



DUNGEON MASTER'S SCREEN

W A T E R D E E P

DUNGEON OF THE MAD MAGE™

This screen is the perfect companion for those dungeon masters running the *Waterdeep: Dungeon of the Mad Mage™* adventure. The front features the horrifying visages of several enemies your players are sure to dread, including the Mad Mage himself, Halaster Blackcloak. The back displays helpful reminders about the dungeon's layout and the exploration rules as well as exclusive random events tables from the adventure's design team.

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DUNGEON OF THE MAD MAGE™

RANDOM EVENTS

Magical Events During a Long Rest

The following table notes a number of minor magical happenings that can occur whenever the characters take a long rest in Undermountain.

d100	Magical Event	56-60	61-65	66-70	71-75	76-80	81-85	86-90	91-95	96-00
01-05	The contents of one character's backpack are mysteriously shuffled around.	An invisible servant, identical to that created by the unseen servant spell, delivers a plate of hot buns or a bowl of fresh fruit to the party.	A new room suddenly opens up adjacent to where the characters are resting. (Use appendix A in the <i>Dungeon Master's Guide</i> to generate the room's features and contents as needed.)	A slightly worn but still useful piece of adventuring gear materializes out of nowhere.	1d4 live chickens magically appear nearby.	A 1-foot-high waterspout jets up from the floor and lasts for 1 minute. The water is cold and fresh.	A trinket magically appears in one character's backpack. (Determine the trinket randomly by rolling on the Trinkets table in chapter 5 of the <i>Player's Handbook</i> .)	Any empty wineskins, waterskins, or canteens carried by the characters are all magically replenished.	A light breeze blows through the area, carrying the scent of lavender and lilac. When the breeze fades, the characters' clothing and gear have all been magically cleaned.	One character experiences bad gas for the remainder of the long rest.
06-10	A nonmagical item in one character's possession changes appearance slightly. This transformation is permanent.									
11-15	A gate opens in the ceiling and something falls out of it, after which the gate closes and disappears. (Use appendix A in the <i>Dungeon Master's Guide</i> to generate a random item if necessary.)									
16-20	A floating light seen in the distance disappears if anyone gets too close to it.									
21-25	Heavy mechanisms grind loudly behind a wall or under the floor. The racket lasts for 1 minute.									
26-30	All the characters have their hair suddenly stand on end for 1 minute.									
31-35	Time freezes for all but one character, as if that character had cast the time stop spell.									
36-40	Thin cracks form along one wall.									
41-45	A brief, mild earth tremor stirs up dust but causes no damage.									
46-50	The characters become weightless for the remainder of the long rest, floating harmlessly a few feet above the ground.									
51-55	Until the end of the long rest, candles, torches, and campfires burn with a green flame when any character moves close to them.									

Boredom Breakers

Whenever the characters search a tunnel or a chamber that has little or nothing in it, you can use the discoveries on the following table to liven things up.

d100	Discovery	61-65	66-70	71-75	76-80	81-85	86-90	91-95	96-00
01-05	A small mound of dung has a key sticking out of it.	A harmless patch of mold growing on a wall changes shape to mimic the face of the nearest party member.	A magic mouth speaks words of warning or points the characters in a specific direction.	When a 10-foot-square section of floor is stepped on, magic causes any knots or buckles in a character's clothing or gear to come undone.	A beholder-shaped piñata dangles from the ceiling. If broken open, it contains coins, candies, moths, spiders, or something else.	A lit torch lies sputtering on the floor.	A stuffed doll resembling one of the characters has a dagger stuck through its chest.	A mechanical trap in the room has been disabled by another party of adventurers.	An Undermountain secret is scrawled on the wall. (Determine the secret by drawing a card from the Secrets Deck in appendix C on page 319.)
06-10	A button on a wall rings a hidden bell when pushed.								
11-15	A chalk "X" marks a secret compartment that contains the following note written in Common: "Hal Beat you to the treasure! Sincerely, X the Mystic."								
16-20	A magical pebble bounces around the room.								
21-25	A goblin skull chatters its teeth for 1 minute when picked up.								
26-30	An invisible corpse sprawls across the floor.								
31-35	A pressure plate creates an illusion of Halaster when stepped on. The illusion says in Common, "The right way is left!"								
36-40	A stone d20 is found, measuring 1d6 feet in diameter. (Moving the die so that the "20" faces up might result in a character gaining inspiration.)								
41-45	A coin slot in the wall is labeled "Undermountain Repair Fund."								
46-50	A silent, spectral hand tries to lead the characters somewhere interesting.								
51-55	A sudden chill indicates the bones of a dead adventurer buried under the floor.								
56-60	A chalk map drawn on the floor accurately represents a small section of the dungeon (1d4 + 1 rooms and connecting hallways).								

