

UNDERMOUNTAIN

THE LOST LORE



A COLLECTION OF CLASS ARCHETYPES, BACKGROUNDS, SPELLS,
MAGIC ITEMS, MONSTERS AND DUNGEON DRESSING FOR UNDERMOUNTAIN

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UNDERMOUNTAIN

The Lost Lore

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Introduction

Welcome to *Undermountain: The Lost Lore!*

This product introduces new Undermountain content and updates some pre-existing content from past editions for use with 5th edition.

Included are 8 new character archetypes, 3 backgrounds, 15 spells, 19 magic items, 8 monsters and a host of random dungeon dressing to bring your Undermountain experience to life.

The content is intended for use with the *Dungeon of the Mad Mage* hardcover, but could easily be introduced as part of any Undermountain or dungeoncrawl campaign.

Alternate History

Some of the updated material is drawn from sources where Undermountain, and particularly Skullport, are presented in a differing state to that which is detailed in *Waterdeep: Dungeon of the Mad Mage*. In DotMM much of the peripheral dungeon lies undocumented, including the larger areas around Skullport. Similarly, the role of the Skulls of Skullport is reduced in this version, and the port itself is presented as being more isolated than previous editions.

While the content presented within this product is completely usable as is in the current incarnation, there are several features from past editions that I personally believe add significant depth to the play experience and have included as part of the material development.

Feel free to ignore these as you see fit, but the alternate history assumptions include;

The Drow of Eilistree and the Promenade

Outside of Skullport, just to the north east, is an enclave of drow that follow Eilistree, a good drow goddess. These drow have eschewed the tyrannical beliefs usual to their race, and chosen to live in freedom. They have developed powerful martial and magical disciplines to defend themselves against both the predations of an unforgiving underdark and attacks by more traditional drow.

When the follower of Elistraee first arrived at Skullport they encountered a temple to Ghaunadaur (Jubilex), and clashed with - and destroyed - the dark forces

within. They buried the altar and began patrolling it. Eventually they built a temple atop the ruins, and it has become a major centre of worship for the exiled goddess.

The Keepers and the magical Locks

The magical Locks that allow travel from the surface, through the sea caves and down to the Sargauth/Skullport level (dungeon level 3) are manned and operated by a mysterious group known as the Keepers, whose sole purpose appears to be the maintenance of these great works. The Keepers are rumored to be exclusively wizards of great power, and few challenge them or the tolls they levy to keep the flow of trade moving.

The Skulls of Skullport

The Skulls of Skullport are 13 disembodied flying skulls which are the remnants of a cabal of ancient Netherese wizards that sought to control the mythal within the dungeon. One catastrophic magical mishap later, the wizards' bodies were destroyed and they became a linked hive-mind entity not unlike a communal lich or demi-lich.

The Skulls consider themselves the true rulers of Skullport, but have little need to interfere with the daily activities of the population. It is possible the Skulls have also become insane, and certainly when they do choose to interact - making demands or issuing proclamations - these seemingly random or bizarre directives support the theory. The Skulls are a considerably powerful entity, however, and insane or not, wise skulkers avoid their attention, and follow their directives if they gain it. The Skulls have magically destroyed more than one defier and can manifest the greatest of spells if needs be.

The Skulls themselves are rarely seen, but are served by an unknown number of lesser, vassal skulls fashioned from the heads of ill fated wizards that have somehow become entangled with the Skulls. These vassal skulls lack power, but serve as eyes and ears for the cabal.

Resources

The alternate history information provided comes from previously published Forgotten Realms source material. For those of you wishing to learn more about these 'incarnations' the material used include;
Skullport, 1999, TSR, Joseph C. Wolf (2nd edition)
The Ruins of Undermountain (Boxed set), 1991, TSR, Ed Greenwood, Jean Rabe, Norm Ritchie (2nd Edition).

CLASS ARCHETYPES

CLERIC DOMAINS

DUMATHOIN

Keeper of Secrets Under the Mountain, the Silent Keeper, the Mountain Shield

Dumathoin hides the treasures of the earth until diligent dwarves demonstrate their worthiness to be guided to them. Attention to detail, diligence in their craft and mastery of mining are how dwarves proved their worth to the Keeper, who is said to lead dwarves to pockets of riches, or confound them endlessly if they are found unfit.

DELVER DOMAIN

Delvers oversee mining operations, see to the safety and administration of miners and isolated clanholds and sponsor expeditions deep into the earth to discover the secrets held by their Lord. Delvers also serve as bankers and officials in dwarven society, and keep and maintain records of both the secret and known variety. Finally they administer the dwarven dead, ensuring the vast underground tombs of the dwarves are maintained and the rites of the dead performed.

Cleric Level Spells

1st	<i>identify, illiutory script</i>
3rd	<i>Dumathoin's rest, zone of truth</i>
5th	<i>meld into stone, non-detection</i>
7th	<i>stonefall, crypt ward</i>
9th	<i>passwall, stoneseeing</i>

BONUS PROFICIENCIES

At 1st level you gain Tool proficiency with mining tools, as well as the Perception and Investigation skills.

SECRET KNOWLEDGE

At 1st level, you may draw on Dumathoin to receive a flash of insight or lore when attempting a skill check for the following skills: Arcana, History, Insight, Investigation, Nature, Perception or Religion. You may add +10 to the d20 roll after the dice has been cast, but before the result has been revealed. You regain the use of this ability after a long rest.



CHANNEL DIVINITY: SHATTER ILLUSION

Starting at 2nd level you can use your Channel Divinity to break illusions. As an action, you cause all illusion magic within 30 feet of you to be subject to a dispel magic effect. If the illusions are not dispelled you are not made aware of their existence.

CHANNEL DIVINITY: UNCOVER SECRET

Starting at 6th level, you can use your Channel Divinity to discern any hidden doors or compartments. As an action you expend your Channel Divinity and automatically know the location of the nearest secret or concealed door, compartment or hidden object (not in the possession of a creature) to a range of 100 feet. This ability pierces all substances or barriers, but fails if there are no eligible targets within range. The ability does not disclose the nature of the concealment, mechanisms to open or any traps, just the presence and location of the concealment. If there are two or more equally distant concealments, a random one is revealed.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage. When you reach 14th level this increases to 2d8.

REVELATION

At 17th level you gain permanent truesight to a range of 30 feet.

NEW DELVER SPELLS

The following spells are only available to clerics of the Delver domain

CRYPT WARD

4th level abjuration

Casting time: 1 action

Range: 100 feet

Components: V, M (dwarven bones)

Duration: Until Dispellled

Although originally designed to ward dwarven tombs from grave robbers, this spell can be used to protect

any space that has dwarven bones present. You set up a protective ward in a single room or area of no greater than 100 feet per side (so a 100ft x 100ft x 100ft cube). Any creature that opens any closed or sealed container within the affected area must make a Charisma saving throw or take 3d6 psychic damage and gain the stunned condition until the end of their next turn. A successful save halves the damage and negates the stunned condition. Dwarves gain advantage to this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher the area you can ward increases in size by an additional 100 foot cube for each slot level above 4th.

DUMATHOIN'S REST

2nd level abjuration

Casting time: 1 action

Range: 30 feet

Components: V, S, M (powdered silver)

Duration: Concentration, up to 1 minute

You create a warded area in the shape of a 30 foot cube, centered on a point within range. All undead that enter the area for the first time must make a Charisma saving throw or become inanimate for the duration. This does not destroy undead, merely renders them incapacitated. A successful saving throw negates the effect. The spell ends for any affected undead creature taking damage or subject to a harmful spell or effect.

Additionally, any spells that are cast within the area of effect that animate the dead (such as animate dead) require the caster to make a Charisma saving throw or the spell fails.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher you can increase the duration of the spell. A 3rd level slot increases the duration to up to 10 minutes, a 4th level spell slot increases the duration up to 1 hour, a 5th level slot increases the duration up to 24 hours and a spell slot of 6th level or higher increases the duration to permanent until dispelled and the caster no longer needs to maintain concentration.

STONEFALL

4th level evocation

Casting time: 1 action

Range: 100 feet

Components: V, S, M (a pinch of gravel)

Duration: Instantaneous

You select a point within range, causing rocks to fall in a 20 foot radius, 30 foot high cylinder centred on that point. When you cast this spell it has one of two effects based on if you are aboveground or underground;

Aboveground. A hail of coin sized stones strikes all creatures in the area requiring them to make a Dexterity saving throw. Each creature takes 6d6 bludgeoning damage on a failed saving throw, or half as much on a successful one. The stone hail disappears after the effect.

Underground. If the underground space has a ceiling within the area of effect, it collapses becoming the material for the rockfall. The shifting stone requires creatures caught in the area to make a Dexterity saving throw. Each creature takes 8d6 bludgeoning damage on a failed saving throw, or half on a successful saving throw. The debris does not disappear, and the area is considered *difficult terrain*. The movement of the rock above may block tunnels or open up new areas or passages if the volume of shifted material is sufficient (DM's discretion).

STONESEEING

5th level divination

Casting time: 10 minutes

Range: 1 mile

Components: V, S, M (a gem worth 100gp)

Duration: Concentration, up to 10 minutes

You may select a point up to 1 mile away to see and hear through, so long as you have an unbroken line of stone or rock between you and it. You must be familiar with the location, or it must be an obvious location that you are unfamiliar with (such as behind a door, around a corner or in a cavern up ahead etc).

When you cast this spell you can see and hear from the chosen point as if you were in its place. You gain no additional senses other than your own. The spell creates no sensory effect, and cannot be detected by truesight or the like, but is detectable as a spell effect with the use of detect magic.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher you can increase the duration of the spell. A 6th level slot increases the duration to up to 1 hour, a 7th level spell slot increases the duration up to 6 hours, an 8th level slot increases the duration up to 12 hours and a spell slot of 9th level increases the duration to 24 hours. You must maintain concentration for the entire duration of the spell or it ends.

EILISTRAEE

The Dark Maiden, Lady of the Dance, Lady Silverhair

Eilistraee, is the drow goddess of song, dance, hunting, swordplay, moonlight, and freedom from the oppressive culture that pervades drow society. She is often depicted dancing in the moonlight of the surface world, clad in nothing but her flowing silvery hair.

SWORD DANCER DOMAIN

Followers of the Dark Maiden, led by high priestess Quile Veladorn, came to Undermountain and Skullport centuries ago, looking to escape from their dark brethren. Here they found a pit temple to Ghaunadaur, also known as Jubilex or the Elder Elemental God. They destroyed it utterly, filled in the ooze pit and performed regular patrols out of Skullport, or 'promenades' as they eventually became known. In time they built a shrine atop it to their goddess and established a permanent presence there.

