

2e

Classic Adventure
Module Conversion



The Gates of Firestorm Peak

Conversion Guide by Mark
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For Character Levels 6-8



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

THE GATES OF FIRESTORM PEAK

CONVERSION GUIDE

Introduction: In 1996, TSR published the adventure named “The Gates of Firestorm Peak” for Advanced Dungeons and Dragons 2nd edition. It was written by Bruce Cordell and illustrated by Jeff Easley and Arnie Swekel. It consisted of a 96 page book and cover folder that held 2 double-sided poster maps; one map of the complex and 3 tactical maps. It also came with punch-out counters for use with the tactical maps. "The Gates of Firestorm Peak" was the first adventure to incorporate rules from the AD&D 2nd edition *Player's Option*[™] book series, and the first to feature the Far Realm, a Cthulhuian plane of horror and insanity. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure for 6th– 8th level characters

BY MARK STOUT



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THE GATES OF FIRESTORM PEAK

Introduction

To use this conversion guide you will need a copy of “The Gates of Firestorm Peak”, originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of encounters provides a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Some creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'The Gates of Firestorm Peak' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

The village of Longbridge sits in the southern foothills of northern mountains, near the mountain named Firestorm Peak. The mountain was named such because every twenty-seven years, when the comet known as the Dragon's Tear appears in the sky, the top of the mountain bursts into flame and stays afire for twenty-eight days. This led to Longbridge starting a month-long celebration called Firefestival, which now occurs every year.

However the last five years have brought a noticeable change to Longbridge and the areas near the mountain. Crops do not grow well anymore, stillbirths among animals and people have risen drastically, and drought has been more frequent. Even more recently the amount of attacks by wild animals has increased, and the presence of strange, deadly creatures never seen before have been reported in and around Firestorm Peak.

Most disturbing is the doubling of random cruelty and violence in Longbridge. Murder, once virtually unknown here, has become a monthly event leading to the first hangings in village history.

The villagers are desperate to save Longbridge, and have sent out pleas to local lords for aid and assistance. Through

one of these pleas, the adventurers are recruited to travel to Longbridge, then to Firestorm Peak to investigate the strange happenings. As it happens, this coincides with the twenty-seven year cycle of the Dragon's Tear. The adventurers will arrive at Firestorm Peak in time to see the event that gave the mountain its name, and in time to try to save Longbridge and the surrounding lands from an unfathomably terrible fate.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “The Gates of Firestorm Peak” into the Forgotten Realms world of Faerûn.

Longbridge and Firestorm Peak can be located in many places throughout Faerûn. One place is on the Sword Coast, between Waterdeep and Neverwinter.

In this case, Longbridge is about six miles east of the Mere of Dead Men, connected to The High Road by a well-used wagon path. It sits in the hills just south of the northern range of the Sword Mountains, where Firestorm Peak is located. This puts Longbridge far away from convenient help, but Firestorm Peak close enough to Neverwinter and Waterdeep to be a threat if Madreus succeeds.

Another good location would be in Cormyr, either on the western side in the Storm Horns, or the eastern side in the Thunder Peaks. Adventurers known to the powers that be in Cormyr would be recruited to investigate the problems in Longbridge.

GM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG pg. 245)** for NPC reactions.
- Know how to use **perception** rules for noticing **traps**, **secret doors**, and **stealthed** creatures.
- Determine **spell tactics** for spellcasters.
- Become familiar with the **warping effects** of the **Far Realm's** influence throughout the mountain (**pg. 10**). It's **suggested** the effects happen during **combat encounters** when a player rolls a **natural 1** on an **attack roll**, **attribute check**, or **saving throw**. The effects **Waking Dream**, **Warp I**, and **Warp II** should force **Madness checks**.
- Become familiar with the **Duergar tactics** and **responses** to **intrusion**.
- Because of the **horror elements** throughout this adventure, the DM is **strongly encouraged** use the **Madness** rules (**DMG pg. 259**).

Visuals

Suggested visuals to create:

- Print or sketch copies of the **tactical maps**.

Random Encounters

Outer Complex only: roll 1d6.

Areas		
1-16	17-30	31-67 Encounter
1		Giant skeletons (2)
2		Giant scorpions (4)
3		Carrion crawlers (5)
4	1	Duergar hunters (6)
5	2	Duergar steeder patrol (10)
6	3	Goblin miners (10)
	4	1 Duergar steeder patrol (4)
	5	2 Duergar miners (3)
	6	3 Duergar (5)
		4 Merchant band (2)
		5 Duergar commoner (2)
		6 Duergar steeder patrol (2)

Planned Encounters

The Outer Complex

1. Poisoned Nephelium Caltrops.
- 2a. Duergar (4, armed with halberds) behind wall. Wall grants them 3/4 cover. Duergar (4, armed with halberds) in walled off area behind first wall, also have 3/4 cover.
- 2b. Duergar (10, armed with halberds) with Phalanx ability (Advantage on attack rolls and Dexterity saving throws while within 5 feet of another Duergar).
3. Pit Traps (4), marked on map.
- 4b. Water trap.

6. Giant skeletons (3).
7. Crypt thing (1).
- 8a. Spiked Pit Trap.
- 8b. Wraiths (4).
10. Acid Pit Trap.
11. Giant scorpions (4).
13. If characters take a long rest here, make a **Madness check**.
14. Swarm of bats (10). Mud, difficult terrain while moving, acts like quicksand (**DMG pg. 110**) if a character stops moving, except sinking is 1 foot per round.
15. Carrion crawlers (12).
17. Locked doors, DC 20 Dexterity check with thieves tools to open. Duergar (10) with heavy crossbows.
20. Duergar (3).
- 21a. Duergar (6).
- 21b. Goblins (3).
22. Duergar (6), Underwater Bear Traps.
23. Goblins (20).
24. Duergar (4).
26. Duergar (8).
30. Duergar (10).
31. Glyph of warding (Alerts Duergar, Wellfast, and Naentoth, DC 17 Wisdom (Perception) to spot, *dispel magic* can remove). Steeder-mounted Duergar (8, with lances). If alerted, add garrison Duergar (16) after 1d4 rounds, Duergar clerics (4) after 2d4 rounds. Naentoth and crypt thing after 5 rounds, and Wellfast after 5 rounds.
32. If not alerted, Duergar (8).
33. If not alerted, Duergar (8).
39. Gaskel (Duergar with AC 17 and *battle axe +2*).
41. If not alerted, Wellfast. Characters encountering Wellfast for the first time must make a **Madness check**.
48. If not alerted, Naentoth.
51. If not alerted, Crypt thing (1).
52. If not alerted, Duergar clerics (4).
- 53a. Duergar (11).
- 53b. Duergar brewmaster (regular Duergar).
54. Civilian Duergar (as commoners with Duergar traits).
55. Duergar smiths (as Duergar, 18).
59. Duergar (6).
64. Keeper (as Duergar, but AC 17 and *battle axe of venom +2*).
65. Steeders (15).
66. Duergar (6).

Twisted Caverns

68. Gibbering mouthers (3).
69. Gibberling swarms (2).
70. Gibberling swarms (4), brood gibberlings (3).
71. Gibberling swarms (10), brood gibberlings (4).
74. Deepspawn (1). every round 1 gibberling swarm (maximum 3) and 1 troll mutate spawn (maximum 5) arrive. **Madness check**.
75. Greater gibbering mother (1).
78. Gibberling swarm (1), troll mutate (1).
79. Troll mutates (4).
80. Troll matriarch (1), troll mutates (26).
81. Troll mutates (4).
82. Troll mutates (10).
85. Whisper spider (1).