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DUNGEON KEY

Door	Statue	Stalactite
Locked door	Pillar	Stalagmite
Double door	Altar	Mining cart and tracks
Smashed door	Covered pit trap	Forge
Secret door	Open pits	Stairs
One-way secret door	Cliff ledge	Ladder
Secret trapdoor in floor	Sinkhole	Ballista
Brazier	Trap	Flame cannon
Submerged ramp	Polymorph trap	Sarcophagus
Dais/raised platform	Natural stone steps	Fireplace
Bars/Gate	Elevation lines	Throne
Rubble	Floating candle	Tapestry/curtain
Arrow slits	Pool of water	Magic circle
Window with bars	Well	Pentagram
Opening in ceiling	Slave pen	Thaumaturgic triangle

DUNGEON EXPLORATION

DUNGEON MAP TRAVEL PACE
While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Map Scale	Slow Pace	Normal Pace	Fast Pace
1 sq. = 10 ft.	20 sq./min.	30 sq./min.	40 sq./min.

Slow Pace
Able to use stealth

Fast Pace
-5 penalty to passive Wisdom (Perception) scores

Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

Climbing, Swimming, and Crawling
While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the DM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Jumping...
Long Jump: with a Running Start of 10ft. Feet equal to Strength score.
High Jump: Feet equal to 3 + Strength modifier.
You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1/2 times your height.

Vision and Light

Environment	Effect	Examples
Lightly obscured	Disadvantage on Wisdom (Perception) checks that rely on sight.	Dim light, patchy fog, moderate foliage.
Heavily obscured	Blocks vision entirely.	Darkness, opaque fog, dense foliage.
Bright Light	-	Daylight, torches, lanterns, fires.
Dim Light/Shadows	See Lightly obscured.	Dawn, Dusk, any border to bright light.
Darkness	See Heavily obscured.	Night, unlit dungeon or vault.

Activity While Traveling

As adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

MARCHING ORDER

The adventurers should establish a marching order. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

STEALTH

While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter. See the rules for hiding in chapter 7 of the *Player's Handbook*.

NOTICING THREATS

Use the passive Wisdom (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The DM might decide that a threat can be noticed only by characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the DM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot.

Encountering Creatures. If the DM determines that the adventurers encounter other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

Surprising Foes. If the adventurers encounter a hostile creature or group, the DM determines whether the adventurers or their foes might be surprised when combat erupts. See chapter 9 of the *Player's Handbook* for more about surprise.

OTHER ACTIVITIES

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the DM's permission.

Navigate. The character can try to prevent the group from becoming lost, making a Wisdom (Survival) check when the DM calls for it. (The *Dungeon Master's Guide* has rules to determine whether the group gets lost.)

Draw a Map. The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.

Track. A character can follow the tracks of another creature, making a Wisdom (Survival) check when the DM calls for it. (The *Dungeon Master's Guide* has rules for tracking on page 244.)

Forge. The character can keep an eye out for ready sources of food and water, making a Wisdom (Survival) check when the DM calls for it. (The *Dungeon Master's Guide* has rules for foraging on page 111.)