Sword Dancers revel in the grace and freedom of their goddess' tenets, but combine this with a solemn duty to combat the darker, oppressive forces of drow society where these encroach on the freedoms of others. In combat the Sword Dancer blends the grace of movement with the precision of blade work to create an unparalleled dance of death unmatched by all but the greatest sword masters.

Cleric Level Spells

1st	<i>silverhair, stalk</i>
3rd	<i>magic weapon, moonbeam</i>
5th	<i>haste, hypnotic pattern</i>
7th	<i>freedom of movement, mesmerizing dance</i>
9th	<i>commune, moonlight revelry</i>

BONUS PROFICIENCIES

You gain proficiency in the Performance skill, and you are proficient with all swords.

UNCLAD GRACE



While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Wisdom Modifier. You can still use a shield and gain this benefit. In addition, if you are naked and bathed in moonlight you gain an additional +1 to your Armor Class.

CHANNEL DIVINITY: REVEALING MOONLIGHT

Starting at 2nd level you can use your Channel Divinity to invoke an area of bright moonlight.

As an action you create an area of moonlight in a 30 foot radius, centered on you. The moonlight is stationary and lasts for 10 rounds. Within the moonlight the lighting conditions are bright light, no magical darkness can be generated, and all creatures have advantage on their Perception and Investigation skill checks.

IMPRESSIVE GRACE

Starting at 6th level, you may add your Dexterity modifier as well as your Charisma modifier to your Deception, Intimidation, Performance and Persuasion skill checks.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level the extra damage increases to 2d8.

BATTLEGRACE

Starting at 17th level you do not provoke Attacks of Opportunity when you move in combat. Additionally, when you take the Dash action, your next attack has advantage to its attack roll provided you attack before the end of your next turn.

NEW SWORD DANCER SPELLS

The following spells are only available to clerics of the sword dancer domain.

MESMERIZING DANCE

4th level enchantment

Casting time: 1 action

Range: 20 feet

Components: S, M (a scrap of silvery cloth)

Duration: Concentration, up to 1 minute.

You create a mesmerizing series of movements that capture and hold the attention of anyone within 20 feet of you. Each creature in the area that can see you must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell the creature is incapacitated and has a speed of 0. The area moves with you, and you can maintain the charm through concentration. However, each turn that you use your action to renew the spell while it is active, creatures that enter the area must make a saving throw of be mesmerized, even if they have previously successfully saved.

The spell ends for an affected creature if you move the area of effect away from them, if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Creatures immune to charm, and worshippers of Eilistraee are not affected by this spell.

MOONLIGHT REVELRY

5th level enchantment

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a sprinkling of holy water)

Duration: Concentration, up to 1 minute

You cause faint moonlight and the far off sounds of fey revelry to carry to all nearby creatures, enhancing or hindering them as you choose.

All creatures within 60 feet of you to become either blessed or cursed as you choose;

Blessed creatures may roll 1d4 and add the total to attack rolls and saving throws while the spell is in effect.

Cursed creatures must make a Charisma saving throw or be forced to roll 1d4 and subtract the result from any attack rolls and saving throws until the spell ends.

SILVERHAIR

1st level abjuration

Casting time: 1 bonus action

Range: Self

Components: V, S, M (a 2 inch length of silver wire)

Duration: 1 minute

You cause your hair to extend to ankle length, become shining silver and weave around you in a complex, graceful pattern. For the duration of the spell you gain a divine blessing that reduces damage from weapon attacks by 1.

STALK

1st level abjuration

Casting time: 1 action

Range: 120 feet

Components: S, M (a pinch of ashes, blown in the direction of the target)

Duration: Concentration, up to 1 hour

You designate a target within range that you can see. While you maintain concentration on this spell, you are rendered nearly undetectable to this specific target; your Dexterity (Stealth) checks are made with a +10 bonus against the target's senses, and your scent and body heat becomes indiscernible to the target except by magical means. The spell ends if you lose concentration, if the target is out of sight for more than a minute, or if you make an attack roll against the target or cast a harmful spell on it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher you can designate an additional target for each slot level above 1st. You lose the spell's effect on a target that is out of sight for more than 1 minute without losing the effect on the others; however the spell's effect ends on all targets if you make an attack or cast a harmful spell against any of them.



IBRANDUL

Lord of the Dry Depths, the Skulking God, Lurker in Darkness

Ibrandul, Lurker in Darkness, is a shadowy, primal deity of caverns, darkness, skulks and scalykind. Slain by Shar during in the Time of Troubles (1358 DR) for his portfolio, the once dead power has recently reappeared, granting followers spells and selecting Chosen.

Ibrandul holds a special fondness for Undermountain, though as to why is unknown. Deep in the bowels of the dungeon his greatest servants stalk the halls, seeking explorers and adventurers to hunt in the darkness.

DARKLURKER DOMAIN

Darklurkers are hunters in the darkness, taking the stalking of prey to a ritualistic level. Each hunt is a sacrifice to Ibrandul. They are often the spiritual guides for clans of underground dwelling tribes of scaly folk, skulks or outcasts.

Cleric Level Spells

1st	<i>jump, hunter's mark</i>
3rd	<i>darkness, spider climb</i>
5th	<i>fear, swallow whole</i>
7th	<i>locate creature, polymorph</i>
9th	<i>commune with nature, fear the darkness</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level you gain proficiency in Survival and Stealth

DARKDWELLER

Starting at 1st level you can see perfectly in natural or magical darkness, but gain the sunlight sensitivity trait. Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

CHANNEL DIVINITY: SCENT OF PREY



Starting at 2nd level you can use your action to unerringly track your prey by scent. As an action you cause your eyes and tongue to change to that similar to a reptile, and generate glands that are sensitive to scents for 1 hour. Any Survival skill checks made to track or identify scents, signs or tracks gain a +10 to the roll, and once you have the scent of a specific prey you cannot lose it unless the creature the ground (ie flight, teleportation etc). You regain lost trails if you can find the source again (ie you discover where the creature landed or teleported to).

AMBUSER

Starting at 6th level, you are deadly against creatures you get the drop on. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet, and deal additional damage (of the same type as your weapon) equal to your Cleric level.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same damage type as the weapon used to the target. When you reach 14th level the extra damage increases to 2d8.

ULTIMATE PREDATOR

At 17th level you gain a permanent climb speed equal to your Speed, gain double your proficiency bonus to Survival and Stealth checks, and no longer leave tracks or scent, becoming immune to non-magical forms of tracking.

NEW DARKLURKER SPELLS

The following spells are only available to clerics of the darklurker domain.

FEAR THE DARKNESS

5th level enchantment

Casting time: 1 action

Range: 60 foot cone

Components: V, S, M (a predator tooth)

Duration: Concentration, up to 1 minute.

You project a cone that strikes creatures with blindness and waves of fear. Each creature in the area must make a Wisdom saving throw or gain the blinded and frightened conditions. Although a blinded creature cannot see the source of its fear, the spell gives all affected creatures the ability to know your location automatically, taunting them with their assailant's presence.

Affected creatures are allowed a new saving throw at the end of each of their turns to end the effect.

SWALLOW WHOLE

3rd level transmutation

Casting time: 1 action

Range: Self

Components: V, S, M (a frog stomach)

Duration: Concentration, up to 1 minute.

Casting this spell your body becomes malleable and able to significantly distend and your mouth and jaw enlarge to a disproportionate size. As part of casting this spell, or as an action any time after, you may make a melee spell attack against a creature of your size or smaller. If successful you swallow them whole, your body stretching to unnatural proportions to accommodate the action. A swallowed creature gains the blinded and restrained conditions, and at the start of each of their turns take 3d6 acid damage. You may disgorge a swallowed creature as a bonus action.

A swallowed creature may break free by using an action to make a Strength or Dexterity check versus your spellcasting DC. The spell ends if your concentration is broken.



DRUID CIRCLE

CIRCLE OF THE ROCKSINGER

Rocksingers are druids that hear the whispers of the earth, feel the vibrations in stone and perceive the song of the rocks. Where others might think stone is barren, Rocksingers know better. It teems with life and history, locked away in the slow passage of endless years. The earth holds many secrets and stories from ages past that the rocksinger can draw power and wisdom from.

Cleric Level Spells

1st	<i>absorb elements*</i> , <i>earth tremor*</i>
3rd	<i>earthbind*</i> , <i>Maximillian's earthen grasp*</i>
5th	<i>erupting earth*</i> , <i>meld into stone</i>
7th	<i>stoneshape</i> , <i>stoneskin</i>
9th	<i>transmute rock*</i> , <i>wall of stone</i>

* spells from *Xanathar's Guide to Everything*

STRENGTH OF STONE

Starting at 2nd level you gain advantage on all Strength checks and saving throws. Additionally, whenever you cast one of your circle spells you gain +1 to your Armor Class for a number of turns equal to the spell slot expended.

STABILITY OF THE EARTH

Starting at 6th level you are immune to being moved against your will or being rendered prone unless you choose to do so.

WISDOM OF THE EARTH

Starting at 10th level, you may commune with the earth and stone around you. This action takes 1 minute to achieve as you must attune yourself to the song of stone. This ability as a commune with nature spell, and additionally grants a +10 bonus to any History checks made in the local area within the next hour. You regain the use of this ability after a long rest.

JUGGERNAUT

Starting at 14th level, once you begin moving you are hard to bring down. If you move on your turn you

impose disadvantage on all Attacks of Opportunity made as a result of your movement. If you choose to use your attack to make a shove on the same turn as moving, you may shove a creature of any size category and you impose disadvantage on creature's rolls to resist the shove maneuver.



RANGER ARCHETYPE

UNDERMOUNTAIN DELVER

Undermountain Delvers are hardy – possibly foolhardy – adventurers and explorers that have an affinity with the extensive dungeon to the point where they feel comfortable in the dangerous maze of tunnels and chambers. Often they will serve as guides or rescuers to other travelers, or they may be treasure hunters driven to uncover the lost secrets of the Mad Mage.

NATURAL EXPLORER

An Undermountain Delver may take Undermountain as a favored terrain. Undermountain is vast enough, with enough of an ecosystem to be considered a terrain of its own.

SHADOW STRIKE

At 3rd level, you gain the ability to make the most of attacks from the shadowy dungeon conditions. If you or your target are in dim light or darkness, or the lighting conditions are generated from non magical torches, lanterns or natural underground phenomena (ie phosphorescent plant life or the like) your weapon attacks deal an additional 1d8 points of damage of the same type as your weapon. This ability does not function in magical light or if the lighting conditions are generated by sunlight.

