it benefits her to betray them, make an escape, or both.

She can truthfully tell the characters her fellow guards ignored Enda's warning not to go exploring, and they entered the room to the east (Area 45), taking with them their Downshadow captive. Within minutes of them leaving, Viv heard a few muffled shouts. That was an hour ago (about the same time the characters entered the Grim Statue room). Since then, the halfling has heard nothing from the room, and she won't open the door, fearing she'll let something terrible out.

45. Evil Amusement

Combat Encounter Level 2 (625 XP)

Despite Enda's warning to her associates that they should focus on the task at hand and avoid taking unnecessary risks, a handful of them decided to go on a treasure hunt anyway. They brought along a captive, a Downshadow unfortunate who wandered too close. Rather than kill the half-elf, as they did her peers, these scoundrels captured her so they could use her as a trap tester.

When the adventurers enter the room, read:
An area of darkness in the room's northeastern corner hums loudly, drowning out almost all other sounds in the chamber. Four figures stand in front of the darkness; one is struggling to flee. As your eyes adjust, you see two human thugs restraining a filthy young half-elf girl. Then a tall, bald human with a thick beard turns toward the captive and savagely smacks her before forcing her hand into the darkness.

The half-elf screams loud enough to be heard over the buzzing. When she snatches her hand back from the darkness, her fingers are missing. Almost immediately, fingers appear by the ceiling in the middle of the room and fall to the floor. The humans guffaw heartily, as if at a magician's parlor trick.

On the other side of the room, two female elves in armor root through piles of smashed crates, boxes, and casks.

Creatures: Two elf scouts (*Monster Vault*, page 112) and three common bandits (*Monster Vault*, page 170) make up this party. The captured half-elf is named Matheena, with statistics similar to a market green grifter (page 94).

Features: The veil of darkness shrouds a staircase that leads down to Undermountain's second level. The veil used to be no more than a curtain of darkness enterprising creatures would hide behind.

However, the warping of magic in Undermountain has turned the veil into something more bizarre.

The screen now seems to be a teleporter that transports only the first piece of a creature that touches it. So, for example, if someone sticks his or her arm into the veil, the creature's arm is apparently severed as it is teleported to the ceiling.

The body part is not really gone, however. It has been turned invisible, causing an incredible amount of pain. An illusory replica of the body part then falls from the ceiling to land in the middle of the floor. One round later, the replica body part disappears and the victim's seemingly missing appendage reappears in working order.

A creature coming into contact with the screen takes 1d10 damage and temporarily loses use of the body part that touched the veil. A creature whose arm hits first cannot attack with that arm for a round. If a leg hits first, the creature is slowed or immobilized. A creature that goes in headfirst is blinded for a round. If a creature's whole body is pushed through, it is stunned and invisible for one round (and perhaps tumbling down the stairs).

Treasure: A bronze statuette of a minotaur worth 150 gp is hidden behind some of the smashed crates.

Roleplay

These thugs are malevolent and cutthroat. Although they might beg for mercy or forgiveness, their promises and pleadings ring hollow.

When the characters address young Matheena, she cannot at first get past the apparent miracle of having all her fingers back. Once the characters get her attention, it quickly becomes apparent she is not in her right mind. She responds to questions with bizarre non sequiturs, and the only thing she knows is her name. Left to her own devices, she will find her way back to Downshadow via a circuitous route.

46. Pursuit

Combat Encounter Level 4 (963 XP)

Adventurers who approach this room encounter more of Enda's crew and also face a greater threat. The first of Enda's treasure-seeking teams has encountered a lizardfolk patrol, and after a brief skirmish, its members have decided to flee.

If the characters enter via southern door, read:
As you open the door to this large chamber, a group of adventurers rushes into the room from a passage to the north. The three humans and two elves are panting, and wild-eyed terror paints their faces. They see you just as they reach the center of the room. Confused for a moment, they exchange quick glances before one of the humans screams, "Attack!"

If the characters enter the hallway to the north of this area (heading toward Area 49), read:
As you head west, the door at the end of the hallway bursts open. Three humans and two elves duck through it. They do not appear to see you as they dash immediately south.

Have the player characters roll initiative, and roll initiative for Enda's gang members and the lizardfolk pursuing them. The characters' main challenges in this encounter are to figure out whom they should be attacking and perhaps gain allies within the opposing group.

Creatures: Two elf archers (*Monster Vault*, page 110) and three common bandits (*Monster Vault*, page 170) are the first creatures to appear. Two rounds later, three pursuing lizardfolk–two poisonscale brawlers (*Monster Vault*, page 187) and a poisonscale needler (*Monster Vault*, page 187)–join the fray.

Roleplay

The lizardfolk are xenophobic creatures. Unless convinced otherwise, they assume the adventurers are part of Enda's gang and treat them as enemies.

Plot

A potential hiccup could arise in this adventure if too many nonplayer characters join the adventurers, making future combats either too easy or too unwieldy. If the heroes rescue and/or spare these members of Enda's exploration group, most of them want to high-tail it out of Undermountain regardless of any treasures it might hold.

However, allowing the characters to convince the gang members to help them is still an option. Rather than agreeing to join the characters, the bandits might be convinced to explore other areas or act as a rear guard. These options also give you the flexibility to provide the characters with support if the adventure is too tough or set them up for betrayal if the adventure is too easy.

47. Solace and Savagery

Combat Encounter Level 2 (675 XP)

This room would normally offer a place of solace and hope. However, not long after the Spellplague, a elf adventurer cursed with lycanthropy came into Undermountain to escape local authorities and adventurers hired to kill him. He found his way into this chamber, and to his amazement, he felt his curse recede, as though the beast inside had fallen into slumber despite the rising full moon. He came to discover the room contained magic that could suppress, but not remove, the curse of lycanthropy for an entire lunar cycle.

He went back to the surface and spread the word. Even though many cursed folk fell to Undermountain's traps and monsters, some sufferers managed to reach the chamber and successfully bottle their beasts for a month at a time.

Before long, a jackalwere follower of Malar heard about the sanctuary. Disgusted, he knew he must take charge of the place and re-educate those who would throw away Malar's blessing.

To keep out monsters and nosy adventurers, the door to this chamber is kept locked from the inside. The lock can be picked with a DC 15 Thievery check. The jackalwere tending the room is likely to allow entrance to anyone who knocks and does not appear to be an immediate threat. With a DC 20 Perception check, characters listening carefully at the door can hear soft chanting, but they cannot tell what is being said.

Once the adventurers gain entrance, read:
A male elf and two male humans are in the room. The elf smiles in greeting to you, while the humans look anxious at your arrival. The chamber contains a few braziers and lanterns, four cots, tables and chairs, and a small fire pit for cooking.

Four eye-catching statues adorn the room's corners. The large ones, in the northeastern and southwestern corners, are made of gleaming white marble. They represent the same oval-faced, smooth-skinned, smiling female. These statues' eyes look upward. In the opposite corners, smaller statues of the same man-beast are carved from dark rock. These statues' features are snarling and twisted.

Creatures: The elf calls himself Ulquar, and he is really a jackalwere deceiver (page 96) who fasncies himself a priest of Malar (although he has no clerical ability). The two humans are frenzied werewolves (*Monster Vault*, page 195) named Josephus Blaze (see Corporal Knag, page 11) and Mizah Sheloran. The two were recently bitten, and Ulquar has convinced them their lycanthropy is a blessing. Malar's priest has been urging the humans to return to the surface and join his cult, where they can learn to embrace and use the power Malar has granted them.

Features: A DC 10 Religion check confirms that the statues depict Selûne, the goddess of the moon, and Malar, the exarch of feral beasts. A DC 15 Perception check reveals that each of the statues is glowing slightly. A subsequent DC 15 Religion or Arcana check confirms the glow is magic, divine in nature, and likely related to the deities' spheres of influence.

Each statue has an aura 2. If combat breaks out, a nonlycanthropic creature in a Malar statue's aura takes a -2 to all defenses and is vulnerable 5 to all damage. A lycanthrope in a Selûne statue's aura takes the same effect.

Roleplay

Not understanding how the room works, the two werewolves came here seeking to have their curses removed. Instead, they found a conniving jackalwere (in elf form) determined to convince them their afflictions were a godsend.

If the characters ask about the room's purpose, Ulquar tells the truth, but not the whole truth. He says the deities have touched the chamber, and now it holds sway over lycanthropy. The priest tells them pilgrims journey here to come to terms with their condition.

Let the roleplaying play out to see what the characters do and say. If they wish, they can simply walk away and not get involved. The characters might also try to get these three involved with what is happening with the lizardfolk. If so, Ulquar says the gods protect this area, and the lizardfolk are not his concern.

One of the two humans could also change his mind once the characters arrive, insisting Ulquar perform the ritual to remove the affliction. At this, the jackalwere bristles, knowing no such ritual exists, and tells the human to not be so hasty. If the characters support the wishes of the human, the jackalwere is likely to attack the heroes.

If the werewolves get involved in combat, even if they do not want to embrace their lycanthropy, they transform and attack all creatures randomly and without mercy, including each other.

48. Serpent Sacrifice

Combat Encounter Level 2 (675 XP)

The first lizardfolk infiltration into this area saw three of the creatures chasing an elf in Enda's employ. The elf was finally cornered here, and the lizardfolk are preparing to sacrifice her to Sess'innek, using a gruesome and painful ritual.

When the characters round the corner and can see into the area, read:
At the far end of this long chamber, three lizard-like humanoids surround an elf and shove her to her knees. Two of the lizardfolk grab the elf's arms, while a third holds a large snake, which gradually shrinks to the size of a worm. The panicked captive flails and shrieks.

Creatures: Two greenscale raiders (*Monster Vault*, page 188) hold the elf scout (*Monster Vault*, page 112), while a greenscale bog mystic (*Monster Vault*, page 190) performs a ritual which the characters have an opportunity to interrupt. If the ritual is successful, it kills the victim in 1-4 hours, when a snake swarm bursts from her body. (The characters might witness the results of the ritual in Area 53.)

If the heroes don't rush in to rescue the elf, read:
Chanting softly, the third lizardfolk grips the elf's jaw, angles it, and drops the diminutive snake down her throat.

Features: A semicircular fountain carved to depict a three-headed male with a human torso and an octopus's limbs is attached to the chamber's northern wall, directly behind the lizardfolk. Water pours freely from its right- and left-side mouths, but only a trickle falls from its central mouth.

If the characters block the other two mouths, the pressure causes the impediment to clear from the central mouth with a loud pop. (A DC 15 Thievery or Dungeoneering check can clue in players if they don't think of this tactic on their own.)

The impediment shooting from the fountain's mouth is a scroll tube. Inside the tube is a sheet of slightly damp parchment. What it says is up to you. It might be a treasure map, a doomed adventurer's last words, a ritual, or details about a section of Undermountain the characters have not yet explored.

Treasure: In addition to the scroll (see above), the greenscale bog mystic wears a coral necklace worth 300 gp.

Roleplay

As soon as the heroes threaten the lizardfolk, the creatures drop their captive and move to attack the characters.

The elf's name is Neera. If the adventurers save her before the ritual is complete, she thanks them before lying about her purpose in Undermountain. She tells them she was searching for a lost friend; the truth is the elf is one of Enda's crew. As soon as a clear path opens between her and a known exit out of Undermountain, the elf flees to the city above.

49. Lizard Takeover

Combat Encounter Level 3 (850 XP)

The first clashes between Enda's explorers and the lizardfolk took place in and around these chambers.

When the characters approach Area 49A, read:
Two lizardfolk, two dwarves, a half-orc, and a half-elf lie slain in the chamber. The room is filled with smashed pottery and other stoneware. While the shards look like they were destroyed long ago, the mortal carnage is fresh.

To the west, a door stands open, revealing a passageway beyond. To the south, a hallway immediately drops into a descending stairwell.



JIM NELSON

A DC 12 Perception check reveals a faint grunting and banging noise to the south.

When the characters take the stairs heading into Area 49B, read:
The stairway descends into another chamber, this one also scattered with humanoid corpses. Some are lizardfolk, but most belong to the so-called civilized races. You hear hissing and banging coming from the south, where another set of stairs leads out of this chamber.

When the heroes reach the bottom of the steps leading into Area 49C, read:
A 30-foot-wide pit spans the chamber's width, separating 20-foot sections of stone flooring on both its northern and southern ends. Orange mist fills the pit.

Across the chasm, you can make out the hazy forms of two lizardfolk lingering in a hallway near a smashed-in wooden door. They point at you and hiss. The pounding and grunting noises are coming from somewhere beyond that southern doorway.

Creatures: Two lizardfolk shockers (page 95) keep watch on the south side of Area 49C. They make ranged and area attacks against enemies on the far side of the pit. If one or more characters cross the pit, these lizardfolk flee to Area 57 to warn their leader.

Three greenscale raiders (*Monster Vault*, page 188), not within the heroes' view, repeatedly pound on Area 53's door. These lizardfolk are focused on capturing Enda and her associates, who have locked themselves inside Area 53.

Features: The pit is 40 feet deep and ends in a normal stone floor. Creatures falling into it take 4d10 falling damage. The rift's walls require a DC 15 Athletics check to climb, and the mist wafting up from the chasm provides partial concealment.

Semisolid patches of mist form and disintegrate constantly above the pit, offering a magical way to cross the 30-foot-wide expanse. As a minor action, a character can make a DC 15 Insight check to discern where the solid patches will be in the current round. A character able to move the pit's full distance in one round can effectively run across the mist.

Characters can also attempt to cross on the solid bits without first discerning the pattern. This is a little more risky and requires fancy footwork. To cross in this way, a creature must make a DC 15 Acrobatics check as part of a move action. The check must accompany each move action made while walking on the mist.

50. Shell Game

Combat Encounter Level 3 (775 XP)

Halaster distorted this area to trap interlopers in a perpetual loop when they enter one of these three rooms. Two creatures are on guard inside the rooms, and a couple lizardfolk are trapped inside the loop.

When the characters approach the doors, read:
This passageway's western wall houses three identical iron doors etched with the words "ENTER HERE" in Common. The doors do not appear to have locks.

When any of the doors is opened, continue:
Beyond the door is a 10-foot-wide passage leading to a 30-foot-square room with painted walls. At the point with the passage meets the room, a crackling red energy curtain fills the corridor. The energy does not give off heat.

Creatures: Two scaladar (page 92) are in the rooms, one in Area 50A and the other in Area 50C. Both constructs lurk in corners that place them out of sight of creatures near the doors, and each has a glyph embossed on its head.

In Area 50B, two greenscale raiders (*Monster Vault*, page 188) try to figure out how to escape Halaster's trap. They have already tested the teleportation fields (see below) and been attacked by each scaladar. If the lizardfolk begin to lose a battle with the characters, they use a teleportation field to attempt to escape again.

Features: A DC 13 Arcana check allows a character to deduce that the curtains of red energy teleport creatures that come into contact with them. On a check result of 21 or higher, the character realizes the curtains also teleport creatures near them.

A creature or object that touches or ends its turn next to the curtain is teleported to a random room (either 50A, 50B, or 50C), appearing in the nearest unoccupied space on the west side of that room's energy curtain. Creatures trapped in the rooms can move from room to room using the energy curtains but cannot leave the rooms.

A creature east of the energy curtains can teleport into a room but becomes trapped inside. Teleportation effects other than those of the energy curtains do not function within the three rooms. Any attempt to use a teleportation power from inside of these rooms fails, although the power is not expended.