- 86. Russet Mold Pit Trap.
- 87. Spore servants (30).
- 89. Myconid sprouts (10), myconid adults (15).
- 91. Myconid adults (5), myconid sovereign (1).
- 92. Duergar (2).
- 93. Living wall (1), **Madness check**.

Inner Sanctum

- 95. Wysters (4).
- 97. Acid Pollen Trap.
- 98. Neh-thalggu (1). **Madness check**.
- 103. Dharculus (1). **Madness check**.
- 105. Silver-tongue Trap.
- 110. Djinni (1).
- 111. Grimlocks (20).
- 112. Touching the door of black stone forces a **Madness check**.
- 116. Blood sipper pods (3).
- 123. Madreus, Nigel, Duergar (5), brood gibberlings (2), myconid adults (2), troll mutates (5).

Magic Items

- 1. Arrow +2
- 2. *Battle axe +2
- 3. *Battle axe of venom +2 (works as dagger of venom)
- 4. Battle axe +3 (downgrade to +2)
- 5. Bloodfear (See Special Items)
- 6. Broadsword +2, +3 vs various (replace with longsword +2)
- 7. Brooch of shielding
- 8. Calris (See Special Items)
- 9. *Chain mail +1
- 10. *Chain mail +1, spider climb (3/day)
- 11. Chain mail +3, feather fall 3/day (downgrade to +2)
- 12. Cloak of displacement
- 13. Cloak of Earthstriding (now cloak of earthgliding, see Special Items)
- 14. Dagger +2, +4 vs trolls (replace with dagger +2)
- 15. Eyes of charming
- 16. Figurine of wondrous power - Goat of terror
- 17. Gloves of impact (replace with gauntlets of ogre power)
- 18. Greatsword +2
- 19. Iron flask (contains efreeti)
- 20. *Nightcaller (See Special Items)
- 21. Potion of diminution
- 22. Potion of extra healing (replace with potion of greater healing)
- 23. Potion of fire breath
- 24. Potion of spider climb (replace with potion of climbing)
- 25. Ring of darkvision (works as goggles of night)
- 26. Ring of defense (works as bracers of defense)
- 27. Ring of protection
- 28. Ring of sustenance (replace with ring of swimming)
- 29. Robe of the archmagi (black)
- 30. Scroll of protection from possession (replace with scroll of protection from fiends)
- 31. Staff of striking
- 32. Unifex (See Special Items)
- 33. Wand of lightning (replace with wand of lightning bolts)
- 34. Wand of magic missiles

- 35. Wand of negation (replace with wand of enemy detection)
 - 36. *Warhammer +3 (downgrade to +2)
- *These items are made of **nephelium**, the transparent iron-like ore mined and worked by the Duergar.

Traps

- **Acid Pit Trap (pg. 18):** Triggered when a creature or object moves onto the 15th, 16th, or 17th step of the stairs. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. Any creature on the stairs falls down a chute unless it succeeds on a DC 15 Dexterity saving throw. The chute drops a creature into a 15 foot deep pit full of acid, which causes 21 (6d6) acid damage per round. The pit walls may be climbed with a DC 14 Strength (Athletics) check.
- **Acid Pollen Trap (pg. 79):** Triggered when the plants in the area are disturbed. Pollen is ejected in a 10 foot radius of the disturbance. Any creature in the area takes 22 (4d10) acid damage, with a successful DC 14 Dexterity saving throw reducing damage by half.
- **Madness Checks:** Certain encounters with creatures from or changed by contact with the Far Realm, or areas warped by those energies, will force characters to make Charisma saving throws. Failure of this saving throw will grant a level of Madness and a roll on the appropriate chart (**DMG pg. 259**). Failing the first save is a roll on Short Term Madness, failing a second is Long Term Madness, and failing a third is Indefinite Madness. Failing a third save also resets to the beginning. If you own the adventure **Out of the Abyss**, you can use the Madness rules therein. Charisma saving throws are DC 12 in the Outer Complex, DC 14 in the Twisted Caverns, and DC 15 in the Inner Sanctum.
- **Pit Trap (pg. 15):** Triggered when a creature or object over 40 pounds moves onto the lid. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. There is no way to disable the lids, but they are easily bypassed. A triggering creature falls down the slide unless it succeeds on a DC 15 Dexterity saving throw. The slide is lined with sharp blades that inflict 10 (3d6) slashing damage, and the fall into the pit inflicts 7 (2d6) falling damage.
- **Poisoned Nephelium Caltrops (pg. 10):** Triggered when someone walks into the corridor at greater than half speed. The transparency of nephelium makes the caltrops extremely difficult to spot. DC 18 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. No roll to disarm is needed, they can be swept aside once located. Any triggering creature must make a DC 15 Dexterity saving throw. On a failure, the creature steps on a caltrop, taking 1 piercing damage and having movement reduced by 10 feet under the damage is healed. The target must also make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failure, or half as

much damage on a success.

- **Russet Mold Pit Trap (pg. 63):** Triggered when a creature moves onto the fake floor in the center of the area. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. There is no way to disable the fake floor, but it is easily bypassed. Any creature walking into the area falls into the pit unless it succeeds at a DC 15 Dexterity saving throw. The creature falls into the 10 foot deep pit filled with russet mold, taking 3 (1d6) falling damage and triggering a spore release from the mold. The mold functions just like yellow mold (**DMG pg. 105**), except the initial burst is 22 (4d10) poison damage, and 11 (2d10) poison damage per round thereafter until a successful saving throw is made. Any creature killed by the mold becomes a spore servant of the myconids.
- **Silver-tongue Trap (pg. 78):** Triggered when a creature touches the silver pod. The "grass" pushes creatures towards the pod, moving them 5 feet per round. The grass becomes difficult terrain for all creatures and they must succeed at DC 13 Strength checks to resist being pushed towards the pod. Contact with the pod inflicts 22 (4d10) acid damage. The pod can't be harmed by bludgeoning, piercing, or slashing damage, but inflicting 40 points of fire or cold damage will destroy the pod and stop the grass.
- **Spiked Pit Trap (pg. 18):** Triggered when a creature or object over 40 pounds moves into the 10 ft. by 10 ft. area inside room 8b while there is any weight on the 10 ft. by 10 ft. area in front of the door to room 8a. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. There is no way to disable the lids, but they are easily bypassed. Any creature in the area falls unless it succeeds on a DC 15 Dexterity saving throw. The fall into the pit inflicts 3 (1d6) falling damage and 11 (2d10) piercing damage from the spikes.
- **Underwater Bear Traps (pg. 23):** Triggered when a creature enters the deep area of the pool (shown on the map). DC 18 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. A creature triggering the trap is subject to an attack by a cave bear trap at +7 to hit. A hit inflicts 11 (2d10) bludgeoning damage and restrains the creature. The chain then pulls the trap and creature to the bottom of the water-filled pit 30 feet below the surface. See the rules for suffocating (**PH pg. 183**). The trap may be pried open with a DC 16 Strength check, or slipped out of with a DC 16 Dexterity check. The chain may be broken with a DC 18 Strength check, or DC 16 check if a weapon or tool is used to pry with. Any weapon used in this fashion is ruined.
- **Water Trap (pg. 16):** Triggered by attempting to open the false door in the room. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a stone slab drops to block

the exit, and water begins to fill the room from many small holes in the ceiling. The room fills with water in 5 rounds. The room remains filled with water for 10 minutes, then drains automatically and the slab raises back up into the ceiling. See the rules for suffocating (**PH pg. 183**). The slab may be lifted about 4 inches with a DC 18 Strength check, and there is enough room for one creature to help another lift. Lifting the slab allows the water to drain out, so the room never fills up.