TRAP SENSE

At 7th level you are able to avoid the worst effects from dungeon traps. You gain your Wisdom modifier to armor class and saving throws to avoid traps, and trap damage is reduced by a number of points equal to your proficiency bonus.

RETALIATION

At 11th level when you take damage from an attacking creature, you may use your reaction to make a single attack with a weapon.

DIE HARD

At 15th level you become very hard to keep down. When you make a successful death saving throw, you may choose to spend one Hit Die – if you have any available - to regain hit points as if expended on a short rest. You regain a number of hit points equal to 1d10 plus

your Constitution modifier. You regain the use of this ability on a short rest.



ROGUE ARCHETYPE

SUBTERRANEAN CARTOGRAPHER

Undermountain and its surrounding caverns are extensive, and accurate maps are highly prized and command a high price. A few souls are uniquely suited to exploring the depths, surviving the horrors within and mapping their journeys.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level you gain proficiency with the Survival Skill and Cartographer's tools

TRAPS AND TRICKS

At 3rd level you gain advantage on active ability checks, or +5 to Passive ability checks, to detect traps. You also have the ability to detect the unique teleporters of Undermountain if you come within 10 feet of one. You cannot determine its nature or destination, just its presence and location.

LOST AND FOUND

At 9th level you cannot get lost in Undermountain, and always know your relative position to Waterdeep and Skullport, as long as you have an unbroken trail from a known location or landmark. If you are subject to magical movement, such as teleportation, you have advantage on your Survival skill checks to determine your location and reestablish a path back to any known landmark.

TRAP MASTER

Starting at 13th level you have advantage on rolls to disarm traps, and if targeted by a trap you have resistance to any damage taken.

TELEPORTATION HIJACK

Starting at 17th level, if you are subject to a teleportation or extradimensional movement effect you may make a Charisma saving throw at a DC equal to 10 + the spell or effect's level. If successful you may redirect your destination to any location of your choice within the effect's

limitations. For example, if subject to a teleportation circle, you may redirect it to any other teleportation circle you are familiar with rather than the specific destination chosen. In Undermountain, you may use this ability to redirect any teleporter to any other teleporter you know of with a DC 15 saving throw.



WIZARD SCHOOLS

SKULLBOUND

The Skulls of Skullport are the unique remains of 13 Netherese wizards bound together in an undead collective. They 'rule' the port in an unconventional way – they punish disruptions harshly, and occasionally issue bizarre and random commands to creatures within the port. They are served by a contingent of lesser vassal skulls that act as patrolmen and spies. The skull collective has access to a vast array of powerful spells and abilities to enforce their will.

Occasionally a wizard might find himself bound to the skull collective by accident, or by deliberate choice of the wizard or will of the Skulls. The eventual fate of all Skullbound is to join the collective, but while alive they enjoy greater abilities and freedoms within the Skullport and Undermountain.

SKULL SENSE

Starting at 2nd level you know the location of all vassal skulls in the collective at any time. You feel if any skull is attacked or destroyed, and you feel the replacement of lost skulls as it occurs. You do not know the whereabouts of the greater skulls.

COLLECTIVE DISPERSION

Starting at 2nd level you can draw upon your connection to the vassal skull collective to spread and disperse the effect of a harmful spell as long as you are within Skullport or Undermountain. As a reaction you may 'spread' a harmful spell to the collective, gaining advantage on your saving throw and resistance to any damage caused. This temporarily disrupts your connection to the collective. You regain the use of this ability after a long rest.

SKULLSIGHT

Starting at 6th level, as an action you may use any vassal skull you can see as a focus for a *clairvoyance* effect, as per the spell. You have no control of the skull's movements, but can see or hear (your choice) through it for up to 10 minutes. You regain the use of this ability after a long rest. At 10th level you regain the use of this ability after a short rest.

COLLECTIVE INFUSION

Starting at 10th level, you may draw upon the power of the collective to temporarily make your spellcasting more potent. As an action you may either impose disadvantage on the saving throw of a single creature when you cast a spell, or maximize the damage of a single spell you cast (for example when you cast a Fireball you may deal maximum damage instead of rolling 8d6, or you may impose disadvantage on the saving throw of a single affected creature). The use of this power temporarily weakens your connection to the collective. You regain the use of this ability after a long rest.

SUMMON SERVITOR SKULL

Starting at 14th level, as an action you may summon a vassal skull (see the Bestiary in this book) if you are within Skullport or Undermountain. The skull will remain and follow your commands for 3d4-2 turns as long as you retain Concentration, acting on your turn, before vanishing back to its original location. As this is an aberrant activity, anyone attacking the skull at this time does not incur the attention (and retribution) of the greater skull collective. If the skull is destroyed whilst under your control, you instantly suffer 3 levels of exhaustion from the feedback through the collective link. You regain the use of this ability after a short rest.



METALMAGE

One of the more successful apprentices of Halaster, Trobriand, became obsessed with the magic of metal, magnetism and metallic constructs. Known as the metalmage, his reputation spread, and wizards sought out Trobriand to study with him. Most became fodder for his experiments, but a fortunate few survived and escaped with some of the secrets of metal magic.

BONUS PROFICIENCIES

Starting at 2nd level you are proficient with all metal weapons and metal armor. You also can select heat metal (2nd level spell) as a wizard spell at the appropriate levels.

MAGNETIC WARD

Starting at 2nd level, as a reaction you can generate a magnetic ward around yourself that interferes with incoming weapon attacks, deflecting and reducing their velocity. For 1 minute you reduce weapon damage from attacks by an amount equal to your Intelligence modifier (damage may be reduced to 0). You regain the use of this ability after a long rest. At 10th level you regain the use of this ability after a short rest.

STATIC

Starting at 6th level, whenever a creature fails a saving throw against one of your spells, they are surrounded by a residual static charge for a number of turns equal to your intelligence modifier. If the end their turn within 5 feet of one or more creatures with this status, each take 1d6 lightning damage.

BREACH CONSTRUCT

Starting at 10th level, all constructs have disadvantage to saving throws against your spells. You also ignore the damage resistances of metal constructs, but not their immunities.

MAGNETIC FIELD

Starting at 14th level, as an action, you may evoke an electrically charged magnetic field in a 20 foot radius around yourself that moves with you. The field lasts for 1 minute. While in that field any creatures wearing metal armor, wielding metal weapons or carrying more than 30lbs of metal treat the area as difficult terrain, and take 1d6 lightning damage the first time they enter, and if they start their turn within the field. If they are affected by your Static ability the damage increases to 2d6 lightning

damage. You may use this ability once per long rest.

METAL MAGIC

These spells were developed by Trobriand or his apprentices, and are available to any wizard.

CONSTRUCT PUPPET

5th level enchantment

Casting time: 1 action

Range: 60 feet

Components: V, S,

Duration: Concentration, up to 1 minute

You attempt to override a construct, wresting control temporarily. Choose one construct within range. That construct must make a Wisdom saving throw. If the construct is under the direct control of another creature that creature makes the saving throw instead. On a failed save the construct is treated as charmed by you.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use the telepathic link to issue commands to the construct as long as you are conscious (no action required) which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature" or "Run over there", or "fetch that object". If the construct completes and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the construct takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the construct to use a reaction, but this requires you to use your reaction as well.

Each time the construct takes damage it – or its owning creature – makes a new Wisdom saving throw against the spell. If the saving throw is successful, the spell ends.

POLARITY AURA

2nd level enchantment

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a lodestone)

Duration: Concentration, up to 1 minute

You select a creature within range and create a warped magnetic field around them that randomly attracts and

repels metal objects. This creates a series of rapidly changing forces which interferes with their movements and actions. The creature must make a Strength saving throw, suffering disadvantage to attacks, ability checks and saving throws, as well as suffer a -2 to AC on a failure. At the end of each of its turns the target may make another saving throw to end the effect.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher you can designate an additional target for each slot level above 2nd.

RUSTING BURST

4th level transmutation

Casting time: 1 action

Range: 20 feet (Self)

Components: V, S, M (a piece of rust monster chitin)

Duration: Instantaneous

You generate a burst of corrosive energy in an area around you that rusts ferrous metal objects. All unattended non-magical ferrous metal (iron, steel and alloys of) crumble to useless dust.

Any creatures possessing such objects must make a Dexterity saving throw or have their metal objects affected. On a failure by 4 or less the objects are weakened, losing integrity and becoming brittle. Weapons deal 1 dice less damage (a longsword deals 1d6 instead of 1d8), and armor has its AC reduced by 2. Other objects suffer reduced function or may fail on use (i.e. iron pitons cannot take weight, pots leak etc) with the exact effect up to the DM. If the saving throw is failed by 5 or more, the objects are destroyed.

RUSTING GRASP

3rd level transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M (a piece of rust monster chitin)

Duration: Instantaneous

You reach out and touch a single non-magical ferrous metal (iron, steel or alloys of) object, causing it to corrode instantly to flakes of rust. If the object is larger than a 5 foot cube only a portion up to that size is affected. The object, or portion of, is destroyed. If the object is in the possession of a creature, they may make a Dexterity saving throw to avoid the effect.

RUST FIELD

6th level transmutation

Casting time: 1 action

Range: 60 feet

Components: V, S, M (a piece of rust monster chitin)

Duration: Concentration, up to 1 minute

You set up an immobile 20 foot radius sphere of crackling russet energy centered on a point within range. All non-magical ferrous metal (iron, steel or alloys of) objects within or entering the area of effect crumble to dust. Any creatures possessing such objects must make a Dexterity saving throw or have their metal objects affected. On a failure by 4 or less the objects are weakened, losing integrity and becoming brittle. Weapons deal 1 dice less damage (a longsword deals 1d6 instead of 1d8), and armor has its AC reduced by 2. Other objects suffer reduced function or may fail on use (i.e. iron pitons cannot take weight, pots leak etc) with the exact effect up to the DM. If the saving throw is failed by 5 or more, the objects are destroyed.



CHARACTER BACKGROUNDS

ESCAPED SLAVE

You are a survivor of the slave block of Skullport, having managed to escape your servitude as a slave. You know how to pick a lock, hide and scrounge, surviving on the barest minimum to get by in the dark depths of Undermountain and back alleys of Skullport. You know how to spot a slaver, and have a finely tuned will to live.

Skill Proficiencies: Stealth, Survival

Tools Proficiencies: Thieves tools

Languages: Undercommon

Equipment: A knife, a set of thieves tools, a set of manacles, a set of common clothes, and a pouch containing 5gp.

Feature: Scrounge

You are able to find enough food and water for yourself and up to 5 other people to survive whilst underground – though often is it unpleasant or unpalatable.

You are also able to always find or cobble together a rudimentary set of tools for any trade from scraps, cast offs and detritus. These are poor tools, and any checks with them are made at disadvantage.