Each room has walls that are painted a different color: Area 50A, green; Area 50B, black; Area 50C, purple. This color variation helps creatures distinguish between the three otherwise similar rooms. Area 50B also has a large glyph in the middle of the floor that matches the glyphs on the heads of the scaladar in Areas 50A and 50C.

How to Escape

To turn off the teleportation curtains, the glyphs on both scaladar's heads must be taken to the central room (Area 50B). The characters can bring in the scaladar whole or just their heads.

When the three glyphs are together, the central room's crackling energy curtain disappears, allowing escape. After 24 hours of the trap being disarmed, new scaladar with glyphs on their brows appear, and the crackling energy curtain reforms.

If the characters are getting frustrated, allow a DC 15 Insight check to give them clues about how to escape.

Red Energy Curtains	**Level 2 Trap**
Area	XP 125
Detect see Countermeasures below	**Initiative** –
Immune attacks	
TRIGGERED ACTIONS	
Effect (teleportation) ✦ **At-Will**	
Trigger: A creature touches an energy curtain or ends it turn adjacent to one.	
Effect (No Action): The triggering creature teleports to a random room (Area 50A, 50B, or 50C), appearing in the nearest unoccupied space on the west side of that room's energy curtain. In addition, the creature makes a saving throw. On a failure, the creature takes 1d8 damage.	
COUNTERMEASURES	
✦ **Detect:** Arcana (standard action). *Check Result 13-20:* The character deduces that the energy curtains teleport creatures that come into contact with them. *Check Result 21 or Higher:* The character realizes the curtains also teleport creatures adjacent to them.	
✦ **Escape:** To escape Areas 50A, 50B, and 50C, characters must bring the two scaladar glyphs from areas 50A and 50C to area 50B. Doing so deactivates the energy curtain in area 50B.	

Roleplay

The lizardfolk, Zassik and Thissz, are confused and angry about their predicament. As much as they want to kill the characters and eat their flesh, they know defeating them would be much easier with their kin's help.

After initial hostilities, the lizardfolk might attempt to call a truce, implying it would be easier to escape as a group than individually. Of course, as soon as the situation favors the lizardfolk, they viciously attack the characters without hesitation.

51. Tainted Fountain

Exploration Encounter

The lizardfolk have not yet explored this area, but the demonic magic they unleashed in Undermountain has affected it nonetheless.

When the characters approach this area, read:
As you round the corner, you hear trickling water. Looking west, you see a large fountain set into the wall and carved to look like a pixie holding its breath and plugging its nose with its hands. The water squirts from the pixie's ears.

The water falling from the fountain is clear, but as it nears the basin, it takes on a light-green hue that rapidly darkens into a deep green before turning a sickening brown the moment it splashes into the basin.

Benches are arranged in front of the statuary. The rest of the room, as well as the chamber to the north, is empty.

Features: The magic of the lizardfolk invasion is tainting the fountain. A DC 15 Arcana or Religion check recognizes the magical corruption for what it is. A similar check allows a character to use a chant or prayer to remove the taint for a few minutes, leaving the water fresh and clear for drinking.

52. Summoning Chamber

Combat Encounter Level 2 (650 XP)

This large chamber is the focus of much of the lizardfolk's attention and energy. Their leaders, a bog mystic and a blackscale crusher, have told tribe members their destinies are tied to this new home. This area is where the ceremony to summon the champion of Sess'innek, the demonic power they worship and fear, will take place after all the necessary sacrifices and rituals have been performed.

This chamber is also home to the statue rumored to have rubies for eyes. To enter, the characters must first pass through two doors with a 10-foot-square antechamber between them. Neither door is locked or trapped.

When the characters can see into the area, read:
Dirty, swampy water fills most of this spacious room. The stench of death accosts you, wafting up from the dozens of bodies floating in the murky liquid. Some of the corpses appear to be adventurers, while others are dressed like derelicts. Two lizardfolk dance and chant around the pool's perimeter.

Four stone columns rise out of the water, buttressing the ceiling 40 feet above. Two statues against the north wall stand 30 feet tall.

Each statue depicts a robed male human with a long and twisted beard and wild hair dancing around its head. One statue is frowning and has its arms crossed over its chest. The other looks like it is laughing and has its arms outstretched in apparent excitement. The most striking difference between the statues is their eyes. The frowning one has huge glittering red eyes, while the smiling one's eye sockets are empty.

With a DC 15 Perception check, characters spot a pair of crocodiles half-submerged in the pool.

Creatures: Since the ceremony to bring the champion of Sess'innek cannot be started until many more sacrifices have been made, only a couple lizardfolk remain here. They are chanting and dancing in preparation for more ritual slayings. A lizardfolk shocker (page 95), a poisonscale brawler (*Monster Vault*, page 187), and two crocodiles (*Monster Vault*, page 297) inhabit the room.

Features: At first glance, the swampy water appears deep, but it is really only about 2 feet deep and acts as difficult terrain.

The statues, having plenty of crevices for handholds and footholds, are easily climbed (DC 5 Athletics check).

Treasure: When a creature reaches the top of the frowning statue and can see its eyes up close, a DC 10 Dungeoneering check reveals the supposed rubies are colored glass. If someone moves the glass gems from the frowning statue's eye sockets and places them in the happy statue's eye sockets, they click into place and 1,500 gp tumble out of the happy statue's mouth. (A DC 22 Thievery check can also achieve this result.)

The lizardfolk shocker possesses a ritual book written in Draconic. With a DC 15 Arcana or Religion check, the character understands the ritual book's purpose (see below).

Plot

The book contains a ritual that summons an aspect of Sess'innek to serve the ritual's caster. An adventurer making the aforementioned Religion check understands that such a creature would be very powerful, possibly even threatening the citizens of Waterdeep. However, the ritual requires the sacrifice of at least two hundred victims in the name of Sess'innek. Characters can estimate that about one hundred corpses float in the murky pool.

53. Besieged

Roleplaying Encounter and Combat Encounter
Level 2 (700 XP)

Enda and a few survivors from her expedition hide in this room as they try to recover from a brutal lizardfolk assault. The characters first must deal with the lizardfolk outside of the room (see Area 49) before they can access the room's interior.

When the characters defeat the greenscale raiders and inspect the door to this room, read:
The stone door has an iron locking mechanism and shows signs of damage where the lizardfolk were slamming against it in an attempt to break it down. The door is sturdy enough, however, to withstand much more of a beating than the one the lizard-like creatures were giving it.

The door is locked but not trapped. The lock can be picked with a DC 15 Thievery check. The characters might also try convincing Enda to unlock the door from her side.

When the characters enter, continue:
This plain room has nothing in it except for four sorry-looking humanoids—a halfling, two humans, and a dwarf. The halfling is the only one who seems capable of much, and she glances around worriedly as you enter. One human is unconscious and covered in wounds. The other human appears relatively unhurt but is cowering in the corner, whimpering. The dwarf sits on the floor, groaning and holding his belly.

Creatures: When the characters enter the room, regardless of how, Enda (see statistics below) draws her weapon and takes a defensive stance. Among the halfling's surviving searchers, she is the only one who is in any shape to walk, much less fight. The others have no healing surges left and few hit points. Additionally, they are desperate to abandon this mission and would flee at the first sign of more lizardfolk.

After a bit of roleplaying and conversation between Enda and the characters, the dwarf begins writhing and shrieking. Enda says the lizardfolk had him for a minute or two before his companions could free him, and she thinks they made him eat something that looked like a worm.

Moments later, the dwarf's abdomen distends horribly as he falls silent in death, and a snake swarm (*Monster Vault*, page 301) bursts from his belly. This enemy might be more than the characters can handle, even with Enda's help, so if the combat turns ugly for the characters, have the snake swarm attack one of the helpless bandits instead, giving Enda and the characters an opportunity to escape.

Enda Yate, Bandit Leader	Level 3 Artillery (Leader)
Small natural humanoid, halfling	XP 150
HP 38; **Bloodied** 19	**Initiative** +6
AC 17, **Fortitude** 15, **Reflex** 16, Will 14	**Perception** +2
Speed 6	

Traits

Natural Leader ✦ Aura 2
Allies in the aura gain a +2 power bonus to saving throws.

Standard Actions

Dagger (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d4 + 4 damage, or 2d4 + 8 damage to a target granting combat advantage to Enda.

Dagger Throw (weapon) ✦ **At-Will**
Attack: Ranged 10 (one creature); +10 vs. AC
Hit: 2d4 + 4 damage, or 2d4 + 8 damage to a target granting combat advantage to Enda.

Tumbling Toss (weapon) ✦ **Recharge** ⚄ ⚅
Effect: Before the attack, Enda can shift up to her speed, and she gains combat advantage against a target of her choice until the end of her next turn.
Attack: Ranged 10 (one creature); +10 vs. AC
Hit: 3d4 + 8 damage.

Triggered Actions

Second Chance ✦ Encounter
Trigger: An enemy hits Enda with an attack.
Effect (Immediate Interrupt): The triggering enemy must reroll the attack and use the new result.

Skills Acrobatics +11, Bluff +8, Stealth +11, Streetwise +8, Thievery +11

Str 10 (+1)	**Dex** 20 (+6)	**Wis** 12 (+2)
Con 14 (+3)	**Int** 12 (+2)	**Cha** 14 (+3)

Alignment unaligned **Languages** Common, Elven
Equipment leather armor, 10 daggers

Roleplay

Enda takes a no-nonsense approach to dealing with the characters. She freely states she is the leader of the group that came into Undermountain to snatch the fabled statue's gems. If confronted about the low moral fiber of some of her crew, she acknowledges that some of them are not nice folk, but she also says she did not order them to kill anyone, just to keep people away.

If asked about Rutherford Urmbrusk, Enda admits she was a member of his expedition. She then uses the characters' desire for information as a bargaining chip. She promises the heroes that if they help her secure the gems, she will give them a share of the profit and tell them everything she knows about Rutherford.

When that time comes, Enda tells the heroes Rutherford went missing in an area well north of the Grim Statue's chamber (Area 41). Enda remembers Rutherford standing in a passageway and saying the phrase "show me sanctuary" in Elven (see Area 63). Then Rutherford vanished, and a couple of his hired fighters began arguing violently, so Enda walked off to continue her search for the ruby-eyed statue.

54. Darktentacles

Combat Encounter Level 2 (650 XP)

This chamber is swamped with the same marshy water that fills some of the other chambers. However, rather than lizardfolk dominating it, this room contains something the savage demon worshipers fear—a darktentacles.

When the characters enter this area, read:
A large, muddy pool dominates the center of this chamber. A 10-foot-wide path surrounds the swampy water, leading to a door in the room's southwestern corner.

Creatures: A darktentacles (page 90) waits at the pool's edge, attacking the first character to come within its reach. Also in the water are a lizardfolk shocker (page 95) and a greenscale raider (*Monster Vault*, page 188), both of which the darktentacles has dominated. Make Stealth checks for each creature to determine whether any heroes spot them.

Features: The pool is 10 feet deep, and it is murky enough that creatures fully submerged in it cannot see anything outside the square they occupy. It takes a DC 10 Athletics check to swim in the water.

Treasure: The murky pool contains an old corpse from times past, and its rotted belt pouch and travel pack contain 145 sp and 72 gp.

Roleplay

Although the darktentacles is evil, it is also intelligent and capable of communicating. It was caught up in a portal that brought it and part of its home swamp here. Despite being extremely angry, the darktentacles is willing to talk to anyone who offers it something it wants, such as a way to get home.

Of course, this creature is neither honest nor remotely compassionate. The moment it sees a means of returning to the Vast Swamp, it happily grabs a character as a snack for the road.

55. Rescuing Sacrifices

Roleplaying Encounter

A long hallway leads from the rest of the lizardfolk's territory into Areas 55–57.

When the characters enter the passageway leading to this room, read:
This long hallway contains ankle-deep, murky water. Its walls are overgrown with vines and creepers, and an occasional frog or newt skitters within the vines or hops in the muck. At the passageway's opposite end, a crocodile lumbers around a corner an disappears to the north. From that direction, muffled shrieks pierce the humid air.



SCALY DOOM

After the characters approach the chamber as quickly or cautiously as they wish, read:
The crocodile is no longer in sight, but two humanoid figures lie prone in the swampy muck that covers the floor. Leather straps bind their ankles and wrists, and sacks cover their heads. The female figure shrieks and writhes as she attempts to get to her feet. The slim male figure isn't moving.

Creatures: The female is an elderly human derelict named Ghellest. She lives in Downshadow and was captured when she wandered too close to the lizardfolk territory. She is beside herself with fear. If the characters manage to calm her (a DC 15 Diplomacy check), she is of little help, only repeating the phrase "the water was all around like air" (in reference to Area 57's water-filled passage).

The male is an eladrin ritualist named Equinis. He was seeking magical knowledge in Undermountain on his own when he was captured. He is unconscious. With a DC 10 Heal check or any healing magic, Equinis can be revived. Although unable to offer much assistance in his current condition, the eladrin can describe vaguely what awaits the adventurers in Area 57.

Parties that have little training in Arcana could learn more from Equinis about Area 57's magic gate, making it easier for the adventurers to sever the portal's connection to the lizardfolk's homeland. As a person who has a great deal of arcane knowledge and knowledge of rituals, Equinis could become a potential long-term ally of the characters.

Both victims' faces bear markings drawn in blood. Characters who have seen and understood the ritual book in Area 52 realize these two were destined for sacrifice in that location as part of the ritual to summon the aspect of Sess'innek.

Features: Ankle-deep water covers the hallway and chamber floors. A character succeeding at a DC 10 Nature check can verify that the crocodile seen entering the room ignored the prisoners and continued eastward (to Area 56).

56. Deep Swamp

Combat Encounter Level 1 (300 XP)

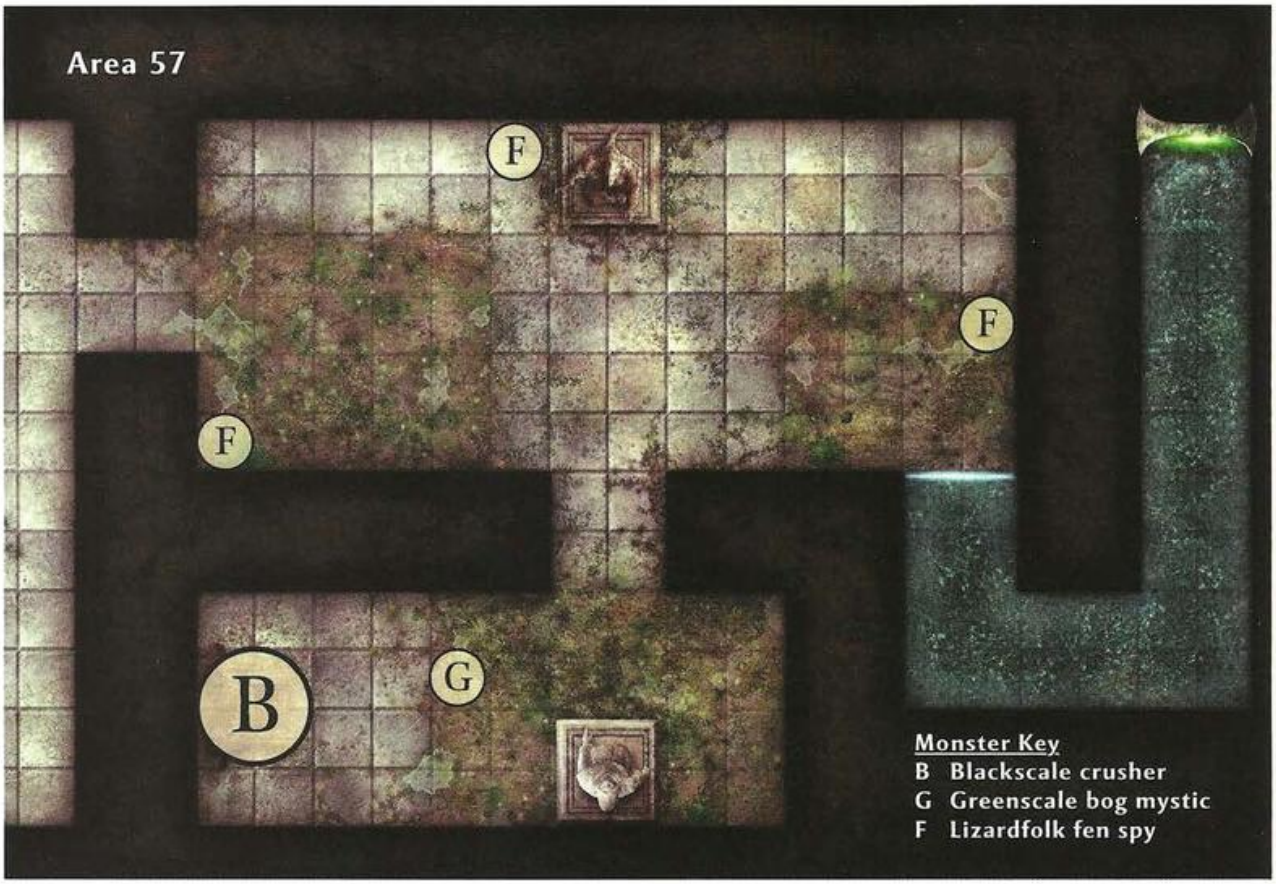
When the characters enter this room, read:
The chamber's southern section looks and smells just like a swamp. The brackish water that fills this part of the room is covered with a thin layer of scum, such that you cannot tell how deep it is.