Monsters

1. **Blood Sipper Pod:** (See Special Creatures)
2. **Brood Gibberling:** (See Special Creatures)
3. **Carrion Crawler:** (MM 37, CR 2, 450 XP)
4. **Crypt Thing:** (See Special Creatures)
5. **Deepspawn:** (See Special Creatures)
6. **Dharculus:** (See Special Creatures)
7. **Djinni:** (MM 144, CR 11, 7200 XP)
8. **Duergar:** (MM 122, CR 1, 200 XP)
9. **Duergar Cleric:** (as Cult fanatic, but AC 18, wields war pick, and has Duergar traits, MM 345, CR 2, 450 XP)
10. **Efreeti:** (MM 145, CR 11, 7200 XP)
11. **Giant Scorpion:** (MM 327, CR 3, 700 XP)
12. **Giant Skeleton:** (See Special Creatures)
13. **Giant Spider:** (MM 328, CR 1, 200 XP)
14. **Gibbering Moulder:** (MM 157, CR 2, 450 XP)
15. **Gibberling Swarm:** (See Special Creatures)
16. **Goblin:** (MM 166, CR 1/4, 50 XP)
17. **Greater Gibberling Moulder:** (See Special Creatures)
18. **Grimlock:** (MM 175, CR 1/4, 50 XP)
19. **Living Wall:** (See Special Creatures)
20. **Madreus:** (See Special Creatures)
21. **Myconid Adult:** (MM 232, CR 1/2, 100 XP)
22. **Myconid Sovereign:** (MM 232, CR 2, 450 XP)
23. **Myconid Sprout:** (MM 230, CR 0, 0-10 XP)
24. **Naentoth:** (See Special Creatures)
25. **Neh-thalggu:** (See Special Creatures)
26. **Nigel:** (See Special Creatures)
27. **Spawn:** (as original creature, but add (**Condition Immunities** charmed))
28. **Steeder:** (as giant spider, but remove all web abilities, and change poison damage to acid damage - no save)
29. **Swarm of Bats:** (MM 337, CR 1/4, 50 XP)
30. **Troll Matriarch:** (See Special Creatures)
31. **Troll Mutate:** (See Special Creatures)
32. **Wellfast:** (See Special Creatures)
33. **Whisper Spider:** (See Special Creatures)
34. **Wyte:** (See Special Creatures)
35. **Wraith:** (MM 302, CR 5, 1800 XP)

Special Creatures

Blood Sipper Pod

Medium plant, unaligned

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses tremorsense 20ft. (blind beyond that range), passive Perception 9

Languages -

Challenge 1/2 (100 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and attaches to target. While attached, it automatically drains 6 (1d8+2) hit points on its turn. The target can dislodge the pod with a DC 12 Strength check.

Brood Gibberling

Medium humanoid, chaotic neutral

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60ft., passive Perception 15

Languages Telepathy 120 ft. (only with gibberlings)

Challenge 1 (200 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and transfers gibberslug to target. Target must make a DC 13 Dexterity saving throw. On a success the gibberslug is brushed off, but on a failure the gibberslug begins to burrow into the target. The target may take its next action to burn or cut out the slug; doing so inflicts 1d8 damage on the target, but kills the gibberslug.

If the target ignores the slug it burrows to the target's brain over the course of 10 rounds, inflicting 1 piercing damage per round. When it reaches the brain, the target becomes unconscious until it receives a *lesser restoration*, *restoration*,

or *heal* spell, or 20 hours passes. After 20 hours, the target is transformed into a gibberling and is unrecoverable short of a *wish*.

Crypt Thing

Medium undead, neutral

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60ft., passive Perception 15

Languages the languages it knew in life

Challenge 3 (700 XP)

Actions

Multiattack. The crypt thing makes 2 claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage

Mass Teleport (2/day). The crypt thing can teleport up to 10 creatures it can see within 60 feet, to a location of its choosing within 1 mile. The location can't be inside solid material, but can be higher than ground level. Targets must succeed at a DC 14 Wisdom saving throw to avoid the effect.

Deepspawn

Huge aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	17 (+3)	15 (+2)	12 (+1)

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned, prone

Senses tremorsense 30 ft., darkvision 120ft., passive Perception 16

Languages Telepathy 120ft. (only with its spawn), understands Common but can't speak

Challenge 9 (5000 XP)

Create Spawn. The deepspawn can create a spawn, a perfect copy, of any Large or smaller living creature it has consumed. A spawn generally takes 1d4 days to create, and

emerges fully grown and functional. Spawn have exactly the same stats as the original creature, except they are unbreakably loyal to the deepspawn that created them, and so are immune to the charmed condition. Most deepspawn will have a force of spawn to protect them.

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

Heal (1/day). The deepspawn can spend an action to heal itself for 70 hit points. This also removes the blindness and deafness conditions, and cures all diseases.

Actions

Multiattack. The deepspawn makes 6 tentacle attacks; 3 bite, 1 constrict, 1 greatsword, and 1 *wand of magic missile*.

Bite. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and target is grappled (escape DC 16).

Greatsword +2. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Wand of Magic Missiles. *Ranged Spell Attack:* automatic hit, range 120 ft., one target. *Hit:* 10 (3d4 + 3) force damage. When the wand's 7 charges are expended, replace this attack with another Constrict attack.

Dharculus

Huge aberration, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +4

Senses truesight 60 ft., passive Perception 14

Languages -

Challenge 7 (2900 XP)

Ethereal Fishing. As a bonus action, the dharculus can extend its tentacle maws to the prime material plane or retract them back to the ethereal plane. If it attempts to pull a target back with them, the target gets a DC 14 Wisdom saving throw. On a success the maws vanish without taking the target, on a failure the target is pulled into the ethereal plane with them.

Actions

Multiattack. The dharculus makes 6 tentacle maw attacks when its target is on the prime material plane. If the target is on the ethereal plane, it gains an additional attack with its main maw.

Tentacle Maw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and target is grappled

(escape DC 12). If the escape is successful, target takes 1d6 piercing damage for each maw pulled off. If 3 maws are attached to the same target, the dharculus may pull the target into the ethereal using **Ethereal Fishing**.

Main Maw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Giant Skeleton

Large undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Senses darkvision 120ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 4 (1100 XP)

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Fireball (Recharge 6). The giant skeleton throws a fireball with a range of 150 feet, that explodes in a 20 foot radius sphere. Each creature in that area must make a DC 13 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Gibberling Swarm

Large swarm of Medium humanoids, chaotic neutral

Armor Class 12

Hit Points 45 (8d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

Actions

Crude Weapons. *Melee Weapon Attack:* +4 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 17 (5d6) bludgeoning damage, or 10 (3d6) bludgeoning damage if the swarm has half its hit points or less.

Greater Gibbering Moulder

Large aberration, neutral

Armor Class 9

Hit Points 136 (16d10 + 48)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 5 (1800 XP)

Actions

Multiattack. The greater gibbering moulder makes one bite attack and Blinding Spittle (if available).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 31 (8d6 + 3) piercing damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a glob at a point it can see within 15 feet, creating a flash of blinding light. All creatures within 5 feet of the flash must succeed on a DC 14 Dexterity saving throw or be blinded until the end of the moulder's next turn.