SKULLPORT DWELLER

You have spent a good portion of your life in the dim and dirty streets of skullport. Dingy as it is, you call the port your home, and know its outcast culture and its varied peoples. You are wise to its dangers, and to its delights. You know the local area, authorities, power groups and places to avoid.

Skill Proficiencies: History, Persuasion

Tools Proficiencies: Vehicles (water)

Languages: Undercommon

Equipment: A set of common clothes, a sheaf of notes and scraps of information on Undermountain landmarks, a random trinket (chapter 5 of the PHB), a handful of gambling tokens (worth 5gp at local establishments), and a pouch containing 10gp.

Feature: Skulker Contacts

Skullport is a small place. You know the who's who of the port. Whilst in Skullport you can make contact with information brokers, fences and other 'service' providers. This does not guarantee a positive reception, you simply

know who to talk to. You also cannot get lost in Skullport, despite its maze like streets and catwalks above.

SARGAUTH SAILOR

You ply the dark waters of the Sargauth river, which flows from deep underground, though Skullport and the magical locks, to the Endless Sea beyond. You understand the treacherous rocks, reefs and currents and can navigate the maze-like sea caves that honeycomb the foundations of Waterdeep.

Skill Proficiencies: Athletics, Perception, Survival

Tools Proficiencies: Vehicles (water)

Equipment: A knife, a hooded lantern, a set of common clothes, a map of the sea caves safe routes, a Writ of Passage for the Sargauth Locks, and a pouch containing 5gp.

Feature: Passage Through The Locks

You have obtained an official Writ of Passage to get a ship through the magical locks that allow vessels to traverse from the surface to Skullport and back again. You also have a few contacts in the guild, and know who to bribe to get preferential positioning in peak times. You also know the right people to get a replacement Writ if yours is ever lost. This does not exempt you from the passage fees, but certifies passage through the locks. Those without a writ are denied passage.

Alternate Feature: In the Know

The Sargauth Sailor feature relies on the alternative history that the magical locks from the surface to the sea caves and Sargauth/Skullport level are operational and being managed by a coherent, consistent group.

If you wish to use the current **Waterdeep: Dungeon of the Mad Mage** representation of a dysfunctional system use the following feature instead.

Feature: In the Know

You are aware of the current state of the locks, which transient gang or group temporarily controls them (if any) and the best route to safely navigate this hazard with a vessel. You may still need to bribe your way through the territory, but you know the power players and who to bribe and how to do so without giving offence.

MAGIC ITEMS

BADGE OF FEY STEP

Wondrous item, uncommon

This small pin is fashioned of silver in the form of a pixie. As an action you can use the badge to cast *misty step* on yourself or another touched creature. The badge cannot be used again until the next dawn

BADGE OF FREEDOM

Wondrous item, rare

This small pin is fashioned of silver in the form of a pair of wings above a broken shackle. As an action you can use the badge to cast *freedom of movement* on yourself or another touched creature. The badge cannot be used again until the next dawn.

BADGE OF VANISHING

Wondrous item, uncommon

This small pin is fashioned of silver in the form of a pair of closed eyes. As an action you can use the badge to cast *invisibility* on yourself or another touched creature. The badge cannot be used again until the next dawn.

ENCHANTED CHALK

Wondrous item, varies

Enchanted chalk is a consumable magic item that appears as a stick of chalk that can be used to draw lines, patterns or symbols on a surface that generate a magical effect. Each stick looks like a 4 inch rod of white chalk, covered in runes. The colour of the runes denote its function. Each chalk has 10 charges when created, losing a charge (and some physical length) when used. Upon discovery a stick of enchanted chalk may have less charges (at the DMs discretion). When all charges are expended the chalk is consumed.

Barrier Chalk (Silver Runes, *rare*)

As an action, when applied in a line on any surface, this chalk creates a *wall of force* effect in a straight line

along the marked path. You have to physically draw the path, crossing the distance you wish the wall to be. Each charge used creates a wall of force effect in a 10x10 plane. Multiple charges may be used at one time, to the limit of your movement or the remaining charges left to the chalk. You may change the angle of the wall each 10 foot section, so long as the wall is an unbroken, continuous line. Each panel may fill up to its full dimensions, but will contour to the available space if it reaches a physical barrier (ie in an 8 foot tall hallway the wall will stop at the ceiling). The wall has the properties of a standard *wall of force*, and lasts for 1 minute without requiring concentration to maintain.

Meld Chalk (Brown Runes, *uncommon*)

As an action expending a single charge, the user places themselves against a stone surface and draws an outline of themselves in chalk. The user's body then sinks into the surface, as if affected by the *meld into stone* spell. The effect lasts up to 8 hours or until the user chooses to exit the stone, ending the effect.

Pit Chalk (Blue Runes - *uncommon*)

As an action expending a single charge, you can trace the edges of a square up to 10 feet on a side on the ground. Instantly this creates a pit that has the dimensions drawn and is 10 feet deep. You can expend additional charges to add another 10 foot cube to the pit for each charge expended, so long as it joins at least one other cube on a side (i.e. you could add the cube below the first to make the pit 20 feet deep, or next to it to make a 10 foot by 20 foot pit, 10 feet deep. The pit is in no way hidden, and lasts 1 minute. Once the duration ends anything in the pit is gently raised back to the original floor level.

Sanctuary Chalk (Green Runes, *common*)

As an action expending a single charge, you draw a coil of rope on any one nearby surface, which unfurls to become a *rope trick* spell. The effect lasts for 1 hour, but you may extend the duration from within the extra dimensional space by expending an additional charge per hour and tracing the inner surface of the space.

Tunnel Chalk (Purple Runes, *rare*)



As an action, expending a single charge, you may trace a tunnel entrance on a nearby stone, wood or plaster surface, which creates a passage up to 5 feet wide, 8 feet tall and 20 feet deep, as the *passwall* spell. The tunnel may be extended an additional 20 feet deep for every additional charge expended. The tunnel lasts 1 hour, ejecting anything in it to the nearest unoccupied space when the duration ends.

EYE OF ACCURACY

Wondrous item, uncommon

This appears to be a small coin sized disc of bone with an eye carved into each face. As a bonus action you may activate the eye, granting all your attacks advantage until the end of your turn. Once used the eye is consumed.

EYE OF WINKING

Wondrous item, very rare (requires attunement)

This appears to be a small coin sized disc of bone with an eye carved into each face. Whilst in your possession you are immune to *charm*, *suggestion* and *sleep* spells and abilities, and if you are subject to such an effect it is reflected onto its source as if you were the caster (it uses the original save DC). If the effect has a concentration you must maintain it or the effect fails.

In addition, you may as a reaction cause the eye to 'wink', granting you resistance to all damage until the end of your next turn. If used in this manner the eye becomes inert until the next dawn. During this time it confers no protection or immunity, nor reflects any effects.

GLIM GAUNTLET

Wondrous item, uncommon

This single glove is made of woven metal fibers so fine it is as supple as leather. The gauntlet fits the wearer perfectly, and is not conductive, protecting the wearer from handling otherwise dangerous energy sources or substances such as heat, cold, acid or the like.

The wearer can command the gauntlet to shed a pale radiance within 10' feet, acting like a light spell to that range. Activating or deactivating this radiance is automatic.

When touched to a magic item or effect, the gauntlet

cases the item to glow with a faint light. In this way the presence of enchantments can be revealed, though no further information is gained.

GREENSTONE AMULET

Wondrous item, very rare (requires attunement)

This item resembles a glowing fist sized green stone set into a platinum setting and chain. While attuned you are under the constant effect of a *mind blank* spell.

NETHERESE BLAST SCEPTER

Wondrous item, legendary (requires attunement)

This ancient black and silver scepter is around 1 foot long, with a handle in the centre and capped on either end by a dragon head.

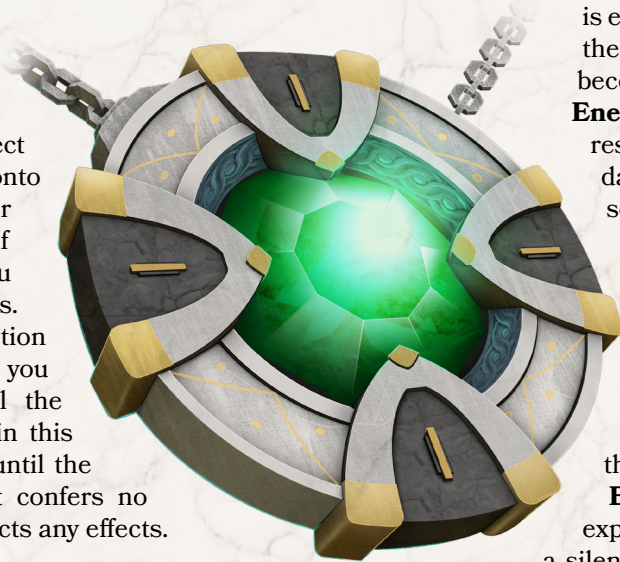
The Scepter has 10 charges, and regains 1d6+4 charges each dawn. If the last charge is expended, roll a d20. On a roll of 1 the scepter loses its properties and becomes non magical.

Energy Absorbition. You have resistance to fire and lightning damage while attuned to the scepter.

Stunning Strike. On a successful melee attack (which deals 1d4 bludgeoning damage) you can expend 1 charge to stun the target. The target must make a DC 17 Constitution saving throw or be stunned until the end of your next turn.

Blast Wave. As an action, expending 2 charges you can emit a silent 30 foot cone of force from the scepter. Any creature in the area must make a Strength saving throw or take 4d6 force damage and are knocked prone. A successful save halves the damage and negates the prone condition.

Powerstrike. As an action, and expending 6 charges, you make a melee attack roll against a target. If it hits, the target takes 8d6 force damage and must make a DC 17 Constitution saving throw or be stunned until the end of your next turn. A Successful saving throw halves the damage and negates the stunning. If the target is a golem or construct it is instantly destroyed on a failed saving throw rather than taking damage.



SPELLBLADE

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

Spellblade (any sword, very rare, requires attunement)

Spellblades are usually longswords, but may appear as any sword. You have a +2 to attack and damage rolls made with this weapon. In addition, a spellblade may hold one spell of up to 5th level. This spell must be cast into it by you, or another spellcaster you allow to touch the weapon. While holding a spell, the sword conveys immunity to that spell or spell effect for you. For example, if the spell blade holds a *fireball* spell, you are immune to the *fireball* spell or any *fireball* effect (from a wand or *necklace of fireballs* for example). It only affects that single specific spell or effect (ie holding a *fireball* does not confer immunity to fire, or even a *delayed blast fireball*) and it does not negate the spell or effect for

any other creatures (ie you are immune to a *fireball* effect but creatures around you are not). The held spell can be changed by casting another spell into it, overwriting the previous spell. A spellblade can only hold a new spell once per day, regaining the ability to change spells at the next dawn.