Thick mud, smashed stone, and green vines cover the only path of solid ground visible in the room. It's as though the marsh and the dungeon are waging some kind of war.

A character who succeeds at a DC 13 Perception spots a disturbance in the water, suggesting there might be creatures lurking below its scummy surface.

Creatures: Two crocodiles (*Monster Vault*, page 297) swim in the water. When a creature enters the room, the crocodiles instantly attack.

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Features: The northern portion of this chamber is tangled with vines, a canopy of moss-laden branches, and thick undergrowth. It is difficult terrain.

The southern pool has four descending steps, each 10 feet wide. The northernmost 10-foot section is 10 feet deep, and each 10-foot-section farther south drops another 10 feet, reaching a depth of 40 feet in the chamber's southernmost section.

Treasure: Submerged in the murky water's deepest area is a *+1 amulet of health* (*Dungeon Master's Kit*, page 266). A character willing to swim at those depths can find it with a DC 20 Perception check.

57. Marsh Portal

Combat Encounter Level 5 (1,025 XP)

The lizardfolk leaders are here, using one of Undermountain's many portals to bring their swamp into the dungeon. If the characters fought the crocodiles in Area 56, the occupants in this area cannot be surprised and are waiting for intruders. This encounter assumes that is the case; adjust the monsters' locations as you see fit if the characters gain surprise.

When the characters enter the north room, read:
This chamber is overgrown with swamp vegetation, and the air is choked with a cloying mist. A statue against the north wall has been caked in mud and twigs so that it depicts demonic-looking lizardfolk. A hallway attached to the larger chamber's southeastern corner is filled floor-to-ceiling with water. Somehow the water remains in place without a drop spilling into the main chamber.

Three lizardfolk fen spies are invisible in this room, waiting for the order to attack. Their leaders, a blackscale crusher and a greenscale bog mystic, lurk in the southern room.

When the characters come within view of the greenscale bog mystic hiding around the corner in the southern room, read:
A hissing voice issues from a chamber to the south and cries out in Draconic, "Keep them away from the portal!"

When the characters peer into the southern room, read:
A crude throne stands against the western wall. Against the south wall stands a marble statue of a robed elf.

Creatures: This section of the dungeon contains a greenscale bog mystic (*Monster Vault*, page 190), a blackscale crusher (*Monster Vault*, page 191), and three lizardfolk fen spies (page 95). The fen spies are invisible at the start of the encounter and make full use of their invisibility, carefully choosing the most debilitating times to attack, even if it means only attacking every other turn.

An intrusion into its realm infuriates the blackscale crusher. It bellows and moves immediately to the nearest character, attacking with all the brutal force it can muster.

The bog mystic tries to remain out of combat. It focuses on keeping the heroes away from the portal, moving as quickly as possible from its position in the southern chamber to a place in front of (or within) the water-filled passage.

Features of the Area

A miniatures-scale map of this area appears on one of the battle maps included with this book. Feel free to use it to help run this encounter.

Flooded Corridor: The corridor housing the portal is filled top-to-bottom with water. Creatures must swim to reach the magic gate, and air-breathing creatures must hold their breath while doing so. See "The Portal" below for more information.

Statues: The two statues actually depict a female drow warrior (north) and a male drow wizard (south). However, the north statue is so covered in mud and twigs as to be unrecognizable at a glance, and the statues' pale marble makes them look like elves. Close inspection reveals certain motifs (spider emblems and web patterns on their armor and robes) that suggest they are meant to depict drow. The statues are blocking terrain.

Swamp Terrain: Swamp-filled squares are difficult terrain to all creatures except those with the swamp walk trait. A creature entering swamp terrain must make a DC 12 Acrobatics check to keep on its feet. Otherwise, the creature falls prone in the first square of swamp terrain it entered, ending that action.

Throne: The blackscale crusher's throne is difficult terrain.

Treasure: The blackscale crusher wears a headdress made of several precious stones worth 350 gp. The greenscale bog mystic carries a green, clawed reptilian hand made of jade worth 200 gp.

The Portal

A wavy, oval aperture at the far end of the water-filled corridor is what allows the lizardfolk to have so much power here. If the underwater portal were closed, the lizardfolk's incursion into Undermountain would end.

To close the portal, characters can make skill checks while adjacent to it. Three of the following four checks are needed as standard actions:

- A DC 15 Arcana check allows a character to use a brief (and bubbling) intonation to disrupt the magic that holds the portal open.
- A DC 15 Religion check allows a character to beseech a deity of nature to temporarily sever the connection between the portal and the lizardfolk's foul patron.
- A DC 15 Nature check allows a character to beseech the spirits of nature to reject the Abyssal magic affecting the portal.
- A DC 15 Thievery check lets a character use his or her knowledge of magic traps and devices to sabotage the portal.

When the portal closes, all swamp features in lizardfolk-touched Undermountain areas disappear, including the water flooding the corridor on the dungeon side of the portal.

Any creature that passes through the portal finds itself in the middle of the Vast Swamp. What dangers characters might face in this region are beyond the scope of this adventure, although there are no immediate threats lurking on the far side of the portal.

Allies and Reinforcements

If the characters have allied with Enda and her crew, you'll need to decide the extent to which they become involved in this encounter. If they join in the fighting, you could ask the players to assume the roles of Enda and her miscreants and have more lizardfolk pour in from the portal–particularly greenscale raiders (*Monster Vault*, page 188)–to keep the fight challenging.

Another way to handle the simulation of extra help is to assume Enda's people have created a distraction that has taken one or two of the fen spies to another part of the dungeon.

Rutherford Wrap-Up

If the characters successfully completed the three adventures, they should have gained a rough idea of where the secret door Rutherford entered is and what the magic pass phrase was that he spoke to open it.

Need a Clue?

If the players completed only one or two adventures, or if they missed a clue or can't put them all together, you can have the heroes run into Squam, one of the half-orcs in Rutherford's party (page 19). Position the adventurers so they can rescue Squam from an attack. As thanks, the half-orc can lead the characters to where Rutherford disappeared.

Rutherford's Fate

After overcoming whatever obstacles stand in their way, the characters have the information they need to locate Area 63 and speak the magic pass phrase. This secret room is where Rutherford found the

portal that transported him to his father, Lord Quarren Urmbrusk, who had been using Sending rituals to communicate with his son.

To locate Rutherford and Lord Quarren, heroes must pass through the same magic gate Rutherford did. But what characters find on the other side of the portal and where they go from there is up to you. Consider the following options.

Revenge: The magic gate teleports the heroes to a location in Undermountain where Lord Quarren has been held captive. Rather than assassinate the lord, his companions sold him into slavery to creatures dwelling in Undermountain. (What type of creatures is up to you.) Lord Quarren has stolen a ritual of Sending from them and has occasionally been able to use it to send brief messages to his son, Rutherford. Lord Quarren hoped his son would bring enough allies to free him, but instead Rutherford was captured as well.

When the heroes travel through the portal, they become the Urmbrusks' hope for salvation and revenge, helping Lord Quarren regain his rightful place. Of course, proof against Lady Lestra might be hard to find, and Lord Quarren might ask for the characters' help with some rough justice.

Madness: Lord Quarren is long dead and has nothing to do with Rutherford's quest. Instead, Rutherford used his missing father as an excuse to venture to a place he had been seeing in his dreams—a demonic temple. When the adventurers travel through the gate, they arrive in the temple complex.

Rutherford is deranged, and he hopes to use chaos and destruction to spread his madness throughout Waterdeep. Yet the most powerful demonic forces in the temple are trapped, and Rutherford needs to sacrifice mortals to them to attain their release. When the heroes arrive to save him, the young lord decides to use them to achieve his goal.

If you go with this option, the characters might never discover Lady Lestra's treachery. Instead, by informing her of what happened to Rutherford, they please the lady (although she feigns shock and grief) and gain a powerful patron in the city. Of course, Lady Lestra remains a ruthless villain, so the adventurers might discover her true nature while performing other jobs for her.

Undeath: To get rid of him, Lord Quarren's companions gave him to Dayan. The undead necromancer then swiftly killed the lord's betrayers before turning Lord Quarren into a vampire. Lord Quarren escaped Dayan's control, but it took him awhile to come to terms with his new condition.

Lord Quarren lured his son into Undermountain to turn him into a vampire, too. He hopes the two of them can return to the surface and take revenge on Lady Lestra. When the characters arrive, Rutherford might be considering taking his father's offer of undeath, or he could have already accepted.

Infamous Areas

Although the number of people who have perished exploring Undermountain is staggering, a great many adventurers have been able to enter the grand dungeon over the years and return to tell stories of their travails. Even though much of their talk might be rumor or outright lying—because who could actually confirm wild stories adventurers tell?—it has nonetheless raised these particularly dangerous or strange Undermountain locations into the realm of infamy.

Encounter Areas

The following encounters are keyed to the map on the facing page.

58. Hall of Many Pillars

Trap/Hazard Encounter Level 1 (125 XP)

Despite not being the most infamous of Halaster's areas, this room is probably the most frequently visited (excluding the Entry Well room), thus gaining it a great amount of notoriety.

When the characters enter, read:

Two broad steps in the western end of the hall descend into a room that widens at its western end. Archways show entrances in its northern, western, and southern walls.

In a few places, stone pillars reach from floor to ceiling. The many broken shards of stone jutting from the floor are evidence that many more pillars used to decorate this room.

Arrows drawn in chalk point to each of the exits, and it looks like writing under each arrow has been scrawled and crossed out many times. Only the arrow pointing toward the eastern passage has writing that is still legible. In one hand, it says, "This is the only safe direction." Beneath that, in another hand, it says, "Tell that to Grimjaw the Barbarian, who was killed in that hallway."

Features: Throughout the years, new and different threats have inhabited this chamber. Now it is a fairly tame room, devoid of any creatures or grand traps. However, one adventurer did hide a gem under the ruins of a pillar. The oddly placed pillar can be noticed with a DC 20 Perception check. When the pillar is moved, the characters see a scrap of cloth bearing a glyph of warding trap.

Treasure: The gem is an opal worth 200 gp.


THE HALLS OF UNDERMOUNTAIN
LEVEL 1
Scale: One Square Equals Ten Feet
Door
Pillar
Darkness Curtain
One-Way Door
Statue
Falling Wall
Secret Door
Well
Stairs
One-Way Secret Door
Pool/Fountain
Ramp
Low Floor
Water
Lower Passage
N
W
E

Glyph of Warding (Fire)	Level 2 Trap
Object	XP 125
Detect Arcana or Perception DC 15	**Initiative** –
Immune attacks	

Triggered Actions

↯ Attack (fire)

Trigger: A creature touches the object bearing the glyph.

Attack (Immediate Reaction): Close burst 3 (creatures in the burst); +5 vs. Reflex

Hit: 2d6 + 3 fire damage.

Special: Once the glyph is triggered, it disappears and cannot be triggered again.

Countermeasures

✦ **Disable:** Thievery DC 15 (standard action). *Requirement:* The character must be adjacent to the glyph. *Success:* The character disables the glyph. *Failure:* The character triggers the trap.

59. Great Chasm

Combat Encounter Level 3 (775 XP)

This broad chasm opened during a quake caused by the Spellplague. The rift varies in depth; it is about 20 feet deep at its ends and 80 feet deep in its middle.

Creatures: Various flying creatures have used this area as a lair over the years, and four shadowhunter bats (page 93) as well as harmless swarms of normal bats nest in the broken ceiling high above the chasm's middle. A green slime (*Monster Vault*, page 221) clings to the ceiling as well. It has been slowly making its way toward the bats, but when the chasm is illuminated, the ooze heads toward the light's source and drips down upon creatures in its glow.

Treasure: An adventurer's remains are wedged awkwardly between angled rocks at the chasm's floor south of Area 58. The only items still of any value on the desiccated corpse are in its belt pouch. It contains 15 cp, 3 sp, and two *eyes of accuracy*.

Eye of Accuracy

This flat, coin-sized piece of polished bone is shaped like a staring eye. Its back bears a single word inscription, a command word (typically "Larth"). By touching the bone to a ranged weapon or missile and saying the command word, the *eye of accuracy* grants the weapon or missile the power to strike true when thrown or fired. While archers greatly prize this magic item, those not ignorant of the grisly means of its creation often think twice before using one.

The *eye of accuracy* vanishes after it is used once.



Eye of Accuracy	Level 6 Rare

Carved from the bones of a true marksman, this device temporarily confers the skill of that bone's owner to the weapon it touches.

Consumable 150 gp

Utility Power ✦ Consumable (Minor Action)

Effect: When touched to a thrown weapon or piece of ammunition, the *eye of accuracy* confers a +4 enhancement bonus to attack rolls and damage rolls for the next ranged attack made with the item.

60. Hall of Mirrors

Exploration Encounter

When the characters enter, read:
Eight niches have been carved into each of the north and south walls of this long hall. Within the niches hang full-length mirrors in ornate frames.

This room has changed over the years, based on Halaster's whims. When he died shortly before the Spellplague warped magic throughout the world, this hall took on the features it has today.

Features: The mirrors house magic that creates illusory doubles of any creatures reflected in them. These figments step out of the mirrors and attack, stabbing or pulling at the characters. The only harm the illusory doubles do is psychological; they deal no damage. In fact, the figments' most dangerous ability lies in the saucy verbal attacks they lob at their true selves while the characters remain in the hall.

When the characters attack their illusory doubles, the figments stop physically lashing out and instead mock their true selves even more heartily. An illusory double might prance and jibber, make silly faces or insulting remarks, or holler for monsters to come and

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eat their physical doubles. In general, they do everything they can to provoke the heroes.