Living Wall

Huge aberration, lawful evil

Armor Class 12 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	1 (-5)	20 (+5)	17 (+3)	14 (+2)	1 (-5)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 120ft., passive Perception 12

Languages Common, Dwarvish, Giant, Undercommon

Challenge 8 (3900 XP)

Regeneration. The living wall regains 10 hit points at the start of its turn. If the living wall takes acid or fire damage, this trait doesn't function at the start of its next turn. The living wall dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The living wall is a 5th level wizard. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *fire bolt, light, mage hand, ray of frost*

1st level (4 slots): *burning hands, charm person, magic missile*

2nd level (3 slots): *cloud of daggers, flaming sphere, web*

3rd level (3 slots): *lightning bolt, slow*

Actions

Multiattack. The living wall is 25 feet long. Each 5 foot section of wall can make 4 melee attacks: 2 with gibberling arms, 1 with a duergar arm, and 1 with a troll arm. Each section of wall has a 5 foot reach, so if a single creature approaches the wall 3 wall sections can attack (12 attacks).

Gibberling arm with club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Duergar arm with battle axe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Troll arm. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Madreus

Medium humanoid (human), chaotic evil

Armor Class 16 (*black robe of the archmagi*)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	18 (+4)	10 (+0)	12 (+1)

Saving Throws Int +7, Wis +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 8

Languages Common, Dwarvish

Challenge 8 (3900 XP)

Indefinite Madness. Madreus suffers from phobias of darkness and being alone. If all light is extinguished, or he is alone, he suffers disadvantage on attack rolls, attribute checks, and saving throws until the source of his phobia is remedied (this is why he always has a *light* cantrip handy).

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

Spellcasting. Madreus is a 10th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *acid splash, blade ward, light, shocking grasp*

1st level (4 slots): *charm person, comprehend languages, magic missile, Tasha's hideous laughter, unseen servant*

2nd level (3 slots): *crown of madness, Melf's acid arrow*

3rd level (3 slots): *slow, vampiric touch*

4th level (3 slots): *dimension door, Evard's black tentacles, phantasmal killer*

5th level (2 slots): *cloudkill, mislead*

Actions

Unifex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Teleport (1/day). As an action, Madreus can use Unifex to teleport up to 1 mile away. Once used, this power can't be used again until the next dawn.

Eyes of Charming (3/day). As an action, Madreus can cast *charm person* at a humanoid within 30 feet. The creature must succeed at a DC 13 Wisdom saving throw or be charmed.

Naentoth

Medium humanoid (dwarf), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 72 (11d8 + 22)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Wis +6, Cha +3

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 13

Languages Dwarvish, Undercommon

Challenge 6 (2300 XP)

Duergar Resilience. Naentoth has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Guided Strike (2/day). Once on his turn, Naentoth can add +10 to his attack roll before he rolls.

Spellcasting. Naentoth is a 9th level cleric. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, divine favor, guiding bolt, inflict wounds, shield of faith*

2nd level (3 slots): *augury, blindness/deafness, hold person, lesser restoration, magic weapon, spiritual weapon*

3rd level (3 slots): *clairvoyance, crusader's mantle, dispel magic, protection from energy, spirit guardians*

4th level (3 slots): *freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, hold monster*

Actions

Warhammer +2. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, 13 (2d8 + 4) bludgeoning damage if enlarged.

Enlarge (Recharges after a short or long rest). For 1 minute Naentoth increases to Large size, doubling weapon damage dice, and making Strength checks and saving throws with advantage.

Invisibility (Recharges after a short or long rest). For up to 1 hour, Naentoth becomes invisible. Attacking, casting a spell, using Enlarge, or losing concentration causes Naentoth to become visible.

Neh-thalggu

Large aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Int +7, Wis +4, Cha +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 11

Languages Common, Dwarvish, Giant, Undercommon

Challenge 6 (2300 XP)

Innate Spellcasting. The neh-thalggu gains one cantrip and wizard spell slot of levels 1-3 for each brain it has stored. This particular one has 7 stored brains. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has chosen the following slots and spells.

Cantrips (at will): *acid splash, blade ward, fire bolt, mage hand, ray of frost, shocking grasp, true strike*

Level 2 (7 slots): *Melf's acid arrow*

Magic Resistance. The neh-thalggu has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 9 (2d8) acid damage.

Nigel

Medium humanoid (human), lawful evil

Armor Class 13 (16 with *mage armor*)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	18 (+4)	11 (+0)	12 (+1)

Saving Throws Int +6, Wis +2

Senses passive Perception 8

Languages Common, Dwarvish, Elvish

Challenge 3 (700 XP)

Spellcasting. Nigel is a 6th level wizard. His spellcasting ability is Intelligence (spell save DC 14, +6 to to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *acid splash, light, mage hand, poison spray*

1st level (4 slots): *chromatic orb, mage armor, shield, thunderwave*

2nd level (3 slots): *crown of madness, Melf's acid arrow, ray of enfeeblement*

3rd level (2 slots): *haste, slow, vampiric touch*

Actions

Staff of Striking. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 1d6 force damage per charge expended (maximum 3 charges per hit).

Acid Splash. *Ranged Spell Attack:* +6 to hit, range 60 ft., one or two targets. *Hit:* 7 (2d6) acid damage.

Wand of Lightning Bolts. Nigel shoots a lightning bolt in a 100 foot long by 5 foot wide area. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The wand has 7 charges.

Troll Matriarch

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	11 (+0)	11 (+0)	8 (-1)

Skills Perception +3

Senses darkvision 60ft., passive Perception 13

Languages Giant

Challenge 6 (2300 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll matriarch regains 10 hit points at the start of its turn. If the troll matriarch takes acid or fire damage, this trait doesn't function at the start of its next turn. The troll matriarch dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll matriarch either makes 2 claw attacks, 2 bite attacks, and 1 tail strike; or 2 claw attacks, 1 tail strike, and telekinetic blast (if available).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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

Tail Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Telekinetic Blast (Recharge 5-6). The troll matriarch unleashes a wave of mental force on up to 3 creatures within 10 feet. Affected creatures must make a DC 15 Strength saving throw. On a failure creatures take 9 (2d8) force damage and are pushed 25 feet directly away from the matriarch. On a success, creatures take half damage and are not pushed away.

Troll Mutate

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60ft., passive Perception 12

Languages Giant

Challenge 3 (700 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll mutate regains 10 hit points at the start of its turn. If the troll mutate takes acid or fire damage, this trait doesn't function at the start of its next turn. The troll mutate dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll mutate makes 4 attacks, one with its bite and three with its claws.

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

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

Wellfast

Medium humanoid (dwarf), chaotic evil

Armor Class 19 (*chain mail +2, ring of protection*)

Hit Points 94 (11d8 + 44)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	12 (+1)	9 (-1)	5 (-3)

Saving Throws Str +8, Con +7

Damage Resistances poison

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 9

Languages Common, Dwarvish, Undercommon

Challenge 5 (1800 XP)

Action Surge (Recharges after a short or long rest). On his turn, Wellfast may take one additional action.

Dwarven Resilience. Wellfast has advantage on saving throws against poison.

Great Weapon Fighting. If Wellfast rolls a 1 or 2 on his damage die when using his battle axe he may reroll the die, but must keep the reroll.

Improved Critical. Wellfast scores a critical hit on a melee attack roll of 19-20.

Actions

Multiattack. Wellfast makes 2 melee attacks, and may spit a gibberslug (if available).

Battle axe +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Spit Gibberslug. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* Target must make a DC 13 Dexterity saving throw. On a success, the slug is brushed away, on a failure the slug begins burrowing into the target. See the Brood Gibberling for the effects of a burrowing gibberslug.