STONE OF SHIELDING

Wondrous item, rare

This small stone is inscribed with the dethek rune for protection. As an action or reaction you can crushed it, providing you with a stonewood effect for 1 minute without needing to maintain concentration. The stone is destroyed as part of its activation.

STONE OF ENCHANTING

Wondrous item, uncommon

This small stone is inscribed with the dethek rune for magic. As a bonus action you can place it against any non magical weapon, enchanting it with a magic weapon effect for 1 hour without needing to maintain concentration. The stone is destroyed as part of its activation.

STONE OF HIGH ENCHANTING

Wondrous item, rare

This small stone is inscribed with two dethek runes for magic. As a bonus action you can place it against any non magical weapon, enchanting it with an augmented magic weapon effect for 1 hour without needing to maintain concentration. The weapon has a +2 bonus to attack and damage rolls. The stone is destroyed as part of its activation.

STONE OF MASTER ENCHANTING

Wondrous item, very rare

This small stone is inscribed with three dethek runes for magic. As a bonus action you can place it against any non magical weapon, enchanting it with an augmented magic weapon effect for 1 hour without needing to maintain concentration. The weapon has a +3 bonus to attack and damage rolls. The stone is destroyed as part of its activation.

STYLUS OF SCRIBING

Wondrous item, common

This 2 inch black wand can be activated as an action, floating of its own volition next to the closest surface to it upon activation. The next three words spoken by you are scribed on the surface in a silvery, glowing script in the language you use. The words are permanent, and not removable by physical means, though a dispel magic or similar effect will erase them. After use the stylus vanishes.



BESTIARY

CONFLAGRATION HOUND

Conflagration hounds are rumored to be a larger, more intelligent breed of Hell Hound developed by the Archdevil Mephistopheles, infused with the Hellfire he is obsessed with. Others suggest their origin is the burning hell of Phlegethos, and others still suggest they were once elemental beings taken from the Elemental plane of fire and twisted to dark ends. Regardless of their origins, Conflagration Hounds are cruel and cunning predators of exceptional size and unquenchable flames.

How and when they were introduced to Undermountain is unknown, but more than a few lucky souls that return from the lowest levels bring horror tales of being pursued through the halls by these burning beasts



CONFLAGRATION HOUND

Large fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 136 (16d10+48)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +5, Con +6

Skills Perception +7, Stealth +5

Damage Immunities fire, necrotic

Senses darkvision 90 ft., passive Perception 17

Languages Infernal, understands common but can't speak it

Challenge 8 (3,900 XP)

Death Throes. When a hound dies, it explodes, and each creature within 20 feet of it must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire and 14 (4d6) necrotic damage on a failed save, or half as much on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried.

Fire Aura. At the start of each of the hound's turns, each creature within 5 feet of it takes 7 (2d6) fire damage and 7 (2d6) necrotic damage, and flammable objects that aren't being worn or carried ignite. A creature that touches the hound with a melee attack within 5 feet suffers the same damage. If it chooses the hound can suppress this aura each turn with a bonus action.

Keen Senses. The hound has double its proficiency bonus on all Wisdom (Perception) checks.

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

Actions

Multiattack. The hound makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 7 (2d6) fire damage and 7 (2d6) necrotic damage.

Hellfire Breath (Recharge 5-6). The hound exhales hellfire in a 25-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

DARKTENTACLES

A darktentacles is a many-tentacled, solitary, amphibious predator. They are intelligent and will use treasure or wounded creatures to lure prey into their considerable reach.

Masters of their Environment. Given their limited capability for movement, a darktentacles will always seek to set up its lair or hunting ground in a most favorable way to ensure successful hunting and protection from powerful prey. They will always seek deep water to retreat (and pull prey) into. The darktentacles remains largely unaffected by being in and out of the water, but land dwelling creatures must often deal with the drawbacks of underwater combat (see PHB pg 198). Similarly, will always seek to have cover or an escape route or plan in place.

Cruel and Unusual. Darktentacles love to torture and torment prey, and are use their magical abilities to great effect, turning creatures against their allies, 'charming' them into luring prey or using their *wall of force* to cut off lines of retreat or trap air breathing creatures underwater until they drown.

Weapon Enthusiasts. Darktentacles collect melee weapons from their victims, enjoying them as both eclectic treasure and implements to inflict harm.



DARKTENTACLES

Huge aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 216 (18d10+108)

Speed 10 ft., Swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22(+6)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Con +10, Wis +6

Skills Perception +6, Stealth +8

Damage Resistances bludgeoning, slashing and piercing from non-magical weapons, force.

Condition Immunities blinded, charmed, prone

Senses blindsight 120 ft., darkvision 120 ft., passive Perception 16

Languages Telepathy 120 ft.

Challenge 12 (8,400 XP)

Amphibious. The darktentacles can breathe air or water.

Constrict. At the beginning of its turn, the darktentacles inflicts 10 (3d6) bludgeoning damage on any creature it currently imposes the grappled condition on.

Innate Spellcasting. The darktentacles innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *detect magic*, *detect thoughts*

3/day each: *hold monster*, *wall of force*

1/day each: *dominate monster*

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

Wield Weapons. The darktentacles may wield melee weapons in place of its slam attacks, replacing the damage with the appropriate weapon damage and ignoring the additional grapple effect.

Actions

Multiattack. The darktentacles makes ten slam attacks, no more than five of which can be directed toward a single creature.

Slam. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 10 (1d8 +6) bludgeoning damage. The creature must make a DC 16 Strength saving throw or gain the grappled condition. For each successful slam attack the DC increases by 1 (to a maximum of DC 20).

IBRANDLIN

Gargantuan dragon, lawful neutral

Armor Class 15 (natural armor)

Hit Points 230 (20d10+120)

Speed 30 ft., Climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	9 (-1)	10 (+0)	6 (-2)

Skills Perception +8, Stealth +7, Survival +8

Damage Immunities fire

Senses blindsight 120 ft., passive Perception 18

Languages understands undercommon but can't speak

Challenge 11 (7,200 XP)

Keen Senses. The ibrandlin has double its proficiency bonus on all Wisdom (Perception) checks, and Wisdom (Survival) checks to track a creature.

Pin. At the beginning of its turn, the Ibrandlin may automatically impose the restrained condition on one creature of medium size or smaller it currently imposes the grappled condition on.

Actions

Multiattack. The ibrandlin makes 4 claw attacks and a bite attack. For each creature it has Pinned it loses a claw attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target, 15 (3d6+6) piercing damage. If the creature is medium or smaller it must succeed on a DC 15 Dexterity saving throw or be swallowed by the ibrandlin. A swallowed creature is blinded and restrained, and it has total cover against attacks and other effects outside the ibrandlin, and it takes 14 (4d6) acid damage at the start of each of the ibrandlin's turns.

If the ibrandlin takes 20 damage or more on a single turn from a creature inside it, the ibrandlin must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creature, which fall prone in a space within 10 feet. If slain creatures may exit freely on their turns.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 13 (2d6 +6) slashing damage. The ibrandlin may forego the damage to grapple a creature instead, which is a favored tactic on medium or smaller creatures due to its Pin ability.

Firebreath (Recharge 5-6). The ibrandlin exhales fire in a 25-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

IBRANDLIN

The ibrandlin are a race of 40 foot long 'fire lizards' bred by the cultist followers of the lost god Ibrandul, Lurker in Darkness.

In deference to the God of Dry Depths, the ibrandlin have been bred to be apex predators and peerless hunters, dominating the ecosystems in lightless caverns deep beneath Undermountain.

Ibrandlin are intelligent, but lack any complex motivations beyond the hunt. They follow the commands of Ibrandul's cultists, and the will of the Ibrandul itself.

Adventurers that stray into an ibrandlin's territory may find themselves stalked relentlessly until they move beyond its claimed territory or prove the superior hunter.



SHARN

Sharn are an enigmatic race of aberrant creatures that are able to extend part or all of their being into the astral plane, and re-emerging in whole or in part at a distance from where they entered.

Sharn are mysterious and territorial, secretive and superior. They have been known to attack or parley with equal likelihood, though often 'lesser' creatures are left dumbfounded by their inexplicable motivations.

Little is known of the creatures, sages referring to them as 'the aloof ones', save that they have an irrational and unquenchable hatred of the Phaerrim and will war upon any such creatures they discover until one side or the other lies dead. Collateral damage in such cases is often significant.

Sharn appear as huge three headed, glossy black teardrops, with three arms each ending in a cluster of three hands. They can wield weapons and magical items, and for all their aberrant nature are clearly intellectually gifted.



SHARN

Huge aberration, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 126 (12d10+60)

Speed 10ft., Fly 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20(+5)	19 (+4)	16 (+3)	18 (+4)

Skills Arcana +8, Insight +7, Perception +7.

Damage Immunities psychic, force

Damage Resistances bludgeoning, slashing and piercing from non-magical weapons.

Condition Immunities blinded, prone

Senses blindsight 120 ft., passive Perception 17

Languages Telepathy 120 ft.

Challenge 10 (5,900 XP)

Extra Eyes. Sharn have a single eye in the palm of each hand, allowing it to extend its sight (and blindsight) to any location it can reach.

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

Peculiar Mind. A sharn is immune to psychic damage, and cannot be affected by divination, illusion or enchantment spells and effects unless it chooses to be. Telepathy and other mental effects fail unless the sharn chooses to be affected.

Portal Generation. The sharn may generate a series of up to 6 shimmering silver portals, each a flat disc with a 6 foot diameter, within 400 feet of itself at any one time, creating a new portal as a bonus action and dismissing one or more at any time. The sharn may use these portals to move instantaneously between them (similar to *dimension door*) or to reach through from one to another as if each side was connected. Portals are only usable by the sharn, but have a physical presence, and have an AC of 12 and 24 hit points.

Wield Weapons. The sharn may wield melee weapons in place of its slam attacks, replacing the damage with the appropriate weapon damage.

Actions

Multiattack. The sharn makes nine claw attacks, in groups of three directed toward a single creature. It may direct these through a portal.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 +4) slashing damage.

SKULLPORT SKULL, VASSAL SKULL

The Skulls of Skullport are a unique hive-mind entity consisting of 13 greater skulls (the remnants of a cabal of Netherese archmages, and an unknown number of lesser vassal skulls, which serve as the eyes and ears for the greater conclave.

The Skulls are arguably the original rulers of Skullport, predating even Halaster's presence in Undermountain, and despite their lack of physical form or need, they continue to believe it to be so.