Attacks against the illusions do nothing. The figments have no true form and cannot be destroyed. But an attack against a mirror shatters it, dispelling the illusions it spawned and dealing 4d6 psychic damage to whomever the mirror had doubled. Mirrors taken from the chamber lose this property, and stolen or broken mirrors reappear, whole, after a day. Most who leave the hall do so with a crowd of jeering doubles laughing at their backs.

61. Bonecrusher Trap

Combat Encounter Level 1 (400 XP)

In "Zarr's Invincible Army," the characters receive a clue (see Area 20, page 35) about the whereabouts of Rutherford Urmbrusk that uses this area as a reference point.

When the characters approach the area, read:
The 10-foot-high passage ahead of you is carpeted in bones. You don't see a way to cross through it without stepping on them or kicking them out of the way.

Inspecting the bones reveals that some are crushed, while others bear claw and bite marks.

Creatures: When the falling blocks trap (see "Features" below) is sprung, a panel in the ceiling slides open, releasing a gargoyle rake (*Monster Vault*, page 221) into the corridor between the fallen blocks. It takes great pleasure in eviscerating characters while their friends are helpless to intervene. If the gargoyle is killed, another appears in the ceiling niche when the trap resets.

Features: A trap guards this 50-foot-long stretch of passage that runs west to east. The trap is triggered when a living creature enters the 10-foot-square section in the middle. A DC 22 Perception check is needed to notice the trap's trigger: tiny symbols inscribed in the floor along the circumference of the trapped area.

If the trap is triggered, two cube-shaped blocks of solid stone drop from the ceiling, filling the 10-foot-square corner to the west where the hallway bends south and the 10-foot-square area in the intersection to the east. The blocks seal off the 30-foot-long section of corridor between them. The blocks lift of their own accord after 5 minutes, returning to their holes in the ceiling when the trap resets itself. The blocks are not as heavy as they look, thanks to magic placed upon them. A character not pinned by a block can hoist it back into its ceiling niche with a DC 22 Athletics check.

Falling Blocks	Level 5 Trap
Area	XP 200
Detect Perception DC 22	**Initiative** –
Immune attacks	

Triggered Actions

Attack ✦ Encounter

Trigger: A living creature enters the 10-foot-square midpoint of the 50-foot-long passage.

Effect (Immediate Reaction): Two blocks of stone drop from the ceiling to seal off both ends of the passage. The falling blocks attack creatures in those squares.

Attack: +8 vs. Reflex

Hit: 2d8 + 4 damage, and the target is pinned underneath the block (escape DC 22). Until it escapes or the block is lifted, the target is prone, restrained, and takes ongoing 5 damage. If the target escapes, it moves into a space of its choice adjacent to the block as a free action.

Miss: The target moves into a space of its choice adjacent to the block as a free action.

Countermeasures

✦ **Disable:** Thievery DC 22 (standard action). *Requirement:* The character must not be adjacent to the 10-foot-square section in the middle of the passage. *Success:* The trap is disabled for 1 hour.

✦ **Lift:** Athletics DC 22 (standard action). *Requirement:* The character must not be restrained. *Success:* The character lifts the fallen block and resets the trap.

62. Chamber of the Well

Combat Encounter Level 1 (550 XP)

Like Area 61's passageway, this chamber is likely to be one the characters enter in their search for Rutherford Urmbrusk, since it is mentioned as a landmark (see Area 16, page 32).

When the heroes enter the chamber, read:

This round chamber has a hemispherical ceiling that is 10 feet high at its apex. A 20-foot-diamater well swallows the center of the room, and a short lip is built around it. Inside it, you see only darkness. Although the air in the room is cold, no breeze emerges from the hole.

Creatures: A gelatinous cube (*Monster Vault*, page 222) is stuck in the well below much of the detritus that fills the hole. Its position in the well left it outside the teleportation magic's range (see "Features" below), so it has been content to remain where it is.

Features: Although the well is very deep, it has been filled with so much rubbish that only the top 20 feet of it remains unfilled.

The well is trapped by magic that exerts a strong pull on any creature starting its turn adjacent to the well.

Gravity Well	Level 3 Trap
Area	XP 150
Detect Arcana or Dungeoneering DC 21	**Initiative** –
Immune attacks	

Triggered Actions

Attack (teleportation) **✦ At-Will**

Trigger: A creature starts its turn adjacent to the well.

Attack (No Action): Melee 1 (triggering creature); +6 vs. Reflex

Hit: The target must attempt a saving throw. On a save, the target falls prone. On a failure, the target is pulled 1 square into the well's space, takes 2d10 damage from the fall, and lands prone. The target is then teleported back to the square it left.

Development

If one of the characters is pulled into the well and falls, he or she shifts the garbage enough to put the gelatinous cube back into the teleportation magic's range. Instantly, the cube and the character find themselves in squares adjacent to the well's lip.

Since the gelatinous cube is a living creature, it is vulnerable to the well's gravitational pulling attack. It is not intelligent enough to know how to move away from the effect. A creature the cube is engulfing when it is pulled down the well is subject to the same damage as the ooze and cannot make a saving throw against falling. Creatures might also be pulled out of the cube's grab, taking the falling damage and then getting teleported to a free square adjacent to, but not within, the gelatinous cube.

63. Librarium

Exploration Encounter

This secret room is important because Rutherford Urmbrusk can be found on the other side of a portal located in this area. The clues the characters learn in the course of the three adventures lead them here.

When the characters enter the corridor outside the secret door, read:

A half-orc corpse is sprawled on the floor. The body's right eye is covered with a patch, and a long, braided beard trails from its chin.

As you look about for signs of what might have killed the half-orc, you notice a spiral shape scratched into the nearby wall.

The dead half-orc is Rotwile, one of Rutherford's adventuring companions. When Rutherford found this place, he asked his companions to stay around the corner as he said the pass phrase his father told him. They heeded his request. Moments later, they moved to join their leader, but Rutherford had vanished. They investigated the area and bickered about whether it was safe to say the pass phrase. Zarr, after examining the spiral mark, was aggressively against it. Rotwile argued passionately with Zarr, so the

mercenary killed him. The fate of Rotwile's brother, Squam, is up to you. After the bloody disagreement, some of the party turned and walked away.

If a character says the pass phrase "Show me sanctuary" in Elven, a lock and the outline of a doorway appear on the eastern wall with the spiral mark. No traps are detectable, and the lock can be picked with a DC 15 Thievery check. As the lock is being picked, a glowing mouth appears around the keyhole and drawls, "Never be loud. Always be still, for whispering cloud obeys wizard's will." The characters may then enter.

When the adventurers enter, read:
This plain room contains the barest of furnishings—a pair of tables, a few chairs, a cot, and a couple large bookshelves, which are mostly empty. A green mist obscures much of the chamber's ceiling as it wafts gently about.

Once a place where Halaster would come to study arcane tomes and spellbooks, this room was eventually found and emptied of all its valuables. For a couple seasons, a different mage claimed the chamber as a work site before dying elsewhere, leaving his possessions behind.

Features: The magic mouth's message refers to the green mist. The first time a creature speaks in the room, the mist congeals a bit and hangs menacingly over the speaker's head. If the speaker talks a second time while in the chamber, the mist swoops down to cover the creature's head and strikes the speaker mute while in the room. If the creature leaves the room and returns before an hour has passed, his or her muteness returns. If the speaker is an adventurer, the character also loses his or her highest-level daily power until he or she takes an extended rest.

A trapdoor is hidden in the floor of this chamber; it can be found with a DC 17 Perception check. When opened, the characters see an opaque field of red, crackling energy—a portal of teleportation. Where it leads and what the heroes find on its other side is up to you. See "Rutherford Wrap-Up" on page 73 for suggestions.

Treasure: The few books on the shelves focus on arcane learning and might fetch 50 gp from the right buyer.

64. Hall of Sleeping Kings

Roleplaying Encounter

This infamous chamber houses enchanted thrones that once held a host of human nobles in stasis. In time, the Hall of Sleeping Kings' magic faded, and the seats became the resting places of moldering corpses. On occasion, remnants of the thrones' power flare up and trap an unwary creature.

When the characters enter the hall, read:
A purple glow lights the huge chamber stretching before you. Golden light occasionally flickers in the room as well, appearing at random from one of the twenty-six undamaged stone thrones lining the hall's eastern and western walls. Where one throne should have been sits a pile of rubble.

One of the intact thrones is not flickering; instead, it glows continually. A half-elf dressed in adventuring gear is seated upon it. His form is perfectly still.

"Doom!" a voice thunders. In a quickly dwindling volume, it continues, "Doom takes us all." In moments, the voice repeats its message. And then again and again.

Creatures: The form on the throne is Dartwell, a half-elf market green grifter (page 94). He came into this chamber while exploring Undermountain and suddenly felt weary. He sat down moments ago (he believes), and now he feels fully rested. Before sitting, he heard the chamber's message. But after a few loud pronouncements, it grew quiet, and Dartwell considered it safe to rest.

Although seemingly affable, Dartwell is not a trustworthy chap. He takes advantage of the characters whenever possible. He came into Undermountain to hide from the authorities of Waterdeep after he swindled some merchants. What Dartwell doesn't know is that he's been in this hall for three years! He's smart enough not to pick a fight with a group of creatures that could easily overpower him.

Features: The thrones' magic functions only on rare occasion. But when it does, it is potent. A living creature sitting on a throne when the magic flares instantly falls unconscious. Once a creature is under a throne's influence, the magic feeds off the victim to stay active. The magic encases the seated creature, negating the victim's need for food or water.

The creature gets a saving throw to awaken on the following round, then an hour later, then a day later, then a month later, then a year later, and then a decade later. If all those saving throws fail, the creature—who isn't aging—remains unconscious in the throne indefinitely or until damaged or pulled off the throne.

Plot

Areas like the Hall of Sleeping Kings are excellent places for wandering monsters or thieves to set up ambushes. Here, the aggressors can hide in the corridors outside the room or lurk behind a throne near the far end of the hall. Then when a creature falls prey to a throne's magic, the monsters can attack most effectively or the thieves can steal goods without waking their victim.



65. Altar of the Spider God

Combat Encounter Level 3 (850 XP)

This place was once dedicated to Selvetarm, a lesser spider deity and champion of Lolth. Drow who dedicated themselves to battle and bloodlust worshiped Selvetarm.

Selvetarm perished long ago, but that didn't discourage a group of drow from attempting to revive him. (The ritual had no chance of succeeding.) As the drow were chanting, the Spellplague tore through Undermountain. It shifted stasis magic from the Hall of Sleeping Kings (Area 64) into this area, which froze the cultists and their sacrificial victim in time.

When the adventurers enter this room, read:
A violet radiance emanating from the eyes of a huge black stone spider lights this large chamber. The spider idol is carved from the stone in the center of the eastern wall. A red-stained altar juts from the wall below the idol. The stone spider appears ready to pounce atop it.

A motionless male elf is bound to the altar, chains connecting his wrists and ankles to the spider idol's legs. A female drow stands silently before the altar, her arms raised. She is clutching a ceremonial dagger but doesn't move an inch. Two armored male drow flank the altar. They too are unmoving.

A DC 15 Religion check recognizes that this is a ritual in progress. Since Selvetarm was obscure and no longer exists, a DC 25 Religion check is needed to recognize the deity to whom this ritual is dedicated.

Any character adjacent to the elf can make a DC 10 Heal check to see a small spider bite wound on the victim, and the discoloration around the wound indicates poison. The elf would die in 3 rounds unless the poison were offset with a DC 15 Heal check, but as long as he remains frozen in time with the others, he's in no danger of perishing.

Creatures: The creatures are two drow stingers (page 93) and a drow spellspinner (page 93). They are in stasis and cannot move on their own. They can be touched, but if any of the creatures here are damaged or moved, all of them are suddenly released from stasis.

If the characters release the cultists from their stasis, the drow attack, not realizing that more than one hundred years have passed. However, the characters get a surprise round since they just appeared before the drow as if from thin air.

Roleplay

The victim on the altar is a male elf named Ezristarr. He worked for a merchant in Waterdeep, traveling

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between the city and the Moonshae Isles. The drow abducted him to use in their reviving ritual.

When he awakes and is rescued, he is duly appreciative, although naturally distraught when he learns what has come to pass. He is also naked and appreciates any spare clothing the characters have to offer.

66. Hall of Three Lords

Exploration Encounter

When the characters enter the hall, read:
Three statues depicting males of noble bearing clad in fancily decorated plate armor adorn the middle of the room. The statues, and the plinths on which they stand, face east. Carved into the stone base of each is a name: Elyndraun, Ruathyndar, and Onthalass. The names have been crossed out with chalk. Beneath them, words written in Goblin have been added.

At the base of the central statue lies a broken staff as well as a decaying hobgoblin skeleton.

Features: The words written in Goblin translate in Common to "Smelly Bottom," "Stupid Skull," and "Born Toothless." A DC 22 History check reveals that the statues depict three Waterdhavian lords, all of whom have been dead many years.

The staff was once magic, enchanted to start emitting screams when anyone picked it up. It still bears a faint aura of magic. If the staff is repaired, it gives one final dying wail of "Help! Thief! Criminal!"

67. Little Chasm

Combat Encounter Level 1 (150 XP)

When the characters enter the hallway, read:
A crack has formed in the floor of this 10-foot-wide hallway. The fissure appears to be about 3 feet wide and perhaps 20 feet deep. A glint of metal deep inside the crack reflects your light.

Creatures: At the bottom of the cleft, among the many skeletons of past victims, are six crawling claws (page 93). They can climb the walls and attack the characters or remain hidden inside to harass heroes who descend into the fissure.

Features: The fissure is just wide enough for a Medium creature to squeeze inside it. Only a DC 5 Athletics check is needed to climb inside the rough, narrow crack. Small or smaller creatures do not have to squeeze within the cleft.

When characters near the bottom of the fissure about 25 feet down, they find it has narrowed to 2 feet wide. Its floor is littered with humanoid skeletal remains, all of which are missing their hand bones. When the first hero reaches the bottom and looks around, the crawling claws attack.

Treasure: The object that reflected in the adventurers' light is a bronze amulet formed in the shape of an eagle. One of the crawling claws is grasping it when the characters arrive. The letters "FL" are etched onto it. The amulet is not magical but could be sold for 125 gp.

68. Dead Man's Throne

Exploration Encounter

When the characters enter the area, read:
A tremendous throne carved from a single block of stone sits against the eastern wall. An ever-moving jumble of bones, including a skull, floats over the throne's seat. A pair of bony feet rest on the floor—exactly where they would be if the skeleton were seated on the throne. Leg bones up to the knees are still attached to the feet.



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Features: When the characters move around the room, the skull turns as if watching them. This action is part of the magic and means nothing unless you wish it to.

The bones can be moved, but if they are taken more than 15 feet from the throne, they teleport back to the floating jumble. A character can move a bone to another spot in the air above or near the throne, and it will stay in that location for about 5 minutes before returning to the jumble. If the characters rebuild the skeleton atop the throne—which requires a DC 15 Heal check to get the bones in the right order—the words "Ah, that's much better" issue from the skull's mouth, and a secret compartment at the throne's base shoots out between the skeleton's feet. Characters searching the throne find the compartment with a DC 20 Perception check, but it cannot be opened by any other means.

Treasure: A garnet worth 100 gp and a small sack containing four *stones of shielding* are inside the secret compartment.



Stone of Shielding

This single-use item is a spherical white stone about an inch in diameter. When crushed, its power activates. A *stone of shielding* causes a sparkling, winking aura to spring into being around its holder, granting incredible protection for a limited time.