HALASTER'S GOALS

Inns and Boarding Houses

The Mad Mage makes his presence known throughout this adventure. Most often, he's a distant observer, watching with amusement as adventurers contend with the denizens and other dangers of his dungeon. Other times, he appears before them in the form of a spectral eye or some other magical force. Why does he tolerate adventurers in his home? What's his aim? That's for you to decide.

This sidebar outlines several possible goals for Halaster. Choose one you like, or randomly determine Halaster's goal by rolling a d6. His goal can change at any time without explanation; he is the Mad Mage, after all.

Goal 1: Clean House. Halaster wants adventurers to clear out parts of his dungeon so that he can restock the tunnels with new threats from across the planes. He's unhappy about the amount of space the drow take up on levels 3, 10, and 12. He's also concerned that the conflict between the githyanki on level 16 and the mind flayers on level 17 could spiral out of control; consequently, he wants one side or the other (or both) eliminated.

Goal 2: Destroy Ezzat. An irksome lich named Ezzat has taken refuge on level 20, and Halaster wants adventurers to destroy the lich and its phylactery. Halaster has bound two genies (a dao and a marid) to level 19 and uses them to help adventurers accomplish this goal.

Goal 3: Strike Fear into Heroes' Hearts. Halaster wants fewer adventurers coming down the well to pester him and steal his valuable belongings. To that end, his goal is to terrify adventurers and send them screaming back to Waterdeep with horror stories that discourage others from descending into Undermountain.

Goal 4: Become Waterdeep's Shadow Lord. The Shadowdusks were Waterdavian nobles who descended into madness, taking refuge in Undermountain. Halaster wants to return them to power in the city above and use them as puppets to rule Waterdeep from below as its Shadow Lord. Adventurers can thwart Halaster's scheme by destroying the leaders of the Shadowdusk family and laying waste to their stronghold on level 22.

Goal 5: Find an Apprentice. Halaster is searching for one or more new apprentices worthy of his time and tutelage. He is cultivating talent on level 9, but he's also paying close attention to other arcane spellcasters who enter Undermountain. Of course, once the novelty of new apprentices wears off, Halaster will likely do the same thing he's done with all his previous apprentices: teach them ways to mutilate and destroy themselves.

Goal 6: Locate Jhesiyra. Somewhere in the back of his twisted, paranoid mind, Halaster believes that Jhesiyra Kestellharp is still alive and plotting to destroy him. He has no clue where Jhesiyra might be, but he can't rest until the mystery of her disappearance is solved and she's his prisoner once again. Halaster thinks he can use the adventurers to lure Jhesiyra out of hiding, but they turn out to be the same adventurers she's using to find and destroy him.

LEVELS OF UNDERMOUNTAIN

Level	Name	Character Level
1	Dungeon Level	5th
2	Arcane Chambers	6th
3	Sargauth Level	7th
	Skullport	7th
4	Twisted Caverns	8th
5	Willowwood	8th
6	Lost Level	9th
7	Maddguth's Castle	9th
8	Slitherswamp	10th
9	Dweomercore	10th
10	Muiral's Gauntlet	11th
11	Troglydte Warrens	11th
12	Maze Level	12th
13	Trobriand's Graveyard	12th
14	Arcturiadom	13th
15	Obstacle Course	13th
16	Crystal Labyrinth	14th
17	Seadeeps	14th
18	Vanrakdoom	15th
19	Caverns of Ooze	15th
20	Runestone Caverns	16th
21	Terminus Level	16th
22	Shadowdusk Hold	17th
23	Mad Wizard's Lair	17th-20th

NON-COMBAT XP

Each dungeon level contains enough monster XP to ensure that characters who clear out the level can advance to the point where they're ready to take on the challenges of the next level down. You can also award XP for overcoming traps and for exceptional roleplaying with key NPCs. The Bonus XP Awards table provides recommended XP awards for such interactions.

Bonus XP Awards

Character Level	XP Award
1st-4th	50
5th-10th	250
11th-16th	1,000
17th-20th	2,500