Whisper Spider

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	6 (-2)

Saving Throws Dex +6

Skills Perception +4, Stealth +9

Senses darkvision 120 ft., passive Perception 14

Languages -

Challenge 6 (2300 XP)

Spider Climb. The whisper spider can climb difficult surfaces, even upside down, without making an ability check.

Web Sense. While in contact with a web, the whisper spider knows the location of any other creature in contact with the web.

Web Walker. The whisper spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 24 (7d6) poison damage. The target must make a DC 14 Constitution saving throw. On a success the target takes half the damage and

isn't poisoned. On a failure the target takes full damage and is poisoned for 1 hour. While poisoned, the target is also paralyzed.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* Target is restrained by the webbing. On its turn, the target may use an action to make a DC 15 Strength check, bursting the webbing on a success.

Wyste

Huge aberration, unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (-3)	10 (+0)	3 (-4)

Senses blindsight 30 ft. (blind beyond this range), passive Perception 10

Languages -

Challenge 3 (700 XP)

Actions

Multiattack. The wyste makes 4 tentacle attacks or one constrict attack.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and target is restrained (escape DC 14).

Special Items

Bloodfear

Weapon (longsword), rare (requires attunement by a creature of non-lawful alignment)

This longsword has a blade that appears to be made out of bone, but is as sharp and tough as a fine steel blade. When the blade draws blood, the blood is drawn into the blade through vein-like conduits. These appear only when blood is on the blade.

You gain a +2 bonus to attack and damage rolls made with this weapon.

As the blade draws in blood, the sword delivers more devastating hits. For every 10 points of damage inflicted on living creatures by the sword, it gains an extra +1 to damage rolls, to a maximum of +4 after 40 points of damage are inflicted. This bonus lasts for only a single combat, fading after one minute of no fighting.

Calris

Weapon (longsword), rare (requires attunement)

This longsword has its name engraved on the blade in Elvish script, and shines dimly at all times.

You gain a +2 bonus to attack and damage rolls made with this weapon.

When an undead creature approaches within 50 feet of you, the sword begins to shine brightly (the equivalent of a light spell).

When you strike an undead creature, the sword acts just like a *sword of wounding* to it, except the damage caused is radiant instead of necrotic. In all other aspects it functions exactly the same.

Against living creatures the sword has no additional properties.

Cloak of Earthgliding

Wondrous item, rare (requires attunement)

While you wear this cloak you gain a burrow speed of 30 feet, and the Earth Glide ability. The Earth Glide ability allows you to burrow through nonmagical earth and stone without disturbing the material you move through.

Nightcaller

Wondrous item, rare

This item is a whistle made out of nephelium, a rare iron-like metal that is as transparent as glass.

When you blow Nightcaller near a grave, it raises a zombie under your control as if you cast the *animate dead* spell. Unlike the spell, the zombie remains under your control after 24 hours. Only one zombie can be raised and controlled by the whistle at a time.

If the zombie is destroyed, Nightcaller can't be used again until after the next midnight.

Unifex

Weapon (dagger), very rare (requires attunement)

Unifex is a long dagger made from a unicorn horn. The handle is a simple leather wrap around the base of the horn.

You gain a +2 bonus to attack and damage rolls made with this weapon. While treated as a dagger, the size of the horn means it inflicts a base of 1d6 piercing damage on a hit.

You gain some of the inherent magic of a unicorn by attuning to Unifex.

- You become immune to poison damage, as well as the poisoned condition.
- You can use Unifex to teleport up to 1 mile away, so long as you know the destination. Once used, you can't teleport again until after the next dawn.

The Gates of Firestorm Peak Reference Sheet

Random Encounters

Outer Complex only: roll 1d6.

Areas		Encounter
1-16	17-30	31-67
1		Giant skeletons (2)
2		Giant scorpions (4)
3		Carrion crawlers (5)
4	1	Duergar hunters (6)
5	2	Duergar steeder patrol (10)
6	3	Goblin miners (10)
	4	Duergar steeder patrol (4)
	5	Duergar miners (3)
	6	Duergar (5)
		Merchant band (2)
		Duergar commoner (2)
		Duergar steeder patrol (2)

Planned Encounters

The Outer Complex

- Poisoned Nephelium Caltrops.
- Duergar (4, armed with halberds) behind wall. Wall grants them 3/4 cover. Duergar (4, armed with halberds) in walled off area behind first wall, also have 3/4 cover.
- Duergar (10, armed with halberds) with Phalanx ability (Advantage on attack rolls and Dexterity saving throws while within 5 feet of another Duergar).
- Pit Traps (4), marked on map.
- Water trap.
- Giant skeletons (3).
- Crypt thing (1).
- Spiked Pit Trap.
- Wraiths (4).
- Acid Pit Trap.
- Giant scorpions (4).
- If characters take a long rest here, make a **Madness check**.
- Swarm of bats (10). Mud, difficult terrain while moving, acts like quicksand (DMG pg. 110) if a character stops moving, except sinking is 1 foot per round.
- Carrion crawlers (12).
- Locked doors, DC 20 Dexterity check with thieves tools to open. Duergar (10) with heavy crossbows.
- Duergar (3).
- Duergar (6).
- Goblins (3).
- Duergar (6), Underwater Bear Traps.
- Goblins (20).
- Duergar (4).
- Duergar (8).
- Duergar (10).
- Glyph of warding (Alerts Duergar, Wellfast, and Naentoth, DC 17 Wisdom (Perception) to spot, dispel magic can remove). Steeder-mounted Duergar (8, with lances). If alerted, add garrison Duergar (16) after 1d4 rounds, Duergar clerics (4) after 2d4 rounds. Naentoth and crypt thing after 5 rounds, and Wellfast after 5 rounds.
- If not alerted, Duergar (8).
- If not alerted, Duergar (8).
- Gaskel (Duergar with AC 17 and battle axe +2).
- If not alerted, Wellfast. Characters encountering Wellfast for the first time must make a **Madness check**.
- If not alerted, Naentoth.
- If not alerted, Crypt thing (1).
- If not alerted, Duergar clerics (4).

- Duergar (11).
- Duergar brewmaster (regular Duergar).
- Civilian Duergar (as commoners with Duergar traits).
- Duergar smiths (as Duergar, 18).
- Duergar (6).
- Keeper (as Duergar, but AC 17 and battle axe of venom +2).
- Steeders (15).
- Duergar (6).

Twisted Caverns

- Gibbering moutthers (3).
- Gibberling swarms (2).
- Gibberling swarms (4), brood gibberlings (3).
- Gibberling swarms (10), brood gibberlings (4).
- Deepspawn (1). every round 1 gibberling swarm (maximum 3) and 1 troll mutate spawn (maximum 5) arrive. **Madness check**.
- Greater gibbering moutther (1).
- Gibberling swarm (1), troll mutate (1).
- Troll mutates (4).
- Troll matriarch (1), troll mutates (26).
- Troll mutates (4).
- Troll mutates (10).
- Whisper spider (1).
- Russet Mold Pit Trap.
- Spore servants (30).
- Myconid sprouts (10), myconid adults (15).
- Myconid adults (5), myconid sovereign (1).
- Duergar (2).
- Living wall (1), **Madness check**.

Inner Sanctum

- Wystes (4).
- Acid Pollen Trap.
- Neh-thalgu (1). **Madness check**.
- Dharculus (1). **Madness check**.
- Silver-tongue Trap.
- Djinni (1).
- Grimlocks (20).
- Touching the door of black stone forces a **Madness check**.
- Blood sipper pods (3).
- Madreus, Nigel, Duergar (5), brood gibberlings (2), myconid adults (2), troll mutates (5).