Stone of Shielding Level 7 Rare

When crushed, this chalky stone provides its holder with powerful defensive magic—at least for a little while.

Consumable 200 gp

Utility Power ✦ Consumable (Minor Action)

Effect: You crush the stone and gain a +6 enhancement bonus to AC. At the start of each of your turns, the enhancement bonus to AC provided by this item is reduced by 1.

69. Hall of Candles

Combat Encounter Level 1 (300 XP)

This long hallway wends east toward a dead end. Flickering candlelight draws attention to the passageway, even from a distance.

When the characters arrive in the hallway, read:
Dozens of lit candles, one about every 5 feet in two parallel rows, line this long passageway. The candles float near eye level on a tall human.

A few gaps in the rows suggest some candles are missing. The hallway is very warm. No smoke lingers, and the air seems clean. It even smells slightly of honey.

If the characters follow the hallway to its easternmost end, read the following as they turn north before the passageway dead-ends:
When you turn the corner, you nearly knock into a massive caterpillar-like creature endowed with legs aplenty and tentacles near its head. A wet smacking sound draws your eyes to the creature's maw, where a chunk of hobgoblin corpse shifts limply with the beast's every chomp. When it notices you, it drops the carcass and moves your way.

Creatures: A carrion crawler (*Monster Vault*, page 33) makes this part of Undermountain its home, waiting in corners of rooms and at turns in hallways to surprise unwary creatures. Ever ravenous, the carrion crawler tries to stun a creature before it begins to eat its prey. The carrion crawler focuses on injured or bloodied creatures.

Features: The candles are the magic creation of one of Halaster's apprentices. As long as the candles stay within the area, they stay lit, never burning down or dripping wax onto the floor. They can be carried through this area, providing normal candlelight. If a creature carries a lit candle out of this passageway, the candle instantly melts down to nothing, burning the holder for 1d8 fire damage as hot wax and flame engulf the holder's hand.

Where the hallway dead ends, writing is scrawled on the wall. The topmost message is written in an ancient form of Common and reads:

No golden thrones
Come with ease
By Nimraith's bones
Ye shall be pleased.

Beneath that, written with charcoal in Elven, are the following words:

Seek not here
Twill not be found
Treasure lies, I fear
Far underground.

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Beneath that, written in Giant in what appears to be blood, is the following message:

If there is a secret door here,
I can't find the ruddy thing.

70. Prisoners and Portcullises

Combat Encounter Level 1 (200 XP)

A secret door to this room can be spotted with a DC 15 Perception check.

When the characters enter the room, read:
This chamber contains four sets of humanoid skeletal remains–most likely human, elf, and dwarf–all of which show signs of having been burned. If the creatures had any equipment when they perished, it has been taken.

A long, rusted iron chain lies on the floor. It is not attached to the wall. The chain ends in a single manacle, one that might fit around a human's neck.

Wrapped around one of the skeleton's leg bones is a black silk garter, one a wealthy lady might wear to a fancy ball.

Creatures: If anyone disturbs the garter or the bones of Trestyna Ulthilor (see below), the priestess's spirit rises as a wraith (*Monster Vault*, page 284) and attacks.

Features: One set of bones belongs to a priestess of Talona, Trestyna Ulthilor, who died in this chamber a century ago. Her superior imprisoned her here after they argued, never returning to free her.

Treasure: The garter functions as a level 7 *pearl of power* (*Mordenkainen's Magnificent Emporium*, page 88).

71. Treasure's Bane

Combat Encounter Level 1 (125 XP)

When the characters enter the chamber, read:
This passageway ends in a square chamber. A large coffin, its lid carved to represent a fighter wearing heavy armor and holding a greatsword, sits in the center of the room. The shield in the coffin's carving bears the image of a mailed fist. Six daggers are scattered around the floor.

Creatures: If the characters open the coffin lid, the plate armor within it rises up as a helmed horror guard (page 91). However, the helmed horror guard does not immediately attack. If a character attacks it or tries to take anything from the coffin, the construct attacks. If a full round passes with no characters attacking it or trying to take away an item, the helmed horror guard climbs back into the coffin and pulls the lid closed.

Features: The coffin is the burial place of a champion of Bane. A DC 10 Religion check recognizes the symbol on the shield as being the one Bane's most honored champions use. Indeed, Bane has blessed his champion here with a deadly protection from grave robbers.

Treasure: The corpse in the coffin rests upon a *throwing shield* (or another level 6 uncommon magic item of your choice), and it wears a gorget of gold and rubies worth 350 gp.

72. Books Might Furnish a Room

Exploration Encounter

When the characters reach this area, read:
Two doorways on the eastern and western walls mark the end of this corridor. The wreckage of the smashed-in doors litters the floor near their frames. The door chunks are covered in severely faded black runes. Next to each of the doorways, written in chalk in barely legible Common, are the words "Rok wuz heer."

Features: Everything has been stripped from this area's two main rooms. Little more than hunks of burned wood and a few charred bones remain. A chalk-scrawled arrow on the corridor floor points directly toward the doorway leading into the western 20-foot-square chamber. On the western wall of that chamber is a door adorned with a simple pull ring. The door has no locks or latches, and behind it is a small library containing bookshelves, a table, and a chair. When someone closes the door to the room, two magical effects occur.

The first magical effect is that any books its current occupants brought into the chamber suddenly appear on the shelves. These magic duplicates are exact replicas, even including handwritten notes or stains on the visitors' books' pages. The duplicates can be taken from the room. If they are brought back in, duplicates of the duplicates appear. The books already in the room could include a dungeon delver's diary, a volume of hymns to Ilmater, a book of rituals, or anything else you like.

The second magic effect that happens is that a malfunctioning portal is triggered, noiselessly teleporting the occupants and the room to another Undermountain location. When the characters open the door to leave, it opens on a different wall elsewhere in the dungeon. The teleporter used to send creatures to a room on the second level, but now the characters could end up anywhere you want.

73. Not Much to Look At, But a Real Talker

Roleplaying Encounter

When the characters enter the room, read:
This room, with doors in its eastern and western walls, contains a round, 5-0foot-diameter table made of dark wood. The table is smothered beneath a thick layer of dust. A human skull rests in the corner of the room, also gathering dust.

Suddenly, you hear, "Hello? Hello! Thank goodness someone is here." The voice is coming from the skull. "Could you give an old fellow a lift? Some ungrateful hobgoblin knocked me off the table, and I rolled over here. I would so appreciate it if you would put me back in place. Muragh of Lathander, at your service!"

Muragh Brilstagg was a bossy, pretentious, and critical person in life. A wizard whom Muragh berated and lectured overly much eventually cursed him. When Muragh died ages ago, his soul did not move on, and the former cleric of Lathander retained his consciousness. Even though he couldn't move from the neck down, he could talk.

A sailor who found Muragh's body in an alley severed the cleric's head from his corpse and then sunk it in Waterdeep Harbor. Eventually fished out and turned over to a wizard of the Watch, Muragh became a watchdog, or watch skull, in the wizard's library. When thieves broke in, they snatched up Muragh's skull and fled into Undermountain. Even though adventurers on more than one occasion have taken Muragh from this chamber, the skull has somehow ended up here again.

When Muragh's skull is on the table (or a similarly smooth surface), it can move enough to turn to face different directions. Besides this, the skull of Muragh has no powers. Muragh normally would be able to use priestly powers, but Amaunator replaced his patron, Lathander, and the stubborn cleric refuses to acknowledge a new face to his deity, leaving him powerless.

Muragh has 10 hit points and defenses 10. If a character carries the skull, Muragh uses the character's defenses and gains temporary hit points at the start of each encounter equal to the character's healing surge value.

Roleplay

Muragh pleads with the heroes to take him along on their adventures, if only so he can see some other room. He'd like nothing better than to go to the surface and see the sun shine again.

However, Muragh is an irascible and fussy companion. He makes for a good guard when the adventurers rest; otherwise, he's quick to sarcastically point out faults and damn successes with faint praise. However, on his few trips about Undermountain, he might have picked up a useful tip or two for the characters.

74. Falling Stair

Exploration Encounter

This stairway was once enchanted to collapse in a mass of stone when living creatures approached, making it seem impassible. However, an hour later, the collapsed stone would magically return to its original position, allowing passage. The magic has changed slightly.

When the characters approach the stairs, read:
A long stairway ascends steeply into darkness. Suddenly, the ground begins to tremble! A creaking and groaning on the stairway erupts above you. As dust slides toward you, the creaking turns into a deafening rumble.

Finally, three marble-sized pebbles bounce down the stairs and roll to a stop at your feet.

Features: The pebbles are all that is left of the great avalanche of stone that once blocked these stairs. The audible components of the magic still work, but the stone components have been removed or have disintegrated over time. If the characters stay here for an hour, they see the pebbles roll back up the stairs and float to the ceiling to await the next creatures that approach.

Characters can climb the long stairway with no problems. Eventually, they reach the Citadel of the Bloody Hand (page 6). What they find there is up to you.

75. Whitehelm's Tomb

Trap/Hazard Encounter Level 1 (125 XP) and Combat Encounter Level 1 (600 XP)

This area consists of two distinct sections: the lower chambers (Areas 75A-75C) and the upper chambers (Areas 75D and 75E).

When the characters reach the hallway marked "75" on the map, read:
The hallway heads north and then bends to the east.

Features: Thirty feet south of where the hallway bends east toward Area 75D is a trap, specifically a 10-foot-square section of floor with a magical effect on it. When a creature steps into that area, the 10-foot-square section of floor suddenly vanishes, dropping the creature and anything else in that space into another hallway 10 feet below (Area 75A). Within seconds, the floor soundlessly reappears,

becoming the ceiling of the lower hallway. This lower hallway leads west to Area 75B.

Vanishing Floor	**Level 2 Trap**
Area	XP 125
Detect Arcana or Thievery DC 20	**Initiative** –
Immune attacks	
TRIGGERED ACTIONS	
Effect ✦ At-Will	
Trigger: A creature steps on the 10-foot-square trapped section of floor.	
Effect (Immediate Reaction): The trapped section of floor disappears. Any creature or object on the floor falls 10 feet, taking 1d10 damage and falling prone in Area 75A. The vanishing floor immediately rematerializes.	
COUNTERMEASURES	
✦ **Disable:** Arcana or Thievery DC 20 (standard action). *Requirement:* The character must be adjacent to the trapped section of floor. *Success:* The trap is disabled for 10 minutes.	

75A. Lower Hallway

The eastern end of this hall lies directly underneath the vanishing floor trap. A short staircase ascends to Area 75B.

75B. Lower Crypt

When the characters enter Area 75B, read:
This room is filled with fourteen short, wide sarcophagi. The coffins' lids have been removed or shattered. From inside the open coffins, you hear scratching sounds.

Creatures: Six dire rats (*Monster Vault*, page 298) scrounge for food in some of the empty coffins. When they notice the characters, they leap from the coffins and attack, saliva trailing from their jaws.

Features: Although everything of value has been looted from this area, the sarcophagi and what remains of their stone lids tell a story.

The lids are carved to resemble the dwarves whose bodies once rested inside the coffins. One lid reads, "Ardheg, son of Bulmi, Shield of Bereg Whitehelm" in Dwarven. The lids all refer to the dwarves as "Shields" or "Honored Axes" of Bereg Whitehelm.

A DC 20 History check reveals that to the best of the characters' knowledge, a Whitehelm clan of dwarves has never been associated with this area. If the heroes are lugging around Muragh (see Area 73), he knows nothing about Whitehelm either. While the sarcophagi honor the resting places of some of Whitehelm's most trusted lieutenants, Whitehelm's tomb is not here.

A raised dais in the western part of the chamber is empty. A one-way secret door leading to a hallway that runs behind this crypt can be found with a DC 20 Perception check. A passage in the northeast corner of the room leads toward Area 75C.

75C. Twisting Passage

When the characters reach the easternmost section of this twisting passage, read:
A granite statue depicting a stern, armored dwarf stands against the west wall at the southernmost end of this hallway. The dwarf hefts a large axe and glares at the eastern wall directly across from him.

When one or more characters move adjacent to the statue, read:
The statue's lips suddenly move, and a voice says in Common, "Disturb not the rest of those who served Bereg Whitehelm, or the axes of the dwarves will seek you out and fall upon you."

Features: The eastern wall across from the statue holds a secret door that can be found with a DC 15 Perception check. Despite the statue's magical warning, it can do no harm.

75D. Upper Temple

When the adventurers reach Area 75D, read:
This large chamber has a 60-foot-high ceiling. Its stone floor is highly polished, reflecting your light brightly throughout the room. A raised dais dominates the chamber's northeastern corner.

A large altar on the dais rests against the center of the chamber's eastern wall. It is a plain stone block, 10 feet long, 5 feet wide, and 4 feet high. Its top is smooth, containing no etchings or dedications to any deity. At either end of the altar, two stony protrusions end in candleholders. Two unlit white candles rest within them.

An exquisitely crafted, 20-foot-square tapestry hangs on the east wall, north of the altar. It shows no signs of fading, and not one thread is displaced. The tapestry depicts a white dragon rearing back, as if about to strike.

Features: If the characters light both candles, the secret door behind the tapestry grinds open. The door is otherwise difficult to detect (DC 30 Perception check). The secret door leads to Area 75E.

Treasure: The tapestry is large and unwieldy. In Waterdeep, it could fetch up to 400 gp.

75E. Whitehelm's Tomb

If the characters enter Area 75E, read:
You see two short halls. The one to the east ends in a wall upon which an elegant mirror hangs. The hall to the south houses a dwarf-sized sarcophagus made of plain stone and adorned with Davek script.

Features: In Davek script, the sarcophagus's lid reads, "Here lies Bereg Whitehelm. May the world never know of his heroism in saving us all." The sarcophagus is empty.

Treasure: The mirror could fetch 100 gp in a Waterdeep market.

Plot

The meaning of the cryptic message is up to you.

Whitehelm could be a hero from a faraway land who was buried here thanks to a portal in the mirror. The threat he helped avert could be anything, and the threat could be something that is about to rear its head again.

Whitehelm might have been part of a secret organization that monitored a terrible threat, hoping to keep it forever contained. If the characters bring the mirror or tapestry out of Undermountain, the object's appearance could signal trouble to this secret group, and the watchers might mistakenly assume the characters are part of that brewing threat.

76. Downshadow

Exploration Encounter

These caverns were once the lair of a dragon, but it fled Undermountain and has not returned. Since then, this vast cave complex has come to be known as Downshadow. Here the dregs of society live and mingle.

If you have no money, if you're hiding from the law, if you face persecution for your beliefs or your appearance, or if you suffer from a disease others fear, you can find a home in this cave with others as unfortunate as yourself. Despite (or perhaps because of) the shared miseries of the individuals in Downshadow, it is a lawless and frightening place to live. The strong often prey on the weak. Thievery is commonplace, murder is all too common, and other vile acts are performed with impunity. While not everyone in Downshadow is ruthless and selfish, enough are so that everyone is suspicious of one another.

The population of this Waterdeep "neighborhood" fluctuates. Given Downshadow's rash of disappearances and the fear that has engendered, the community's population is at its lowest in years. While everyone knows monsters sometimes prey on individuals in the cave and solo travelers who go into Undermountain passages do so at their own risk, lately even large groups have vanished.

Creatures: Virtually any creature might come to live in the large cavern now that Downshadow's population has diminished so severely. Of course, some residents might be monsters, too—either creatures in disguise, such as doppelgangers, or members of the more-or-less civilized races, such as orcs. What threats they present is up to you.