However, the Skull collective has grown increasingly erratic as time erodes their sanity, and are now mostly viewed as a dangerous curiosity by most who live in Skullport. Occasional random and bizarre demands are a small price to pay (usually) to dwell in the port, and none of the lurkers have sufficient power to oust the Skulls even if they wanted to.

Not True Undead. Despite their appearance and similarities to lichs and demi-liches the Skulls are not true undead. They cannot be turned, and do not detect as undead to abilities that do so. They also take no additional damage from Divine Smite or magic effects that specifically affect undead differently. However they are not alive either. The best theory sages have is that they are a magical entity tied to the weave, and that the Skulls themselves are vessels or manifestations, or even keepsakes of their former existence. Conversely the vassal skulls **are** undead. They detect as such, and are affected by Turning and other abilities that target undead. Sages posit that they are formed from the skulls of lesser mages through some sort of necromantic ritual of spell.

Don't Cause a Disturbance. While the Skull's motives and desires are generally unclear, the one thing that the lurkers of Skullport agree upon is that the Skulls tend to appear when a public disturbance is created. Inscrutable as they are, the Skulls punish public disturbances, property damage and other trade disruptions. Punishments vary of course, and can range from being assigned a minor tasks ("Climb to the top of this building and recite a passage from Volo's latest work") to deadly force. In true Skull fashion severity of the 'crime' does not necessarily reflect the severity of the sentence.

They Are Impossible to Destroy. This may not be strictly accurate, but it seems as though whenever a powerful monster, adventurer or lurker manages to slay a

Skull, they simply return in time. It is difficult to tell, but it appears that the numbers of Skulls never diminish no matter how many have been destroyed over the centuries. Most lurkers will tell you that even if you have the power to defy or destroy the skulls you probably shouldn't. They are eternal, they don't sleep, and they do hold grudges.

VASSAL SKULL

Tiny undead, chaotic neutral

Armor Class 12
Hit Points 44 (10d4+20)
Speed 0 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	14 (+2)	17 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, History +5, Perception +2

Damage Resistances bludgeoning, piercing and slashing from non-magic weapons.

Condition Immunities blinded, charmed, deafened, frightened, paralysed, petrified, poisoned, prone, stunned

Senses Truesight 120 ft., passive Perception 12

Languages Common, Undercommon

Challenge 4(1,100 XP)

Hive Mind. The skull is aware of the location and status of every other skull in the collective.

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

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

Cantrips (at will): *mage hand, shocking grasp, vicious mockery*
1st level (3 slots): *burning hands, detect magic, magic missile*,
2nd level (2 slots): *mirror image, misty step*
3rd level (1 slot): *counterspell, lightning bolt*

Actions

Headbutt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

SKULLPORT SKULL

Tiny construct, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 171 (18d4+126)

Speed 0 ft., Fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	24 (+7)	24 (+7)	18 (+4)	18 (+4)

Saving Throws Int +11, Wis +8

Skills Arcana +15, History +15

Damage Immunities bludgeoning, piercing and slashing from non magic weapons

Condition Immunities blinded, charmed, deafened, frightened, paralysed, petrified, poisoned, prone, stunned

Senses Truesight 120 ft., passive Perception 14

Languages All languages

Challenge 15 (13,000 XP)

Hive Mind. The skull is aware of the location and status of every other skull in the collective. The skull can choose to perceive the surroundings of a vassal skull as per the *clairvoyance* spell by using a bonus action each turn to maintain the effect.

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

Rejuvenation. The skull is tied to the mythal of Undermountain. If destroyed the skull overwrites the personality of a vassal skull and immediately regenerates all lost hit points and spell slots.

Spellcasting. The skull is an 18th level spellcaster. The skull's spellcasting ability is Intelligence (spell save DC 19, +11 to spell attacks). It requires no somatic or material components to cast its spells. The skull has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *burning hands, detect magic, identify, magic missile,*
2nd level (3 slots): *detect thoughts, mirror image, misty step*
3rd level (3 slots): *blink, counterspell, dispel magic, fireball.*
4th level (3 slots): *confusion, banishment, fire shield,*
5th level (3 slots): *cone of cold, telekinesis*
6th level (1 slot): *create undead, disintegrate*
7th level (1 slot): *forcecage, teleport*
8th level (1 slot): *feeblemind*
9th level (1 slot): *wish*

Actions

Headbutt. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.



SLITHERMORPH

Large ooze, neutral evil

Armor Class 15 (natural armor)
Hit Points 133 (14d10+56)
Speed 20ft., Climb 20ft., Swim 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	28(+4)	8 (-1)	14 (+2)	10 (+0)

Saving Throws Con +7

Skills Perception +5, Stealth +5.

Damage Immunities acid, cold, lightning, slashing

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

Senses darkvision 90 ft., passive Perception 15

Languages Understands Common and Undercommon but can't speak

Challenge 7 (2,900 XP)

Amorphous. A slithermorph in black pudding form can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Slime. In either form a slithermorph is covered in a corrosive slime. A creature that touches a slithermorph or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits a slithermorph corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the slithermorph is destroyed after dealing damage. The slithermorph can eat through 2-inch-thick nonmagical wood or metal in 1 round.

Shapeshift. A slithermorph can shift from an amorphous form like a black pudding to a four armed snake hybrid as a bonus action.

Spiderclimb. A slithermorph, in either form, can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. In its snake hybrid form the slithermorph makes 4 claw attacks and a bite attack. In black pudding form it makes 2 pseudopod attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) slashing damage plus 3 (1d6) acid damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d4+4) piercing damage plus 18 (4d8) acid damage.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagic armour worn by the target is partly dissolved and takes a permanent -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces the AC to 10.

Acid Spit. *Ranged Weapon Attack:* +5 to hit, range 20/40, one target. Hit: 32 (8d8) acid damage. In addition, nonmagic armor worn by the target is partly dissolved and takes a permanent -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces the AC to 10.

SLITHERMORPH

Slithermorphs are nightmarish creatures that can shift between an amorphous ooze state and humanoid serpentine form not unlike a yuanti. Sages theorize they are an evolution of a black pudding, or a magical experiment to fuse a black pudding and a yuanti. In any case, slithermorphs are a species that has some of the features of both, and is able to reproduce and perpetuate.

Intelligent Hunters. Slithermorphs are far more intelligent than their black pudding cousins, cultivating hunting grounds to the point of even managing the ecosystem and livestock in the area. They defend their territory fiercely, and will use tactics and terrain to its advantage.

Obsession with Weapons. Most weapons corrode under their touch, so if a slithermorph discovers one that does not, such as a magical weapon, the creature becomes obsessed with possessing it. Slithermorphs that have acquired weapons may use them in place of claw attacks, and may stalk adventurers in hopes of adding to its collection.



TOMB TAPPER (THAALUD)

Tomb tappers are a race of towering stony humanoids have featureless heads and a powerful gaping maw in their abdomen. These creatures are often referred to as “the Faceless”. It is thought that the Thaalud are a created race from ancient Netheril, though their purpose, if any, has been lost to time.

Magic Collectors. Thaalud burrow through the earth, delving into ancient tombs and retrieving ‘sacred’ magical items. The tomb tappers venerate enchanted objects and often will seek to seize such items from unworthy creatures. They never use magic items, instead securing them safely in their shrine lairs.

Creatures of Earth. Thaalud treat dwarves, svirfneblin and other peaceable races of the earth with respect, and consider them worthy to retain their enchanted objects.



TOMB TAPPER (THAALUD)

Huge elemental, lawful neutral

Armor Class 18 (natural armor)
Hit Points 161 (14d12+70)
Speed 30ft., Burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	12 (+1)	16 (+3)	8 (-1)

Saving Throws Con +9, Wis +7

Skills Perception +7

Damage Immunities cold, fire, poison

Damage Resistances lightning; bludgeoning, slashing and piercing from non-magical weapons.

Condition Immunities blinded, deafened, poisoned.

Senses Blindsight 400 ft (blind beyond this radius), passive Perception 17

Languages Telepathy 120 ft.

Challenge 9 (5000 XP)

Enchantment Immunity. A tomb tapper is immune to all enchantment and illusion spells and magical effects.

Innate Spellcasting. The tomb tapper’s innate spellcasting ability is Wisdom (spell save DC 15, spell attack +7). It can innately cast the following spells, requiring no material components:

At Will: *detect magic*
3/day *animate objects*

Actions

Multiattack. A tomb tapper makes 1 attack with its hammer and one bite, or 2 claw attacks and one bite.

Hammer. *Melee or Ranged Weapon Attack:* +9 to hit, reach 15 ft., range 30/60ft., one target, Hit: 20 (2d12+5) bludgeoning damage. The target must also make a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 18 (4d6+4) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 25 (6d6+4) piercing damage.

TROBRIAND'S HOUNDS

While best known for his creation of the Scaladar, Trobriand created a number of variant metal constructs, some of which still lurk in the darkest corners of Undermountain. Among the most feared are Trobriand's Hounds, also known as the Indestructible Pack.

Pack Hunters. These metallic canines are individually fairly weak, but they roam in packs, are tireless and track with unerring accuracy. Once the hounds have the scent of prey they are almost impossible to confound.

Near Indestructible. Trobriand's Hounds are virtually indestructible given their regenerative capability. Many an adventuring group has been slain by the same pack of hounds they thought destroyed in a previous engagement.



TROBRIAND'S HOUND

Medium construct, neutral

Armor Class 16 (natural armor)

Hit Points 51 (6d8+24)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18(+4)	6 (-2)	14 (+2)	6 (-2)

Skills Perception +4, Survival +4, Stealth +6

Damage Immunities poison, psychic

Damage Resistances bludgeoning, slashing and piercing from non-magical weapons.

Condition Immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned.

Senses darkvision 120 ft., passive Perception 19

Languages understands Common and Undercommon but can't speak

Challenge 3 (700 XP)

Keen Senses. The hound has advantage on all Wisdom (Perception) checks.

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

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

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

Regeneration. A hound regains 1 hit point at the start of its turn, even if reduced to 0 hit points. This ability can only be suppressed by a *wish* spell or if the hound's body is utterly destroyed (using a *disintegrate* spell for example).

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 +4) piercing damage. If the target is a creature, it must make a DC 14 Strength saving throw or be knocked prone.

RANDOM DUNGEON DRESSING TABLES

The following random dungeon dressing tables can be used to add interesting elements to your dungeon experience. At your discretion these may be merely meaningless "dressing" or may develop into hooks, triggers or prompts for additional detail.