Magic Items

- Arrow +2
- *Battle axe +2
- *Battle axe of venom +2 (works as dagger of venom)
- Battle axe +3 (downgrade to +2)
- Bloodfear (See Special Items)
- Broadsword +2, +3 vs various (replace with longsword +2)
- Brooch of shielding
- Caltris (See Special Items)
- *Chain mail +1
- *Chain mail +1, spider climb (3/day)
- Chain mail +3, feather fall 3/day (downgrade to +2)
- Cloak of displacement
- Cloak of Earthstriding (now cloak of earthgliding, see Special Items)
- Dagger +2, +4 vs trolls (replace with dagger +2)
- Eyes of charming
- Figurine of wondrous power - Goat of terror
- Gloves of impact (replace with gauntlets of ogre power)
- Greatsword +2
- Iron flask (contains efreeti)
- *Nightcaller (See Special Items)
- Potion of diminution
- Potion of extra healing (replace with potion of greater healing)
- Potion of fire breath
- Potion of spider climb (replace with potion of climbing)

- Ring of darkvision (works as goggles of night)
- Ring of defense (works as bracers of defense)
- Ring of protection
- Ring of sustenance (replace with ring of swimming)
- Robe of the archmagi (black)
- Scroll of protection from possession (replace with scroll of protection from fiends)
- Staff of striking
- Unifex (See Special Items)
- Wand of lightning (replace with wand of lightning bolts)
- Wand of magic missiles
- Wand of negation (replace with wand of enemy detection)
- *Warhammer +3 (downgrade to +2)
*These items are made of **nephelium**, the transparent iron-like ore mined and worked by the Duergar.

Traps

Acid Pit Trap (pg. 18): Triggered when a creature or object moves onto the 15th, 16th, or 17th step of the stairs. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. Any creature on the stairs falls down a chute unless it succeeds on a DC 15 Dexterity saving throw. The chute drops a creature into a 15 foot deep pit full of acid, which causes 21 (6d6) acid damage per round. The pit walls may be climbed with a DC 14 Strength (Athletics) check.

Acid Pollen Trap (pg. 79): Triggered when the plants in the area are disturbed. Pollen is ejected in a 10 foot radius of the disturbance. Any creature in the area takes 22 (4d10) acid damage, with a successful DC 14 Dexterity saving throw reducing damage by half.

Madness Checks: Certain encounters with creatures from or changed by contact with the Far Realm, or areas warped by those energies, will force characters to make Charisma saving throws. Failure of this saving throw will grant a level of Madness and a roll on the appropriate chart (DMG pg. 259). Failing the first save is a roll on Short Term Madness, failing a second is Long Term Madness, and failing a third is Indefinite Madness. Failing a third save also resets to the beginning. If you own the adventure Out of the Abyss, you can use the Madness rules therein. Charisma saving throws are DC 12 in the Outer Complex, DC 14 in the Twisted Caverns, and DC 15 in the Inner Sanctum.

Pit Trap (pg. 15): Triggered when a creature or object over 40 pounds moves onto the lid. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. There is no way to disable the lids, but they are easily bypassed. A triggering creature falls down the slide unless it succeeds on a DC 15 Dexterity saving throw. The slide is lined with sharp blades that inflict 10 (3d6) slashing damage, and the fall into the pit inflicts 7 (2d6) falling damage.

Poisoned Nephelium Caltrops (pg. 10): Triggered when someone walks into the corridor at greater than half speed. The transparency of nephelium makes the caltrops extremely difficult to spot. DC 18 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. No roll to disarm is needed, they can be swept aside once located. Any triggering creature must make a DC 15 Dexterity saving throw. On a failure, the creature steps on a caltrop, taking 1 piercing damage and having movement reduced by 10 feet under the damage is healed. The target must also make a

DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failure, or half as much damage on a success.

Russet Mold Pit Trap (pg. 63): Triggered when a creature moves onto the fake floor in the center of the area. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. There is no way to disable the fake floor, but it is easily bypassed. Any creature walking into the area falls into the pit unless it succeeds at a DC 15 Dexterity saving throw. The creature falls into the 10 foot deep pit filled with russet mold, taking 3 (1d6) falling damage and triggering a spore release from the mold. The mold functions just like yellow mold (DMG pg. 105), except the initial burst is 22 (4d10) poison damage, and 11 (2d10) poison damage per round thereafter until a successful saving throw is made. Any creature killed by the mold becomes a spore servant of the myconids.

Silver-tongue Trap (pg. 78): Triggered when a creature touches the silver pod. The "grass" pushes creatures towards the pod, moving them 5 feet per round. The grass becomes difficult terrain for all creatures and they must succeed at DC 13 Strength checks to resist being pushed towards the pod. Contact with the pod inflicts 22 (4d10) acid damage. The pod can't be harmed by bludgeoning, piercing, or slashing damage, but inflicting 40 points of fire or cold damage will destroy the pod and stop the grass.

Spiked Pit Trap (pg. 18): Triggered when a creature or object over 40 pounds moves into the 10 ft. by 10 ft. area inside room 8b while there is any weight on the 10 ft. by 10 ft. area in front of the door to room 8a. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. There is no way to disable the lids, but they are easily bypassed. Any creature in the area falls unless it succeeds on a DC 15 Dexterity saving throw. The fall into the pit inflicts 3 (1d6) falling damage and 11 (2d10) piercing damage from the spikes.

Underwater Bear Traps (pg. 23): Triggered when a creature enters the deep area of the pool (shown on the map). DC 18 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. A creature triggering the trap is subject to an attack by a cave bear trap at +7 to hit. A hit inflicts 11 (2d10) bludgeoning damage and restrains the creature. The chain then pulls the trap and creature to the bottom of the water-filled pit 30 feet below the surface. See the rules for suffocating (PH pg. 183). The trap may be pried open with a DC 16 Strength check, or slipped out of with a DC 16 Dexterity check. The chain may be broken with a DC 18 Strength check, or DC 16 check if a weapon or tool is used to pry with. Any weapon used in this fashion is ruined.

Water Trap (pg. 16): Triggered by attempting to open the false door in the room. DC 16 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a stone slab drops to block the exit, and water begins to fill the room from many small holes in the ceiling. The room fills with water in 5 rounds. The room remains filled with water for 10 minutes, then drains automatically and the slab raises back up into the ceiling. See the rules for suffocating (PH pg. 183). The slab may be lifted about 4 inches with a DC 18 Strength check, and there is enough

room for one creature to help another lift. Lifting the slab allows the water to drain out, so the room never fills up.