Features: A rope lift in the most southwestern cavern of the large cave leads up to the Knight 'n' Shadow tavern (page 8) in Waterdeep. Most current Downshadow residents live near here in ramshackle homes built out of scraps scavenged from Waterdeep alleys and Undermountain rooms.

Plot

The characters might find solace among Downshadow residents, or they might encounter dangers. If they seek a way out of Undermountain, the rope lift up to the Knight 'n' Shadow, albeit unreliable, could provide it. The half-orc who runs the lift pulls up the rope at the first sign of trouble, and the Knight 'n' Shadow workers bar the tunnel after he comes up to warn them.

If the adventurers spend any significant time talking to Downshadow residents, they hear about folk disappearing from the larger cavern and of a malady of madness befalling some people of late. When an individual shows signs of madness, he or she is banished to the larger cavern and left to the wilds of Undermountain. If the heroes look into either of these hooks, they can follow signs of struggle and an old trail of blood to Area 77.

77. Ghaunadaur Gone

Combat Encounter Level Varies (3,650 XP total)

A cult of Ghaunadaur (god of oozes, outcasts, and rebels) inhabited these chambers long ago. The cultists sought to overthrow the Lords of Waterdeep, but their dreams ended in an orgy of offerings to Ghaunadaur. The cult had split into two factions, each seeking to outdo the other by offering opposing members as sacrifices to oozes.

Although that cult is long gone, oozes still occupy the area, and a new threat has arisen. Crazed dwarf worshipers of the Elder Elemental Eye—a demonic power of the elements intent on destruction—have discovered a portal to this area and have begun setting up a base of operations. The dwarves plans to spread terror and destruction by using the Abyssal plague (page 96) to turn every creature they can catch into a demon.

Creatures: Area 77's three large conjoined chambers (which lead to Areas 77A, 77B, and 77D) serve as lairs for twelve plague demon chaos footsoldiers (page 96), deformed humanoids that have blade-like crystalline protrusions rising from their backs. These creatures were once people of Downshadow, but they are now beings of madness and carnage. To prevent the demons from attacking each other, the dwarves have put them in sturdy wooden crates with padlocks on them (Thievery DC 16 to unlock). If the dwarves in Area 77A hear sounds of battle, they head out to release the demons from their crates, and the monsters converge on the fighting.

Features: Characters following the trail of old blood from Area 76 can track it east, all the way to

Area 77F. Characters who happen upon this chamber from elsewhere can find the trail with a DC 13 Perception check.

77A. Living Quarters

These conjoined chambers serve as the dwarves' living quarters.

Creatures: Two dwarf bolters (page 94) and a dwarf hammerer (page 94) rest here, oiling chains and mending nets they use to capture people.

Each of the dwarves wears a key on a string around his or her neck. These keys open the locks on the crates used to hold the plague demons in Area 77 as well as the prisoners' manacles in Area 77F.

77B. Temple of Ghaunadaur

This area was the Ghaunadaur worshipers' main temple.

When the characters enter the room, read:
A 10-foot-wide square pit occupies the middle of this room. Smoke from a half dozen ensconced torches partly obscures the 20-foot-high ceiling. An altar of translucent, polished green crystal stands in the western alcove.

If they peer into the pit, add:
The pit is 20 feet deep and filled with yellowish strands of sticky slime. Some of the strands begin to move.

Ghaunadaur cultists used to hurl sacrifices into the pit. Offerings of any organic matter sufficed, but living, thinking, and screaming beings were best.

Creatures: Three ochre jellies (*Monster Vault*, page 220) cling to the inside walls of the pit. The oozes were drawn here from elsewhere in the dungeon when the dwarves lit the torches in the room. The dwarves have learned to propitiate the jellies with offerings of food each time they pass through the chamber. If the adventurers enter and leave this chamber without tossing something organic in the pit, the ochre jellies emerge and follow, intent on making the heroes their meal.

Features: Behind the altar is a secret door leading to Area 77C. It can be detected with a DC 15 Perception check. The altar itself is unremarkable.

77C. Secret Corridor

A secret door (DC 15 Perception check to spot) hides this hallway from casual discovery.

When the characters reach the end of the hallway, read:
The hallway comes to a dead end. Set into the back wall is a stone archway with a different rune inscribed upon each of its thirty blocks of stone.

Features: During the cult of Ghaunadaur's heyday, cultists managed to turn this Undermountain portal into a permanent link to another temple to Ghaunadaur hidden far to the east, in the Heartlands near the border to Cormyr. The arch bears thirty runes; the proper eight runes must be pressed in the right sequence to awaken the portal's magic. Thereafter, it remains open for 1 hour or until the sequence is pressed in reverse. Each time a rune stone is touched out of sequence, the creature touching it takes 2d10 + 5 psychic damage.

77D. Ritual Chambers

The Ghaunadaur worshipers once used these dusty chambers for mysterious rites, until they became a battleground between the cult's two factions.

Features: Smashed doors lie in doorways, ancient stone shelves of books have collapsed into rubble and been cleaned of their moldering books by oozes, and carvings of a great staring eye (Ghaunadaur's symbol) have been scarred by battle. A wide path cleared by oozes moves through the dust until it reaches the caves in Area 77E.

Treasure: The chamber farthest to the east in this area holds a treasure the oozes could not dissolve and the dwarves have not yet found. It is a suit of +2 *chainmail of acid resistance* (*Adventurer's Vault*, page 41).

77E. Ooze Home?

The dwarves hurry their captives through this area, pushing them ahead or pulling them along from the middle of the group.

LINK TO D&D ENCOUNTERS

If you are running this adventure as an adjunct to *The Elder Elemental Eye* season of D&D Encounters, you can link the portal in Area 77C directly to a portal in the Sunset Shrine (where the D&D Encounters adventure takes place). Without some clue or assistance, the heroes are unlikely to guess the proper sequence needed to open the portal from this side. They might be able to coerce or trick a dwarf cultist into revealing the correct sequence or opening the portal on their behalf. The crazed dwarves will not give up this secret willingly, though, and none has a reason to return to the other temple right away.

At your discretion, the portal might be keyed to other locations in Undermountain or beyond. Furthermore, the adventurers might find a scrap of parchment elsewhere in Undermountain that describes the sequence needed to activate the portal.

Creatures: Three green slimes (*Monster Vault*, page 221) and a gelatinous cube (*Monster Vault*, page 222) wander these caves. Occasionally, one of these monsters snatches a captive, and the dwarves use the episode as a warning against escape attempts. It is an effective threat.

On their way out, the dwarves discard dignity and run, often throwing stones ahead of them to detect the presence of the nearly invisible gelatinous cube.

77F. Prison

When the characters enter the northernmost room, read:

Nearly two dozen prisoners are chained to the walls of this 30-foot-square room. Most are humans, halflings, and dwarves. Some hobgoblins, kobolds, and lizardfolk are here as well. All of them look ill, and some of them are covered with red, crusty patches.

Creatures: The prisoners are chained to the walls in this room (DC 15 Thievery check to unlock the chains). There are ten humans, five halflings, three dwarves, two hobgoblins, two kobolds, and two lizardfolk. All suffer from the Abyssal plague (page 96) and are at various stages of the disease.

Three dwarf bolters (page 94) and two dwarf hammerers (page 94) occupy the southern chamber. They carry keys thast unlock the prisoners' chains. If the adventurers make a lot of noise (by trying to break the prisoners' chains, for example), the dwarves rush forth and attack.

Features: The southern room contains a dozen crude cots sized for dwarves. The wall across from the entrance is adorned with a large bas-relief of an unblinking eye. The dwarves have added to this symbol of Ghaunadaur by drawing flames above the eye in chalk, making it look more like the symbol of the Elder Elemental Eye.

Development

If freed, the prisoners want nothing more than to take the swiftest route out of Undermountain. However, unless somehow cured, they continue to suffer from the disease and will eventually die or become plague demons.

78. Wet Way

Exploration Encounter

This sloping hall is eventually submerged in water. It is one end of the Wet Way (see page 10), a little-known alternative route between Undermountain and the Yawning Portal.

79. Long Dark Stair

Exploration Encounter

A small chamber sits at the base of a long flight of steep stairs that seems to rise endlessly upward. This is the Long Dark Stair, one of the entrances to Undermountain's first level (see page 8).

Features: Carved into the wall across from the stairs is the huge leering face of a bearded man. Its eyes and mouth are dark orifices backed by hinged stone doors. In a hidden room behind the face, a creature can open the doors and peer out the carving's eyes, using gaps in the face's teeth as arrow loops. The secret doors leading to this hidden room can be detected with a DC 20 Perception check.



WILLIAM O'CONNOR

Monsters of Undermountain

The halls of Undermountain house countless monstrous threats. Many creatures spend their entire lives in the dungeons' strange ecosystems, some as lone hunters in the dark and others in communities. Other monsters arrive in Undermountain from the surrounding Underdark, the surface, the ocean (through the sea caves connected to the dungeon's third level), and the numerous magic portals and dimensional traps that suck in beings from across the worlds. The enormous variety of creatures available to you means the sky is the limit when you plan your adventures in Undermountain.

On the following pages, you'll find some classic monsters from the original *The Ruins of Undermountain*, including the darktentacles, helmed horror guard, and scaladar. These monsters appear in this book's three adventures and its "Infamous Areas" locations, but feel free to place them wherever you wish.

AUTHOR'S NOTE

I've run adventures in Undermountain many times, and many of the most memorable moments have been improvised.

Once when the characters were resting, they heard a knock on the door. (I knocked on the underside of the table.) An adventurer hesitantly opened it and saw a severed hand lying on the floor. They had no idea it was a crawling claw (page 93). The characters quickly shut the door at this creepy sight. The next thing the players knew, I was knocking furiously with both hands and knees on the underside of the table and describing the sound of dozens of knocking hands on the door to their room!

At that point, the heroes grabbed their things and tore out another door, beginning a terrified run pell-mell through Undermountain, heedless of triggered traps and attracted monsters. It ended with a furious running battle against helmed horror guards (page 91) that literally brought the roof down, cutting the adventurers off from their many pursuers.

It's a scene my friends still mention with excitement years later, and it all stemmed from a random encounter with a crawling claw.

– Matt Sernett

Random Encounters

Undermountain's dangers would not be complete without the creatures that stalk its echoing halls. Encounters with such monsters don't have to be planned, and figures or tokens don't have to be placed on the map before the adventurers reach them. Just as the heroes explore the dungeons, so too do the villains.

You can use random encounters to represent the threats that find the characters as they explore or to determine the inhabitants of a chamber the heroes enter that *Halls of Undermountain* does not detail. You can pick when to roll on the table below or use the following method: Roll 1d6 for each six hours of time the character spend in Undermountain. Also roll 1d6 each time the heroes make a significant amount of noise (a battle, a character in heavy armor falling into a pit, and so on) in a hallway or a chamber with an open door. On a roll of a 1 or 2, roll 1d20 and consult the following Random Encounters table.

RANDOM ENCOUNTERS

d20	Encounter
1	1 green slime (MV 221)
2	1 ochre jelly (MV 220)
3	1 gelatinous cube (MV 222)
4	1 carrion crawler scuttler (MV 32)
5	1 spider swarm (MV 301)
6	1d4 goblin cutthroats (MV 154), 1d4 hobgoblin battle guards (MV 157), and 1d4 bugbear thugs (MV 159)
7	1d4 kobold slingers (MV 180) and 1d4 kobold quickblades (MV 180)
8	1d4 poisonscale needlers (MV 187), 1d4 poisonscale brawlers (MV 187), and 1d4 lizardfolk shockers (page 95)
9	Downshadow folk (see Area 76, page 86): 1d4 halfling thieves (MV 169) and 1d4 lowtown kneebreakers (page 95)
10	2d4 stirges (MV 259)
11	1d4 helmed horror guards (page 91)
12	1d4 scaladar (page 92)
13	1 darktentacles (page 90)
14	2d6 crawling claws (page 93)
15	2d4 dire rats (MV 298)
16	Dwarf kidnappers (see Area 77, page 86): 1d4 dwarf bolters (page 94) and 1d4 dwarf hammerers (page 94)
17	2d6 zombie shamblers (MV 295)
18	2d6 decrepit skeletons (MV 255)
19	1d6 scurrying wererats (MV 194)
20	1 beholder gauth (MV 25)

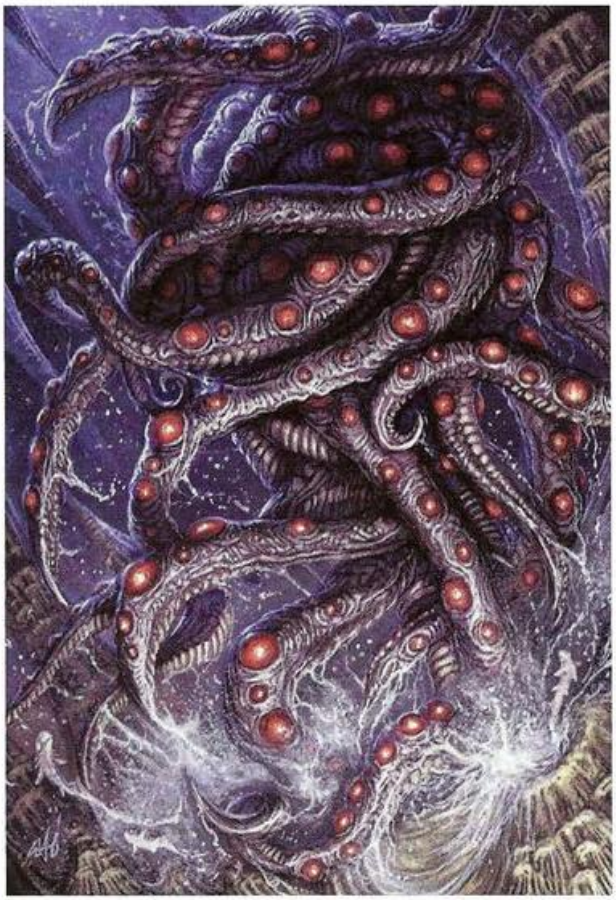
MV = Monster Vault

DARKTENTACLES

This many-tentacled horror slithers through swamps and dark places seeking prey it can control and devour.

A darktentacles has a black, glistening body it prefers to keep moist. Its leathery, amorphous bulk is about the size of an adult cow, but a darktentacles can flatten out its mass to easily squeeze through the smallest of spaces. Its tentacles, which sprout all over its body, can grow up to 20 feet in length, and they grow back if severed. A darktentacles can have up to fifty tentacles at one time, but usually only about thirty are fully grown. The creature uses its tentacles to slam, grasp, constrict, or entrance opponents. It can also use its tentacles to wield weapons, but only potent magic weapons wreak more havoc than a darktentacles's many appendages.

Each tentacle is studded with many small eyes, and at no moment in a darktentacles's life are all its eyes closed. Each eye is shielded with a transparent, tough membrane. When alive and moist, these extra eyelids are thick and have a leathery texture. After a darktentacles dies and dries out, its lids become thin and hard, stiffening into a crystalline substance that remains as transparent as glass. The hundreds of odd lenses and several dozen tiny teeth are all that remain of a darktentacles corpse after it disintegrates and its ichor leaches away.



Servants of Aberrant Masters: Darktentacles have been wandering Faerûn for centuries, but they have their origins in the Far Realm. For reasons understood only to aberrant beings, darktentacles are still beholden to old codes of behavior and servitude. More powerful aberrant creatures, such as aboleths, mind flayers, and beholders, can command darktentacles to do their bidding.