The Tables Include;

1. Sounds (1d20)
2. Smells (1d20)
3. Miscellaneous Objects & Things (1d20)
4. Treasures (1d20):
 - 1) Baubles & Jewelry (1d20)
 - 2) Clothing (1d12)
 - 3) Weapons & Armor (1d20)
 - 5) Magical Trinkets (1d20)
 - 6) Unique Items (1d6)

Sounds (1d20)

1	A piteous cry that is (1d8);
1	Inhumanly hollow or sibilant
2	Deep and sonorous
3	High pitched and strained
4	Youthful, like a child or young adult
5	Seems to fade
6	Seems to draw near
7	Is oddly repetitive
8	is cut off abruptly
2	A sudden rumbling of stone on stone, like something rolling or sliding which (1d4);
1	Seems to rapidly approach
2	Seems to fade into the distance
3	Ends in a thunderous crash
4	Seems muted, like it is behind (or within) a wall or around a corner.
3	A hissing of (1d4);
1	Pressurized air or gas escaping
2	A saurian creature
3	The escape of water or fluid from a container
4	The whistling of air through a stone fissure
4	A laugh that is (1d8);

1	High pitched and near hysterical
2	A dry and cruel chuckle
3	A genuine good natured guffaw
4	A deep belly laugh
5	A wheezing, winded chortle
6	A short and wicked snicker
7	A cheeky giggle
8	So close it seems like it comes from right behind you.
5	An intermittent, soft scraping noise (1d4);
1	A whispering of leathery skin on stone
2	Sharp clicking of claws on stone
3	A metallic swipe of a blade on a whetstone.
4	The stealthy scuffing of several booted feet
6	A droning metallic whine than seems to emanate from all around
7	A sharp brassy clatter, like a metal object being dropped.
8	The sounds of movement of (1d8);
1	Running booted feet nearby
2	Chitinous clattering of many insectoid feet
3	The dull padding of a large creature
4	The slow, dull plod of a heavy creature
5	A sickly rhythmic slurping
6	The dull whumping or of large wings
7	The flutter of feathery wings
8	The whining drone of insectoid wings
9	A rhythmic tapping that changes rapidly and (1d4);
1	Seems to repeat a sequence or several sequences over again
2	Seems to have no discernible pattern
3	Starts, stops, then starts again quietly and furtively
4	Ends abruptly with a sharp snapping
10	A feral growl that (1d6);
1	Has a deep, throaty resonance
2	Is so low that is reverberates in your bones rather than in your ears
3	That snarls and gnashes...
4	Starts quietly, but increases in ferocity
5	Ends in a sharp yelp
6	Issues from above you....
11	A mournful sigh...

- 12 A dreadful, pained moaning that seems to come from around the next corner
- 13 A wild cry of exultation and victory from far away
- 14 The reverberating echo of a single word that fades as it repeats. The word is (1d6);
- 1 A fading plea for "Help..."
 - 2 A sharp command of "Now!"
 - 3 A defiant snap of "Mine!"
 - 4 A mournful cry of "Noooooo".
 - 5 A triumphant shout of "Yes!"
 - 6 A choking sob of "Please!"
- 15 A warbling wail of a powerful wind howling through the tunnels
- 16 A hungry crackling of fire
- 17 A single snapping twig or bone
- 18 A whisper in the darkness, low but insistent (1d4);
- 1 "Who are you...?"
 - 2 "Find it... Bring it..."
 - 3 "Come to me"
 - 4 "Beware the mdrbfrth" (the last word is muffled to the point of unintelligible consonants)
- 19 The instrumental sounds of (1d6);
- 1 A far off bell tolling in the distance
 - 2 A gong strike
 - 3 A rhythmic drum beat
 - 4 A blaring trumpet
 - 5 Pan pipes playing a trilling tune
 - 6 Soft harp music permeating the air
- 20 A disembodied voice speaks a character's name, seemingly from nowhere, and then begins to mirthlessly chuckle.

Smells (1d20)

- 1 A Perfume that (1d4);
 - 1 Is vaguely distracting and intoxicating
 - 2 Reminds you of home, or a safe refuge
 - 3 Is sweet like summer wine
 - 4 Is cloying and sickly
- 2 The sharp, tang of ozone

- 3 A rancid, fetid stench like rotting vegetation
- 4 The earthy, moist smell of mold and mildew
- 5 The coppery scent of blood
- 6 The unpleasant whiff of fresh excrement
- 7 A whiff of burning woodsmoke
- 8 A faint scent of exotic spice
- 9 Rich cigar or pipesmoke
- 10 The sizzling aroma of roast meat
- 11 A waft of stale urine
- 12 The salt tang of the sea
- 13 The scent of wet animal fur
- 14 Rank, fetid, algae-choked water.
- 15 The musk of an animal den
- 16 An acidic chemical vapor
- 17 The stench of rotten eggs
- 18 A sweet, pleasant scent of flowers
- 19 The thick, sweet smell of honey or syrup
- 20 The fresh scent of evergreen trees

Miscellaneous Objects & Things (1d20)

- 1 A chalk drawing of an arrow on the floor or wall pointing (1d4);
 - 1 Ahead in the direction being travelled
 - 2 Back the way the observer came
 - 3 Directly upward
 - 4 Directly downward
- 2 Bones in a neat pile, with the skull placed on top - these might be humanoid or animal
- 3 A discarded garment (1d10);
 - 1 A worn fedora hat
 - 2 A small green cloak (sized for a halfling or child) with a ragged blade hole in the back
 - 3 A blood stained blue silk scarf
 - 4 A well-made leather boot (left)
 - 5 A doeskin glove (left hand) tailored for only 4 digits (a thumb and 3 fingers)
 - 6 A winter cloak of wolf fur
 - 7 A torn sleeve from a linen dress

8	A metal gauntlet (right) from a suit of platemail. Grasped in the closed fingers is a chess piece (black knight).
9	A pair of pantaloons, freshly laundered and neatly folded.
10	An eyepatch of brown leather, with a dove motif tooled into it.
4	A cloth pouch containing (1d6);
1	11 human teeth
2	A series of 13 smooth stones carved with dethek runes (dwarven)
3	27 lead coins and a bent copper piece
4	A quantity of ash
5	Standard spell components for a wizard
6	Nothing – there is a clean cut in the base of the pouch
5	The iron head of a mace, the handle broken away
6	A scrap of flayed skin, decorated with a tattoo of a flaming skull, nailed to the wall.
7	A 7 foot length of rusty chain, ending in a broken manacle
8	A single rusty spike, driven into the wall at 8 feet
9	A pale crystal rod, 1 inch in diameter and 4 inches long. One end is smooth, while the other is jagged, clearly snapped from another section.
10	An iron belt buckle or cloak clasp depicting a fox in the woods. Scraps still cling to it where it was torn from a garment.
11	A carved ivory figurine of (1d4);
1	An owl
2	A dragon
3	A king
4	A nymph
12	A single black claw – 6 inches long and razor sharp, bloody where it has been torn from the creature it belonged to.
13	A ruined leather bound journal, its pages a sodden, moldy mess (At the DMs Discretion it may have a salvageable scrap with a clue or partial map on it)
14	A human skull, perfectly clean but with two puncture marks above each temple.
15	A child's doll of carved, painted wood and cloth. It sits upright in the center of the area.
16	Words have been scrawled onto the wall or floor with chalk, ink, paint, blood or excrement. They read (1d10);
1	"Beware the eyes in the dark"
2	"Knock twice when you see the moon"

3	"Take the right passage at the well"
4	"Third corridor after the hungry pit"
5	"The voices will lie to you"
6	"Never trust an elf"
7	"Grimgar was here"
8	"Seven, three, seven, nine, silver and blood, three times in prayer"
9	"Ibrandul lives. He is here in the darkness of t-" (the final word is smudged)
10	"It is fitting that it ends here. Forgive me Valeron"
17	Water drips from a thick, furry patch of fungus that hangs from the ceiling and walls, forming a stagnant pool on the floor (the water and fungus are completely safe).
18	A white porcelain half mask, its delicate surface webbed with cracks but still intact.
19	A large brass key, slightly bent, and covered in scratches and scrape marks.
20	A burned out campfire, ringed with irregular rubble and splatters of dried blood.

Treasures (1d20)

1-10	Baubles and Trinkets Table
11-13	Clothing Table
13-17	Weapons & Armor Table
18-19	Magical Trinkets Table
20	Unique Items Table

When placing treasures, they could be discarded, found in an abandoned camp or monster's lair, or even on a corpse.

Baubles & Jewelry (1d20)

1	A silver locket, inside which is a portrait of a tiefling man (50gp)
2	A skeleton of a humanoid with an arrow sticking out of its skull. The arrow appears to be solid emerald (1000gp)
3	A severed finger still has a gold ring inset with sapphire chips (150gp) on it. Blood trails away...
4	A recently dead adventurer lies here in a pool of still wet blood. She has a dungeoneer's pack, a pouch of 34 gp and a finely made jeweled dagger (250gp)

- 5 Lying conspicuously in the middle of the floor is a carved onyx skull, about half the size of a human's (300gp)
- 6 A trail of a dozen semi-precious stones (5gp each) to the entrance of a small tunnel
- 7 A set of spectacles made from twisted platinum wire (50gp)
- 8 A single ancient gold coin lies in the center of the floor. It can be used as a gold coin, but a successful DC 20 History check will identify it as a very rare Netherese minted coin, one of only 12 of its kind, and worth 500gp to a collector.
- 9 A single earring of a teardrop ruby set in gold (30gp)
- 10 A section of torn cloth discarded in a passageway bears a platinum brooch shaped into the heraldic house symbol of the Roaringhorn family. It is worth 50gp, or if returned to the family directly will earn their favor.
- 11 5 chess pieces carved from jade lie scattered about. They are a bishop, a pawn, a rook, a knight and the king. Each is worth 5 gp.
- 12 A rusted bear trap, crusted with old blood is found here. Within it is the rotted remains of a foot in a boot. If extracted the foot bears a mithril toe ring set with a fire opal, worth 200gp.
- 13 Four severed fingers lie in a dried pool of blood. On one of the fingers is a gold ring set with an emerald (150gp).
- 14 17 severed tongues have been nailed to the wall with iron spikes. One of them bears a platinum tongue stud worth 75gp.
- 15 A dead dragonborn adventurer lies here, his weapons broken and his plate armor is rent torn open. On his left hand is a series of golden claw extensions, worth 25gp.
- 16 An onyx bracelet carved to depict a stalking panther rests against a wall (worth 80gp). Above it written in charcoal are the words "Free to a good home"
- 17 A small crystal decanter lies on its side, its stopper loose nearby (worth 50gp). A single swallow of excellent brandy remains within.
- 18 The corpse of a goblin lies on the floor here. Its cold hands clutch at its neck, around which is a quartz and moonstone bead necklace that was clearly used to strangle it to death (worth 60gp).
- 19 7 princess cut garnets lie on the floor forming an arrow pointing back the way you came. The garnets are worth 20gp each.
- 20 Shattered glass lies for dozens of feet in all directions. In the center of the razor sharp debris is a tiny sapphire figurine of a screaming tabaxi (worth 450gp).