Monsters

- Blood Sipper Pod:** (See Special Creatures)
- Brood Gibberling:** (See Special Creatures)
- Carriion Crawler:** (MM 37, CR 2, 450 XP)
- Crypt Thing:** (See Special Creatures)
- Deepspawn:** (See Special Creatures)
- Dharculus:** (See Special Creatures)
- Djinni:** (MM 144, CR 11, 7200 XP)
- Duergar:** (MM 122, CR 1, 200 XP)
- Duergar Cleric:** (as Cult fanatic, but AC 18, wields war pick, and has Duergar traits, MM 345, CR 2, 450 XP)
- Efreeti:** (MM 145, CR 11, 7200 XP)
- Giant Scorpion:** (MM 327, CR 3, 700 XP)
- Giant Skeleton:** (See Special Creatures)
- Giant Spider:** (MM 328, CR 1, 200 XP)
- Gibberling Moulder:** (MM 157, CR 2, 450 XP)
- Gibberling Swarm:** (See Special Creatures)
- Goblin:** (MM 166, CR 1/4, 50 XP)
- Greater Gibberling Moulder:** (See Special Creatures)
- Grimlock:** (MM 175, CR 1/4, 50 XP)
- Living Wall:** (See Special Creatures)
- Madreus:** (See Special Creatures)
- Myconid Adult:** (MM 232, CR 1/2, 100 XP)
- Myconid Sovereign:** (MM 232, CR 2, 450 XP)
- Myconid Sprout:** (MM 230, CR 0, 0-10 XP)
- Naentoth:** (See Special Creatures)
- Neh-thalgg:** (See Special Creatures)
- Nigel:** (See Special Creatures)
- Spawn:** (as original creature, but add **(Condition Immunities charmed)**)
- Steeder:** (as giant spider, but remove all web abilities, and change poison damage to acid damage - no save)
- Swarm of Bats:** (MM 337, CR 1/4, 50 XP)
- Troll Matriarch:** (See Special Creatures)
- Troll Mutate:** (See Special Creatures)
- Wellfast:** (See Special Creatures)
- Whisper Spider:** (See Special Creatures)
- Wyste:** (See Special Creatures)
- Wraith:** (MM 302, CR 5, 1800 XP)

Special Creatures

Blood Sipper Pod

Medium plant, unaligned

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Senses tremorsense 20 ft. (blind beyond that range), passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and attaches to target. While attached, it automatically drains 6 (1d8+2) hit points on its turn. The target can dislodge the pod with a DC 12 Strength check.

Brood Gibberling

Medium humanoid, chaotic neutral

Armor Class 13

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60ft., passive Perception 15

Languages Telepathy 120 ft. (only with gibberlings)

Challenge 1 (200 XP)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and transfers gibberslug to target. Target must make a DC 13 Dexterity saving throw. On a success the gibberslug is brushed off, but on a failure the gibberslug begins to burrow into the target. The target may take its next action to burn or cut out the slug; doing so inflicts 1d8 damage on the target, but kills the gibberslug. If the target ignores the slug it burrows to the target's brain over the course of 10 rounds, inflicting 1 piercing damage per round. When it reaches the brain, the target becomes unconscious until it receives a *lesser restoration*, *restoration*, or *heal* spell, or 20 hours passes. After 20 hours, the target is transformed into a gibberling and is unrecoverable short of a *wish*.

Crypt Thing

Medium undead, neutral

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 60ft., passive Perception 15

Languages the languages it knew in life

Challenge 3 (700 XP)

Actions

Multiattack. The crypt thing makes 2 claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 20 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage

Mass Teleport (2/day). The crypt thing can teleport up to 10 creatures it can see within 60 feet, to a location of its choosing within 1 mile. The location can't be inside solid material, but can be higher than ground level. Targets must succeed at a DC 14 Wisdom saving throw to avoid the effect.

Deepspawn

Huge aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	17 (+3)	15 (+2)	12 (+1)

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned, prone

Senses tremorsense 30 ft., darkvision 120ft., passive Perception 16

Languages Telepathy 120ft. (only with its spawn), understands Common but can't speak

Challenge 9 (5000 XP)

Create Spawn. The deepspawn can create a spawn, a perfect copy, of any Large or smaller living creature it has consumed. A spawn generally takes 1d4 days to create, and emerges fully grown and functional. Spawns have exactly the same stats as the original creature, except they are unbreakably loyal to the deepspawn that created them, and so are immune to the charmed condition. Most deepspawn will have a force of spawn to protect them.

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

Heal (1/day). The deepspawn can spend an action to heal itself for 70 hit points. This also removes the blindness and deafness conditions, and cures all diseases.

Actions

Multiattack. The deepspawn makes 6 tentacle attacks; 3 bite, 1 constrict, 1 greatsword, and 1 wand of magic missile.

Bite. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and target is grappled (escape DC 16).

Greatsword +2. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Wand of Magic Missiles. *Ranged Spell Attack:* automatic hit, range 120 ft., one target. *Hit:* 10 (3d4 + 3) force damage. When the wand's 7 charges are expended, replace this attack with another Constrict attack.

Dharculus

Huge aberration, unaligned

Armor Class 15 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	12 (+1)	12 (+1)	14 (+2)

Skills Perception +4

Senses truesight 60 ft., passive Perception 14

Languages -

Challenge 7 (2900 XP)

Ethereal Fishing. As a bonus action, the dharculus can extend its tentacle maws to the prime material plane or retract them back to the ethereal plane. If it attempts to pull a target back with them, the target gets a DC 14 Wisdom saving throw. On a success the maws vanish without taking the target, on a failure the target is pulled into the ethereal plane with them.

Actions

Multiattack. The dharculus makes 6 tentacle maw attacks when its target is on the prime material plane. If the target is on the ethereal plane, it gains an additional attack with its main maw.

Tentacle Maw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and target is grappled (escape DC 12). If the escape is successful, target takes 1d6 piercing damage for each maw pulled off. If 3 maws are attached to the same target, the dharculus may pull the target into the ethereal using Ethereal Fishing.

Main Maw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Giant Skeleton

Large undead, lawful evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	6 (-2)	8 (-1)	5 (-3)

Senses darkvision 120ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 4 (1100 XP)

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Fireball (Recharge 6). The giant skeleton throws a fireball with a range of 150 feet, that explodes in a 20 foot radius sphere. Each creature in that area must make a DC 13 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Gibberling Swarm

Large swarm of Medium humanoids, chaotic neutral

Armor Class 12

Hit Points 45 (8d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

Actions

Crude Weapons. *Melee Weapon Attack:* +4 to hit, reach 0 ft., all creatures in the swarm's space. *Hit:* 17 (5d6) bludgeoning damage, or 10 (3d6) bludgeoning damage if the swarm has half its hit points or less.

Greater Gibbering Moulder

Large aberration, neutral

Armor Class 9

Hit Points 136 (16d10 + 48)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 5 (1800 XP)

Actions

Multiattack. The greater gibbering moulder makes one bite attack and Blinding Spittle (if available).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 31 (8d6 + 3) piercing damage. If the target is Large or smaller, it must succeed

on a DC 13 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a glob at a point it can see within 15 feet, creating a flash of blinding light. All creatures within 5 feet of the flash must succeed on a DC 14 Dexterity saving throw or be blinded until the end of the moulder's next turn.

Living Wall

Huge aberration, lawful evil

Armor Class 12 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	1 (-5)	20 (+5)	17 (+3)	14 (+2)	1 (-5)

Condition Immunities charmed, frightened, grappled, prone, restrained

Senses darkvision 120ft., passive Perception 12

Languages Common, Dwarvish, Giant, Undercommon

Challenge 8 (3900 XP)

Regeneration. The living wall regains 10 hit points at the start of its turn. If the living wall takes acid or fire damage, this trait doesn't function at the start of its next turn. The living wall dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The living wall is a 5th level wizard. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at will): *fire bolt, light, mage hand, ray of frost*

1st level (4 slots): *burning hands, charm person, magic missile*

2nd level (3 slots): *cloud of daggers, flaming sphere, web*

3rd level (3 slots): *lightning bolt, slow*

Actions

Multiattack. The living wall is 25 feet long. Each 5 foot section of wall can make 4 melee attacks: 2 with gibberling arms, 1 with a duergar arm, and 1 with a troll arm. Each section of wall has a 5 foot reach, so if a single creature approaches the wall 3 wall sections can attack (12 attacks).