Mysterious Minds: A darktentacles prefers to live a solitary existence in a marsh or dank cavern, hunting alone and being its own master. Despite lacking contact with others of its kind for decades at a time and often going without speaking to any thinking beings for similarly lengthy periods, a darktentacles' evil intelligence remains sharp. When an opportunity presents itself, a darktentacles uses its intellect to crush the weak and mislead the mighty.

Deceitful Egoists: A darktentacles is confident in its superiority over all other beings, including the powerful aberrant beings it must serve if found. The beast relishes deceiving creatures and making them seem foolish. A darktentacles commonly leaves a treasure in the open to lure victims to it while it remains hidden. The predator also delights in dominating creatures when others are distracted.

Darktentacles	**Level 3 Elite Controller**
Large aberrant magical beast (aquatic, ooze)	XP 300
HP 92; **Bloodied** 46	**Initiative** +0
AC 17, **Fortitude** 16, **Reflex** 14, **Will** 15	**Perception** +8
Speed 6, swim 6	Darkvision, tremorsense 10
Immune sleep	
Saving Throws +2; **Action Points** 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the darktentacles.	
Aquatic	
The darktentacles can breathe underwater. In aquatic combat, it gains a +2 power bonus to attack rolls against nonaquatic creatures.	
Ooze	
While squeezing, the darktentacles moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
⊕ **Tentacle Drag** ✦ **At-Will**	
Attack: Melee 4 (one creature); +6 vs. Reflex	
Hit: 2d6 + 4 damage, and the darktentacles pulls the target up to 3 squares.	
⊹ **Flailing Tentacles** ✦ **At-Will**	
Attack: Close burst 2 (enemies in the burst); +8 vs. AC	
Hit: 2d6 + 4 damage.	
⊹ **Mesmerizing Tentacles** (charm) ✦ **Recharge** when first bloodied	
Attack: Melee 4 (one creature); +6 vs. Will	
Hit: The target is dominated (save ends).	
Miss: The target is immobilized (save ends).	
Skills Bluff +8, Insight +8, Stealth +5	
Str 17 (+4) **Dex** 9 (+0) **Wis** 14 (+3)	
Con 14 (+3) **Int** 13 (+2) **Cha** 15 (+3)	
Alignment chaotic evil **Languages** Common, Deep Speech, Draconic	

CHRISTOPHER BURDETT

Helmed Horror Guard

A single-minded automaton, a helmed horror guard looks like a plate-armor-clad warrior. In reality, though, it is empty armor that magical forces hold together and animate.

Though a helmed horror is more intelligent and powerful than a helmed horror guard, the latter's great appeal is in its purity of purpose. It exists solely to serve the wishes of the wizard who created it. Long after the death of its creator, a helmed horror guard continues to follow its orders, sometimes stretching the interpretation of those commands so it can continue to act on its master's behalf.

Created by Wizards to Kill Wizards: When a mage crafts a helmed horror guard, he or she can infuse the construct with an immunity to a handful of spells. When used against the automaton, those arcane attacks empower it instead. Halaster created the first helmed horror guards to test his apprentices. The Mad Mage chose to make the constructs immune to his apprentices' favorite spells. When the Seven came to understand these creations, they began making helmed horror guards that were immune to their enemies' common spells. Today, many wizards make their helmed horror guards immune to their own area attacks, allowing the helmed horror guards to stand safely in the area of a *fireball* or *thunderwave*.

A helmed horror guard's ability to use enchanted strike while aloft makes it a particular bane to wizards. It can fly above a wizard's blocking allies, strike a savage blow against the spellcaster, and teleport away with the wizard in tow. In such cases, a helmed horror guard tries to remain out of reach of summoned creatures and the wizard's fretful friends, giving the construct the chance to duel the wizard, sword against staff.

Bound by Command: A helmed horror guard obeys its creator without question. Devoid of ambition or emotion, it is an ideal guardian. The construct is fearless and, beyond its orders, cannot be mentally controlled or influenced. A helmed horror guard often remains in service long after its master's death. When programmed during its creation to do so, a helmed horror guard will avenge a slain creator.

In some cases, a helmed horror guard's orders allow it autonomy in the absence of commands. Indeed, if not specifically ordered to cease existing at its creator's death or behest, the construct continues operating until it is destroyed. A guard's creator can also give it unchangeable orders under which it must operate. However, dangerous loopholes in commands could jeopardize a guard's loyalty. Thus, wording an unchangeable order is a delicate task.

Helmed Horror Guard	**Level 2 Soldier**
Medium natural animate (construct)	XP 125
HP 41; **Bloodied** 20	**Initiative** +2
AC 18, **Fortitude** 15, **Reflex** 11, **Will** 14	**Perception** +8
Speed 6, fly 6 (hover)	Darkvision
Immune charm, disease, fear, poison, sleep	

Traits

Arcane Absorption

The horror can be made immune to up to four arcane attack powers at the time of its creation. When such a power is used on the horror, the power's only effect on the horror is to grant it 5 temporary hit points.

Standard Actions

⊕ **Greatsword** (fire, weapon) ✦ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d10 + 5 damage. The horror can choose to deal fire damage instead of untyped damage.

⊕ **Crossbow** (weapon) ✦ **At-Will**

Attack: Ranged 15/30 (one creature); +7 vs. AC

Hit: 2d8 damage.

Triggered Actions

Enchanted Strike (fire, teleportation) ✦ **Recharge** when first bloodied

Trigger: An enemy is hit by the horror's attack.

Effect (Free Action): The triggering enemy takes 2d6 fire damage, and the horror teleports itself and the triggering enemy up to 10 squares. The triggering enemy ends this movement adjacent to the horror.

Str 16 (+4)	**Dex** 9 (+0)	**Wis** 14 (+3)
Con 17 (+4)	**Int** 5 (-2)	**Cha** 10 (+1)

Alignment unaligned **Languages** Common

Equipment greatsword, crossbow, 20 bolts



WAYNE REYNOLDS

SCALADAR

Some of these metal scorpions lurch through Undermountain slaying anything that crosses their paths. Others, meanwhile, flee conflict, skittering purposely ahead as they fulfill their programmed objectives.



Trobriand, one of Halaster's most powerful apprentices, created these scorpion-like constructs. They've stalked the halls of Undermountain for centuries. Since so many scaladar have been destroyed, scholars conclude Trobriand must have created hundreds, if not thousands, of the things. If tavern talk can be believed, an entire level of Undermountain is teeming with Trobriand's constructs. Those in the know—and in their cups—assure listeners that the metal creatures are creating more of themselves without any aid from their master, whom they say is surely long dead.

Metal Master: Trobriand possessed a great mastery of metals, often surpassing the skills of the long-dead archwizards of Myth Drannor. Obsessed with constructs and spells that could manipulate metals, Trobriand's mania led him to make a pastime of creating scaladar. Now these creatures clank through the echoing halls of Undermountain, pursuing whatever orders they were last given.

Command Controlled: Each scaladar's assignment is unique, and all follow commands of some kind. A scaladar might guard an area or object, hunt for certain materials or creatures to bring to a particular location, or kill every creature it encounters.

If someone can discern the general nature of a scaladar's orders, it's possible to manipulate the construct. For example, a scaladar commanded to destroy all creatures could have its attention drawn to or away from a particular target.

Ring of Trobriand

Trobriand crafted magic rings that grant their wearers control over the scaladar, a power Trobriand's master ring can always wrest away.

Ring of Trobriand **Level 5 Rare**

This old, heavy iron band is free of rust. It bears a tiny etching of what appears to be a scorpion tail.

Ring Slot 1,000 gp

Properties

- ✦ When a scaladar hits you with an attack, it becomes dazed (save ends).
- ✦ You gain a +2 power bonus to all defenses against the attacks of constructs.

Attack Power ✦ Encounter (Standard Action)

Attack: Ranged 10 (one construct); +8 vs. Will

Hit: The target is dominated until the end of your next turn. If the target is a scaladar or another of Trobriand's creations, it is dominated (save ends).

Scaladar **Level 4 Soldier**
Large natural animate (construct) XP 175

HP 44; **Bloodied** 22 **Initiative** +5
AC 20, **Fortitude** 17, **Reflex** 14, **Will** 16 **Perception** +4
Speed 6 Darkvision
Immune charm, disease, force, lightning, poison; **Resist** 10 acid, 5 cold, 5 fire

Traits

Empowering Lightning (lightning)
When the scaladar is subjected to lightning damage, its sting deals 2d6 extra lightning damage until the end of its next turn.

Force Absorption
Each time the scaladar is subjected to force damage, it gains 5 temporary hit points.

Standard Actions

Claw ✦ At-Will
Attack: Melee 2 (one creature); +9 vs. AC
Hit: 1d6 + 4 damage, and the scaladar grabs the target (escape DC 14).

Sting (lightning) **✦ At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d6 + 4 damage, and ongoing 5 lightning damage (save ends).

Str 19 (+6)	**Dex** 12 (+3)	**Wis** 15 (+4)
Con 15 (+4)	**Int** 1 (-3)	**Cha** 8 (+1)

Alignment unaligned **Languages** –

WAYNE ENGLAND

APPENDIX: MONSTER STATISTICS

Statistics for monsters that appear in this adventure but don't appear in *Monster Vault* are collected here for ease of reference.

Bat

Shadowhunter Bat — **Level 3 Lurker**
Medium shadow beast — XP 150

HP 38; **Bloodied** 19 — **Initiative** +9
AC 17, **Fortitude** 14, **Reflex** 17, **Will** 12 — **Perception** +7
Speed 2 (clumsy), fly 8 — Darkvision

Standard Actions

⊕ **Tail Slash** ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 1d6 + 4 damage. In dim light or darkness, a shadowhunter bat gains a +2 bonus to the attack roll and deals 6 extra damage.

Flyby Attack ✦ **At-Will**
Effect: The shadowhunter bat flies up to 8 squares uses *tail slash* at any point during that movement. The bat doesn't provoke opportunity attacks when moving away from the target of the attack.

Skills Stealth +10

Str 13 (+2)	**Dex** 18 (+5)	**Wis** 13 (+2)
Con 14 (+3)	**Int** 2 (-3)	**Cha** 11 (+1)

Alignment unaligned — **Languages** –

Crawling Claw

Crawling Claw — **Level 1 Minion Skirmisher**
Tiny natural animate (undead) — XP 25

HP 1; a missed attack never damages a minion. — **Initiative** +5
AC 15, **Fortitude** 12, **Reflex** 13, **Will** 10 — **Perception** +0
Speed 8, climb 4 — Tremorsense 10
Immune disease, poison; **Resist** 5 necrotic

Traits

Hampering Claws
When a creature starts its turn adjacent to at least three claws, the creature is slowed until the start of its next turn.

Standard Actions

⊕ **Jumping Claw** ✦ **At-Will**
Attack: Melee 1 (one creature); +4 vs. Reflex
Hit: 4 damage.

Move Actions

Digit Slide ✦ **Encounter**
Effect: The claw shifts up to 8 squares.

Skills Stealth +8

Str 3 (-4)	**Dex** 16 (+3)	**Wis** 10 (+0)
Con 13 (+1)	**Int** 3 (-4)	**Cha** 6 (-2)

Alignment unaligned — **Languages** –

Drow

Drow Spellspinner — **Level 8 Artillery**
Medium fey humanoid, drow — XP 350

HP 64; **Bloodied** 32 — **Initiative** +6
AC 22, **Fortitude** 18, **Reflex** 21, **Will** 21 — **Perception** +5
Speed 6 — Darkvision

Standard Actions

⊕ **Spellshock Rod** (implement, lightning) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 7 lightning damage, and the drow pushes the target up to 2 squares.

Dark Bolt (implement, lightning, necrotic) ✦ **At-Will**
Attack: Ranged 20 (one creature); +13 vs. Reflex
Hit: 2d8 + 2 lightning damage, and ongoing 5 necrotic damage (save ends).

Lightning Web (implement, lightning) ✦ **Encounter**
Attack: Close blast 5 (creatures in the blast); +11 vs. Reflex
Hit: The target is immobilized and takes ongoing 10 lightning damage (save ends both).
Miss: The target is slowed and takes ongoing 5 lightning damage (save ends both).

Move Actions

Levitate ✦ **Encounter**
Effect: The drow flies up to 4 squares vertically and hovers there until the end of its next turn. When the levitation ends, the drow descends safely to the ground, without taking falling damage.
Sustain Move: The levitation persists until the end of the drow's next turn, and it can fly up to 3 squares vertically and 1 square horizontally.

Skills Arcana +12, Dungeoneering +10, Stealth +11

Str 10 (+4)	**Dex** 15 (+6)	**Wis** 13 (+5)
Con 10 (+4)	**Int** 17 (+7)	**Cha** 16 (+7)

Alignment evil — **Languages** Common, Elven
Equipment: robes, rod implement

Drow Stinger — **Level 6 Skirmisher**
Medium fey humanoid, drow — XP 250

HP 73; **Bloodied** 36 — **Initiative** +10
AC 20, **Fortitude** 17, **Reflex** 19, **Will** 17 — **Perception** +9
Speed 6 — Darkvision

Standard Actions

⊕ **Short Sword** (weapon) ✦ **At-Will**
Effect: The drow shifts up to 3 squares before or after the attack.
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d6 + 8 damage, or 3d6 + 8 if the drow has combat advantage against the target.

Sword Flourish ✦ **Recharge** ⚄ ⚅
Effect: The drow uses *short sword* twice, then gains a +2 power bonus to AC until the start of its next turn.

Minor Actions

Cloud of Darkness (zone) ✦ **Encounter**
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The zone blocks line of sight for all creatures except the drow. While entirely within the zone, any creature other than the drow is blinded.

Skills Acrobatics +13, Athletics +10, Stealth +13

Str 15 (+5)	**Dex** 21 (+8)	**Wis** 12 (+4)
Con 17 (+6)	**Int** 13 (+4)	**Cha** 17 (+6)

Alignment unaligned — **Languages** Common, Elven
Equipment leather armor, short sword

Dwarf

Dwarf Bolter — **Level 4 Artillery**
Medium natural humanoid — XP 175

HP 46; **Bloodied** 23 — **Initiative** +5
AC 18, **Fortitude** 16, **Reflex** 16, **Will** 14 — **Perception** +8
Speed 5 — Low-light vision

Traits

Aimed Shot
The bolter gains a +2 bonus to attack rolls and deals 1d6 extra damage with ranged attacks against creatures that have no cover.

Stand the Ground
The bolter can move 1 square fewer than the effect specifies when subjected to a pull, push, or slide.

Steady-Footed
The bolter can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d10 + 4 damage.

Crossbow (weapon) ✦ **At-Will**
Attack: Ranged 30 (one creature); +10 vs. AC
Hit: 2d8 + 3 damage.

Str 14 (+4) **Dex** 16 (+5) **Wis** 12 (+3)
Con 16 (+5) **Int** 11 (+2) **Cha** 10 (+2)

Alignment unaligned **Languages** Common, Dwarven
Equipment chainmail, warhammer, crossbow, 20 bolts

Dwarf Hammerer — **Level 5 Soldier**
Medium natural humanoid — XP 200

HP 64; **Bloodied** 32 — **Initiative** +4
AC 23, **Fortitude** 18, **Reflex** 15, **Will** 17 — **Perception** +4
Speed 5 — Low-light vision

Traits

Stand the Ground
The hammerer can move 1 square fewer than the effect specifies when subjected to a pull, push, or slide.