Clothing (1d12)

- 1 A headless tiefling lies in the corridor, his Glaive is still nearby. His clothing is ragged, but a search reveals a fine belt inset with garnets (50gp)
- 2 Fluttering on an unseen air current is a red silk veil (10gp)
- 3 folded neatly in a corner is a fine green shirt embroidered with gold thread (20gp)
- 4 A pale porcelain half mask lies discarded in the dust (5gp)
- 5 A black robe is wadded up and tossed aside, crusty with dried blood. If unravelled, it bears the emblem of the Order of Watchful Magisters and has a name sewn into the lining - Phineas Vellenhall
- 6 A leather glove, all the fingers cut from it except the index, lies near a wall. By the placement it almost seems to point to a specific spot.
- 7 A heavy brown leather coat is hung on a peg at head height, almost as if left for you...
- 8 A pair of fine black leather boots with brass buckles sit in a corner (worth 50gp). They have been treated with poison however, and anyone wearing them must make a DC 15 Constitution saving throw or gain the *poisoned* condition for as long as they wear them, and for an hour after they remove them.
- 9 A battered but stylish fedora hat lies discarded here
- 10 Seven scarves (red, orange, yellow, green, blue, royal purple and lavender) are braided together and hung on a death marker made of two hastily nailed together planks of wood. In charcoal, the name "Lilly" has been written on the wood, but no body can be seen.
- 11 A white linen shirt lies discarded on the floor. A closer examination shows a crude map drawn in charcoal on one side (DM's discretion as to the extent and accuracy of the find)
- 12 A fine velvet cloak, deep red in color and edged with silver and gold thread has been nailed to a wall. A huge hole in the centre - more than a foot in diameter - seems to have melted edges that fuse the fabric.

Weapons and Armor (1d20)

- 1 A desiccated giant rodent corpse has a set of 5 darts sticking out of it, clearly the weapons used to slay it.
- 2 A mace with a dented head. It is still serviceable, but has been clearly used against something harder than it.
- 3 A silver dagger discarded in a corner
- 4 A longsword with a black leather hilt, brass crossguard and pommel, and an acid etched pattern of waves on the blade.
- 5 A fine bronzed wood bow with a soft white leather grip. The string is broken, but otherwise the weapon is serviceable

- 6 A dark wood spear with an obsidian tip. Several brightly colored feathers hang from a leather strap near the tip. The wooden shaft is covered with dry blood
- 7 A metal shield with a lantern design in deep teal. The edges of the shield are scuffed and dented.
- 8 A battle axe with a scratched and nicked blade.
- 9 A halberd with a butterfly shaped blade used to prop up a heavy metal portcullis. Removing the weapon requires a DC 14 Strength check and leaves the corridor blocked by a portcullis (AC 16, Hp 50, DC 14 Strength check to lift).
- 10 An ornate tan wooden staff, every inch carves with forest scenes and fey creatures.
- 11 A greatsword with a slender, polished blade, mithril pommel and quillons and a snakeskin grip. The word 'scalecleaver' is etched into the blade in elvish.
- 12 A matched set of 4 hand axes hang from loops in a discarded belt with a broken buckle. Each axe has a different dwarven rune carved prominently on the blade (literally 1, 2, 3, 4)
- 13 A net made of fine white thread that is thin, strong and vaguely sticky to the touch. A DC 15 Nature check reveals it is some sort of giant spider webbing
- 14 A small leather ball discarded in a corner turns out to be a sling wrapped tightly around a single adamantite sling stone.
- 15 A bronze trident with the central point snapped off (it's more of a fork now). It still functions as a weapon.
- 16 A warhammer with a raised dethek (dwarvish) rune on each impact face. The raised rune would leave an impression on a strike. If translated the rune says "Halt".
- 17 A shortsword with a truly wicked looking serrated blade above a plain handle. The weapon is treated with some form of dark staining so the metal is non reflective.
- 18 A flail of bluish metal with a head that resembles a large machine cog.
- 19 A reinforced metal stein covered in spikes, still stained with blood. An examination reveals the spikes have tiny tubes allowing the passage of blood into the vessel. The stein can be used as a club that deals piercing damage.
- 20 A silver sickle, its crescent moon blade etched with images of werebeats.

Magical Trinkets (1d20)

- 1 A plain circular copper amulet than floats wherever it is released. It can be grasped and moved as desired.
- 2 A 5 inch square silver plate that displays an engraving of the current day, date and year in elegant script (ie 18th day of Ches, 1492 DR).

- 3 A 3 inch glass sphere that seems to contain a disembodied blue eye within it. The eye shifts, focuses and blinks as if observing its surroundings.
- 4 A silver pocketwatch that audibly ticks each second, and chimes each hour. The sounds can be heard clearly to a range of 20 feet, and cannot be muffled or silenced unless by magic (ie a silence spell).
- 5 A small pearl (worth 50gp) that immediately chills any liquid of 1 pint or less it is immersed in.
- 6 A small lump of coal that instantly boils any liquid of 1 pint or less it is immersed in. A boiling liquid causes 1 point of fire damage to anyone handling it incautiously.
- 7 A 5 inch red candle that remains permanently alight once lit, and is never consumed. The candle may be snuffed normally.
- 8 A scroll that takes ink, but anything written or drawn on it fades after 10 minutes.
- 9 A scroll that takes ink, but anything written or drawn on it fades after 1 minute. At the same time this writing or image appears on a paired scroll (the location and ownership of which is unknown). Occasionally words or images appear on the scroll from its twin, lasting for 1 minute)
- 10 A bladed weapon (any kind) that appears to be made of steel, but emits no sounds when struck.
- 11 An immaculate varnished redwood shield, with a painted coat of arms depicting a troll on its face. Any cuts, dents or other damage the shield takes (short of complete destruction) repair themselves overnight.
- 12 A rich scarlet robe of velvet that always remains clean and dry no matter the conditions it is subjected to.
- 13 A single, *unbreakable* arrow or bolt.
- 14 A spyglass that shows every creature viewed as a different gender and race than they are.
- 15 A small brass whistle that seemingly emits no sounds when blown (actually emits a sound that only a single race or creature type can hear and finds excruciatingly annoying, roll 1d6);
- 1 Halfling
- 2 Goblin
- 3 Dragon
- 4 Fiend
- 5 Ooze
- 6 Halaster Blackcloak, the Mad Mage of Undermountain
- 16 A 6 inch plain stone sphere (weighing 11lb) that, once started, continues rolling (in random directions) until a creature physically grasps it. The sphere moves at a speed of 30', and clings to any surface in defiance of gravity.

- 17 A pair of glasses with lenses that tint automatically when exposed to brighter light conditions. These have no game mechanical effect.
- 18 A pair of soft wool slippers that are always warm, comfortable and the perfect size for the wearer.
- 19 An ebony smoking pipe that self-ignites at the desire of the owner.
- 20 A single waterdahavian gold dragon coin that always lands on its edge when flipped.

- 6 Tucked into a burlap sack is an ornate globular fishbowl, its surface adorned with swirling etchings that look like waves. The bowl has an inch of brackish water in the bottom, and the skeletal remains of a goldfish. If the bottom of the base is looked at (either by lifting it up or turning it upside down an etching of an eye with 10 strokes extending radially from it can be seen. A DC 15 History check reveals this to be an older version of the mark of the Xanathar.

Unique Items (1d6)

- 1 A leather-bound journal, handwritten with copious notes in seemingly no particular order, detailing observations, locations and creatures of Undermountain. A notation on the first page reads "Property of Volothamp Geddarm. If found please return to Durnan at the Yawning Portal". The DM should determine a random number (2d4) useful or insightful passages or locations in the book that correlate to the current adventure the characters are participating in.
- 2 A mahogany pipe that rests carefully on a small shelf of stone at head height. The pipe has been used, has traces of ash within it and smells of pungent tobacco. Magical methods that grant information (legend lore, commune etc.) will reveal this to be the property of Elminster, left here many years ago whilst he traversed the Mad Mage's halls.
- 3 A small glass vial that rotates in the air about a foot off the ground. It is stoppered with red wax and has a single white strand of hair within. The vial is a minor magical trinket that hovers when released, and is unbreakable. Magical methods that grant information (legend lore, commune etc.) reveal the strand of hair belongs to the Mad Mage Halaster, and was stolen by an ex-apprentice to use as leverage against the wizard. What became of the apprentice is unknown, but it should be evident possessing this hair would certainly draw the wrath of Halaster.
- 4 A 6 inch long brass clockwork scorpion with articulated limbs lies discarded here. On the underside the word "Trobriland" is etched onto the device. It is magical, and activates for 24 hours if the stinger is used to draw blood (it is sharp and can be pressed to the skin like a needle), obeying the commands of the owner of the blood. The scorpion has an AC 15, Hp 1, Speed 5' and no effective attack.
- 5 A bent and rusted steel shield is discarded against a wall. The face once bore a rampant dragon in red, but claw marks and dents have rendered it barely recognizable. On the back of the shield the straps have broken. An old inscription reads "Asper my love, let this gift shield you from harm". A DC 18 History Check (or appropriate spells or the like) will reveal that Asper is the name of the wife of Mirt the Moneylender. The shield was lost in a foray that went poorly.

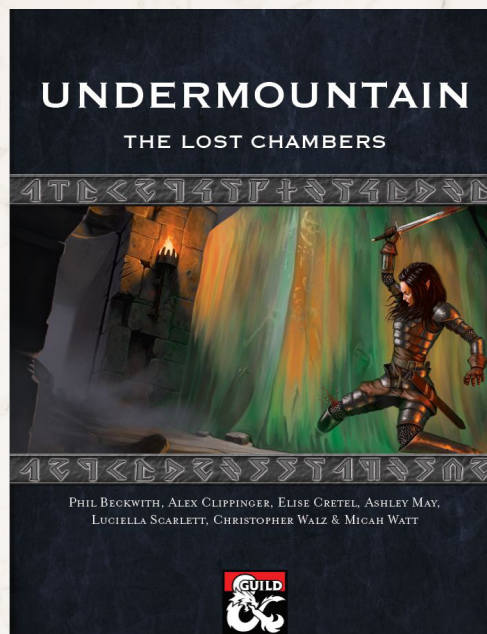


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