Steady-Footed
The hammerer can make a saving throw to avoid falling prone when an attack would knock it prone.

Standard Actions

Warhammer (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 2d10 + 3 damage.

Throwing Hammer (weapon) ✦ **At-Will**
Attack: Ranged 5/10 (one creature); +10 vs. AC
Hit: 2d6 + 5 damage.

Minor Actions

Shield Bash ✦ **Recharge** ⚄ ⚅
Requirement: The hammerer must be wielding a shield.
Attack: Melee 1 (one creature); +8 vs. Fortitude
Hit: 2d6 + 5 damage, and the hammerer either knocks the target prone or pushes it 1 square.

Triggered Actions

Stubborn ✦ **At-Will**
Trigger: An enemy tries to push the hammerer or knock it prone.
Effect (Immediate Interrupt): The hammerer makes a melee basic attack against the triggering enemy.

Str 17 (+5) **Dex** 10 (+2) **Wis** 14 (+4)
Con 16 (+5) **Int** 11 (+2) **Cha** 12 (+3)

Alignment unaligned **Languages** Common, Dwarven
Equipment plate armor, heavy shield, warhammer, 3 throwing hammers

Half-Elf

Market Green Grifter — **Level 2 Lurker**
Medium natural humanoid, half-elf — XP 125

HP 28; **Bloodied** 14 — **Initiative** +7
AC 16, **Fortitude** 13, **Reflex** 14, **Will** 15 — **Perception** +1
Speed 6

Traits

River Rat Tactics
The grifter has combat advantage against any enemy that is adjacent to at least one of the grifter's allies.

Standard Actions

Short Sword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d6 + 4 damage.

Play Dead (charm) ✦ **Recharge** when the grifter uses back from the dead
Requirement: The grifter must have taken damage during the encounter.
Effect: The grifter falls prone. Until the start of its next turn, it gains a +5 power bonus to all defenses against close attacks and area attacks, and enemies think it is dead. An enemy cannot make a melee attack or a ranged attack against the grifter unless that enemy succeeds on a DC 20 Insight check as a minor action.

Back from the Dead ✦ **Recharge** when the grifter uses play dead
Requirement: The grifter must be prone.
Effect: The grifter stands up, shifts up to 3 squares, and uses short sword three times against one enemy. Each of these attacks deals half damage on a miss.

Triggered Actions

The Jig Is Up ✦ **Encounter**
Trigger: The grifter drops to 0 hit points.
Effect (Immediate Interrupt): The grifter instead has 1 hit point. If the grifter is prone, it stands up. In addition, the grifter can shift up to 3 squares.

Skills Bluff +9, Diplomacy +9, Insight +6, Stealth +8, Streetwise +9
Str 12 (+2) **Dex** 14 (+3) **Wis** 10 (+1)
Con 10 (+1) **Int** 13 (+2) **Cha** 17 (+4)

Alignment unaligned **Languages** Common
Equipment leather armor, short sword

Human

Lowtown Kneebreaker — **Level 3 Brute**
Medium natural humanoid, human — XP 150

HP 56; **Bloodied** 28 — **Initiative** +1
AC 15, **Fortitude** 16, **Reflex** 14, **Will** 15 — **Perception** +2
Speed 6

Traits

River Rat Tactics
The kneebreaker has combat advantage against any enemy that is adjacent to at least one of the kneebreaker's allies.

Standard Actions

Club (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d6 + 7 damage.

Crippling Strike (weapon) ✦ **Recharge** ⚅
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 3d6 + 10 damage, and the target is slowed (save ends).
Miss: Half damage.

River Rat's Gambit ✦ **Encounter**
Requirement: The kneebreaker must be bloodied.
Effect: The kneebreaker uses club. If the attack hits, the target takes 2d6 extra damage. If the attack misses, the kneebreaker takes 1d6 damage.

Skills Athletics +9, Intimidate + 6, Streetwise +6
Str 17 (+4) **Dex** 10 (+1) **Wis** 12 (+2)
Con 16 (+4) **Int** 9 (+0) **Cha** 11 (+1)
Alignment unaligned **Languages** Common
Equipment club

Kobold

Kobold Wyrmpriest (Acid) — **Level 3 Artillery (Leader)**
Small natural humanoid (reptile) — XP 150

HP 36; **Bloodied** 18 — **Initiative** +4
AC 17, **Fortitude** 13, **Reflex** 15, **Will** 15 — **Perception** +4
Speed 6 — Darkvision

Traits

Trap Sense
The kobold has a +2 bonus to all defenses against traps.

Standard Actions

Spear (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d8 + 4 damage.

Energy Orb (acid) ✦ **At-Will**
Attack: Ranged 10 (one creature); +6 vs. Reflex
Hit: 2d6 + 4 acid damage.

Dragon Breath (acid) ✦ **Encounter**
Attack: Close blast 3 (creatures in the blast); +6 vs. Fortitude
Hit: 2d6 + 4 acid damage.
Miss: Half damage.

Minor Actions

Shifty ✦ **At-Will**
Effect: The kobold shifts 1 square.

Incite Faith ✦ **Encounter**
Effect: Close burst 10 (kobold allies in the burst). The target gains 5 temporary hit points and can shift 1 square as a free action.

Skills Stealth +9, Thievery +9
Str 9 (+0) **Dex** 16 (+4) **Wis** 17 (+4)
Con 12 (+2) **Int** 9 (+0) **Cha** 12 (+2)
Alignment evil **Languages** Common, Draconic
Equipment hide armor, spear, bone mask

Lizardfolk

Lizardfolk Fen Spy — **Level 4 Lurker**
Medium natural humanoid (reptile) — XP 175

HP 41; **Bloodied** 20 — **Initiative** +9
AC 18, **Fortitude** 14, **Reflex** 16, **Will** 15 — **Perception** +9
Speed 6 (swamp walk)

Standard Actions

Thorn Dagger (poison, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 7 poison damage, and the target takes a -2 penalty to AC and Reflex until the end of the fen spy's next turn.

Fastlight Strike (radiant) ✦ **At-Will**
Requirement: The fen spy must be invisible.
Attack: Ranged 5 (one creature); +7 vs. Will
Hit: 3d6 + 8 radiant damage, and the target is blinded and takes ongoing 5 radiant damage (save ends both).
Miss: Half damage, and the target is blinded until the end of its next turn.

Witchlight Mists ✦ **At-Will**
Effect: The fen spy becomes invisible until the end of its next turn or until immediately after it attacks.

Skills Stealth +10, Thievery +10
Str 12 (+3) **Dex** 17 (+5) **Wis** 15 (+4)
Con 11 (+2) **Int** 7 (+0) **Cha** 9 (+1)
Alignment unaligned **Languages** Draconic
Equipment thorn dagger

Lizardfolk Shocker — **Level 5 Artillery**
Medium natural humanoid (reptile) — XP 200

HP 50; **Bloodied** 25 — **Initiative** +6
AC 19, **Fortitude** 17, **Reflex** 19, **Will** 15 — **Perception** +2
Speed 6 (swamp walk)

Standard Actions

Greatclub (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d6 + 5 damage.

Witch Lightning (lightning, radiant) ✦ **At-Will**
Attack: Ranged 20 (one creature); +10 vs. Reflex
Hit: 1d8 + 4 lightning and radiant damage, and each enemy within 2 squares of the target takes 5 lightning damage.

Ball of Lightning (lightning) ✦ **Encounter**
Attack: Area burst 2 within 20 (creatures in the burst); +10 vs. Reflex
Hit: 1d8 + 4 lightning damage, and ongoing 5 lightning damage (save ends).
Miss: Half damage.

Triggered Actions

Sudden Jolt (lightning, radiant) ✦ **At-Will**
Trigger: An enemy within 20 squares of the shocker hits it with a ranged or an area attack.
Effect (Immediate Reaction): Close burst 10 (triggering enemy in the burst). The target takes 5 lightning and radiant damage.

Str 14 (+4) **Dex** 18 (+6) **Wis** 10 (+2)
Con 14 (+4) **Int** 8 (+1) **Cha** 8 (+1)
Alignment unaligned **Languages** Draconic
Equipment greatclub

Lycanthrope

Jackalwere Deceiver **Level 4 Controller**
Medium natural humanoid (shapechanger) XP 175

HP 54; **Bloodied** 27 **Initiative** +5
AC 18, **Fortitude** 15, **Reflex** 16, **Will** 16 **Perception** +3
Speed 6

Standard Actions

⊕ **Bite** ✦ **At-Will**
Requirement: The deceiver must be in jackal form.
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d6 + 4 damage, and the target falls prone.

⊕ **Short Sword** (weapon) ✦ **At-Will**
Requirement: The deceiver must be in human form.
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d6 + 5 damage.

Gaze of Sleep (sleep) ✦ **Recharge** ⚄ ⚅
Attack: Ranged 5 (one creature); +7 vs. Will
Hit: The target falls unconscious (save ends). Whenever the target takes damage, it can make a saving throw against the effect.

Vicious Howl (thunder) ✦ **At-Will**
Requirement: The deceiver must be in jackal form.
Attack: Close blast 3 (enemies in blast); +7 vs. Fortitude
Hit: 1d6 + 3 thunder damage, and the target falls prone.

Minor Actions

Change Shape (polymorph) ✦ **At-Will**
Effect: The deceiver alters its physical form to appear as a Medium jackal or a human until it uses change shape again or until it drops to 0 hit points. The creature retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual's form, the deceiver must have seen that individual. Other creatures can make a DC 26 Insight check to discern that either form is a disguise.

Skills Bluff +10, Diplomacy +10, Insight +8, Streetwise +10
Str 15 (+4) **Dex** 17 (+5) **Wis** 13 (+3)
Con 14 (+4) **Int** 14 (+4) **Cha** 16 (+5)
Alignment evil **Languages** Common
Equipment short sword

Plague Demon

Plague Demon **Level 5 Minion Soldier**
Chaos Footsoldier
Medium elemental beast (demon) XP 50

HP 1; a missed attack never damaged a minion. **Initiative** +6
AC 21, **Fortitude** 19, **Reflex** 17, **Will** 15 **Perception** +7
Speed 6 Darkvision

Standard Actions

⊕ **Grabbing Claws** ✦ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 5 damage, and the target is grabbed (escape DC 15) if the plague demon has no creature grabbed.

Bite (disease) ✦ **At-Will**
Attack: Melee 1 (one creature grabbed by the plague demon); +10 vs. AC
Hit: 8 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Abyssal plague (level 1).

Str 18 (+6) **Dex** 14 (+4) **Wis** 11 (+2)
Con 18 (+6) **Int** 7 (+0) **Cha** 10 (+2)
Alignment chaotic evil **Languages** –

Abyssal Plague **Level 8 Disease**

Those infected by this disease slowly develop oozing sores, blisters, and growths that appear as crimson crystal laced with veins of silver and flecks of gold.

Stage 0: The target recovers from the disease.
Stage 1: While affected by stage 1, the target exhibits sores and growths across 10 percent of the body and loses a healing surge.
Stage 2: While affected by stage 2, the target has sores and growths over 50 percent of the body and loses a healing surge. The target also takes a -2 penalty to AC, Fortitude, and Reflex, and is slowed.
Check (Stage 1 or Stage 2): At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
11 or Lower: The stage of the disease increases by 1.
12-15: No change.
16 or Higher: The stage of the disease decreases by 1.
Stage 3: While affected by stage 3, the target has sores and growths over 90 percent of the body. The target also takes a -2 penalty to AC, Fortitude, and Reflex, and is slowed. In addition, the target becomes increasingly disoriented and chaotic as the demonic nature of the disease takes hold.
Check (Stage 3): At the end of each extended rest, the target makes an Endurance check if it is at stage 3.
11 or Lower: The target dies.
12-23: No change.
24 or Higher: The target transforms into a plague demon chaos beast.

Rot Grub

Rot Grub Swarm **Level 4 Brute**
Medium natural beast (swarm) XP 175

HP 63; **Bloodied** 31 **Initiative** +3
AC 15, **Fortitude** 15, **Reflex** 14, **Will** 15 **Perception** +2
Speed 5 Darkvision
Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

Traits

Swarm Attack ✦ **Aura** 1
Any enemy that starts its turn within the aura takes 5 damage plus 2 extra damage for each additional rot grub swarm adjacent to the enemy.

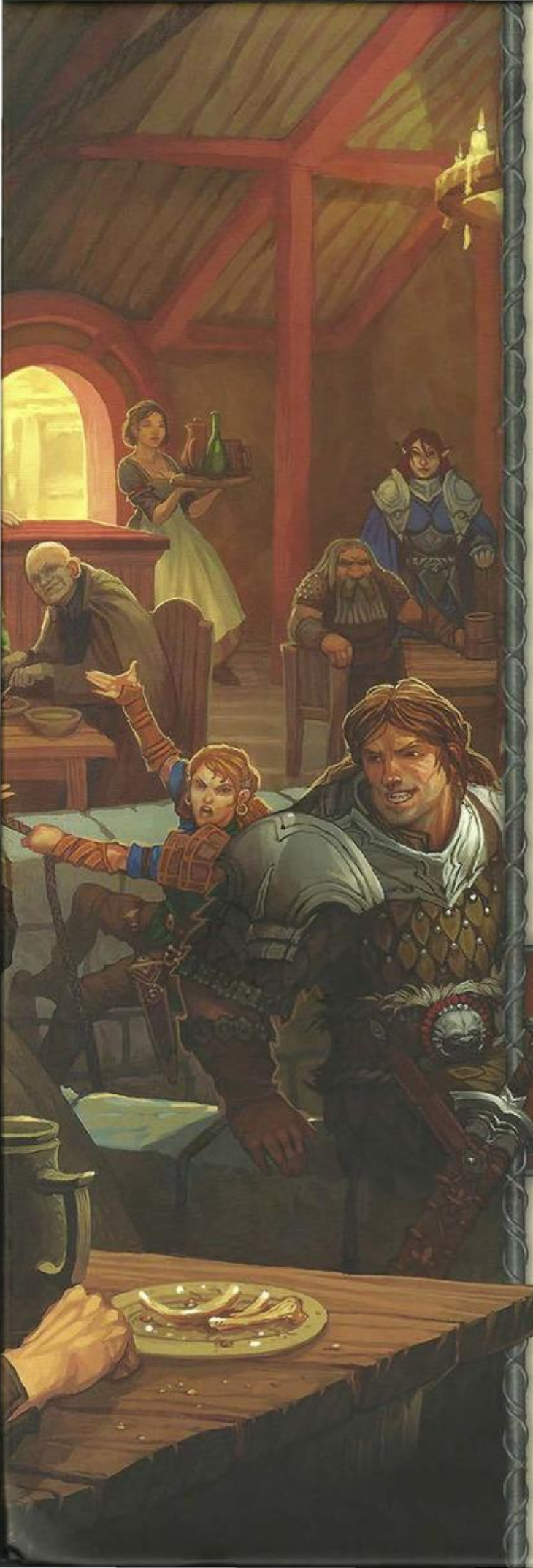
Swarm
The rot grub swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The rot grub swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Clumsy Attacker
The rot grub swarm lacks a melee basic attack.

Standard Actions

Infesting Bite ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: Ongoing 5 damage (save ends).
First Failed Saving Throw: Ongoing 10 damage (save ends).
Second Failed Saving Throw: Ongoing 15 damage (save ends).

Str 10 (+2) **Dex** 13 (+3) **Wis** 11 (+2)
Con 13 (+3) **Int** 2 (-2) **Cha** 4 (-1)
Alignment unaligned **Languages** –



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