Gibberling arm with club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Duergar arm with battle axe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Troll arm. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Madreus

Medium humanoid (human), chaotic evil

Armor Class 16 (*black robe of the archmagi*)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	18 (+4)	10 (+0)	12 (+1)

Saving Throws Int +7, Wis +3

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 8

Languages Common, Dwarvish

Challenge 8 (3900 XP)

Indefinite Madness. Madreus suffers from phobias of darkness and being alone. If all light is extinguished, or he is alone, he suffers disadvantage on attack rolls, attribute checks, and saving throws until the source of his

phobia is remedied (this is why he always has a light cantrip handy).

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

Spellcasting. Madreus is a 10th level wizard. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *acid splash, blade ward, light, shocking grasp*

1st level (4 slots): *charm person, comprehend languages, magic missile, Tasha's hideous laughter, unseen servant*

2nd level (3 slots): *crown of madness, Melf's acid arrow*

3rd level (3 slots): *slow, vampiric touch*

4th level (3 slots): *dimension door, Evard's black tentacles, phantasmal killer*

5th level (2 slots): *cloudkill, mislead*

Actions

Unifex. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Teleport (1/day). As an action, Madreus can use Unifex to teleport up to 1 mile away. Once used, this power can't be used again until the next dawn.

Eyes of Charming (3/day). As an action, Madreus can cast charm person at a humanoid within 30 feet. The creature must succeed at a DC 13 Wisdom saving throw or be charmed.

Naentoth

Medium humanoid (dwarf), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 72 (11d8 + 22)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	12 (+1)	17 (+3)	10 (+0)

Saving Throws Wis +6, Cha +3

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 13

Languages Dwarvish, Undercommon

Challenge 6 (2300 XP)

Duergar Resilience. Naentoth has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Guided Strike (2/day). Once on his turn, Naentoth can add +10 to his attack roll before he rolls.

Spellcasting. Naentoth is a 9th level cleric. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following cleric spells prepared.

Cantrips (at will): *guidance, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, divine favor, guiding bolt, inflict wounds, shield of faith*

2nd level (3 slots): *augury, blindness/deafness, hold person, lesser restoration, magic weapon, spiritual weapon*

3rd level (3 slots): *clairvoyance, crusader's mantle, dispel magic, protection from energy, spirit guardians*

4th level (3 slots): *freedom of movement, guardian of faith, stonemin*

5th level (1 slot): *flame strike, hold monster*

Actions

Warhammer +2. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, 13 (2d8 + 4) bludgeoning damage if enlarged.

Enlarge (Recharges after a short or long rest). For 1 minute Naentoth increases to Large size, doubling weapon damage dice, and making

Strength checks and saving throws with advantage.

Invisibility (Recharges after a short or long rest). For up to 1 hour, Naentoth becomes invisible. Attacking, casting a spell, using Enlarge, or losing concentration causes Naentoth to become visible.

Neh-thalggu

Large aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Int +7, Wis +4, Cha +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 11

Languages Common, Dwarvish, Giant, Undercommon

Challenge 6 (2300 XP)

Innate Spellcasting. The neh-thalggu gains one cantrip and wizard spell slot of levels 1-3 for each brain it has stored. This particular one has 7 stored brains. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has chosen the following slots and spells.

Cantrips (at will): *acid splash, blade ward, fire bolt, mage hand, ray of frost, shocking grasp, true strike*

Level 2 (7 slots): *Melf's acid arrow*

Magic Resistance. The neh-thalggu has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 9 (2d8) acid damage.

Nigel

Medium humanoid (human), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	18 (+4)	11 (+0)	12 (+1)

Saving Throws Int +6, Wis +2

Senses passive Perception 8

Languages Common, Dwarvish, Elvish

Challenge 3 (700 XP)

Spellcasting. Nigel is a 6th level wizard. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *acid splash, light, mage hand, poison spray*

1st level (4 slots): *chromatic orb, mage armor, shield, thunderwave*

2nd level (3 slots): *crown of madness, Melf's acid arrow, ray of enfeeblement*

3rd level (2 slots): *haste, slow, vampiric touch*

Actions

Staff of Striking. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 1d6 force damage per charge expended (maximum 3 charges per hit).

Acid Splash. *Ranged Spell Attack:* +6 to hit, range 60 ft., one or two targets. *Hit:* 7 (2d6) acid damage.

Wand of Lightning Bolts. Nigel shoots a lightning bolt in a 100 foot long by 5 foot wide area. Each creature in that area must make a

DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The wand has 7 charges.

Troll Matriarch

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	11 (+0)	11 (+0)	8 (-1)

Skills Perception +3

Senses darkvision 60ft., passive Perception 13

Languages Giant

Challenge 6 (2300 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll matriarch regains 10 hit points at the start of its turn. If the troll matriarch takes acid or fire damage, this trait doesn't function at the start of its next turn. The troll matriarch dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multitack. The troll matriarch either makes 2 claw attacks, 2 bite attacks, and 1 tail strike; or 2 claw attacks, 1 tail strike, and telekinetic blast (if available).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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

Tail Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Telekinetic Blast (Recharge 5-6). The troll matriarch unleashes a wave of mental force on up to 3 creatures within 10 feet. Affected creatures must make a DC 15 Strength saving throw. On a failure creatures take 9 (2d8) force damage and are pushed 25 feet directly away from the matriarch. On a success, creatures take half damage and are not pushed away.

Troll Mutate

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60ft., passive Perception 12

Languages Giant

Challenge 3 (700 XP)

Keen Smell. The troll mutate has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll mutate regains 10 hit points at the start of its turn. If the troll mutate takes acid or fire damage, this trait doesn't function at the start of its next turn. The troll mutate dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multitack. The troll mutate makes 4 attacks, one with its bite and three with its claws.

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

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

Wellfast

Medium humanoid (dwarf), chaotic evil

Armor Class 19 (chain mail +2, ring of protection)

Hit Points 94 (11d8 + 44)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	12 (+1)	9 (-1)	5 (-3)

Saving Throws Str +8, Con +7

Damage Resistances poison

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 9

Languages Common, Dwarvish, Undercommon

Challenge 5 (1800 XP)

Action Surge (Recharges after a short or long rest). On his turn, Wellfast may take one additional action.

Dwarven Resilience. Wellfast has advantage on saving throws against poison.

Great Weapon Fighting. If Wellfast rolls a 1 or 2 on his damage die when using his battle axe he may reroll the die, but must keep the reroll.

Improved Critical. Wellfast scores a critical hit on a melee attack roll of 19-20.

Actions

Multiattack. Wellfast makes 2 melee attacks, and may spit a gibberslug (if available).

Battle axe +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Spit Gibberslug. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* Target must make a DC 13 Dexterity saving throw. On a success, the slug is brushed away, on a failure the slug begins burrowing into the target. See the Brood Gibberling for the effects of a burrowing gibberslug.

Whisper Spider

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	6 (-2)

Saving Throws Dex +6

Skills Perception +4, Stealth +9

Senses darkvision 120 ft., passive Perception 14

Languages -

Challenge 6 (2300 XP)

Spider Climb. The whisper spider can climb difficult surfaces, even upside down, without making an ability check.

Web Sense. While in contact with a web, the whisper spider knows the location of any other creature in contact with the web.

Web Walker. The whisper spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 24 (7d6) poison damage. The target must make a DC 14 Constitution saving throw. On a success the target takes half the damage and isn't poisoned. On a failure the target takes full damage and is poisoned for 1 hour. While poisoned, the target is also paralyzed.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* Target is restrained by the webbing. On its turn, the target may use an action to make a DC 15 Strength check, bursting the webbing on a success.

Wyste

Huge aberration, unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (-3)	10 (+0)	3 (-4)

Senses blindsight 30 ft. (blind beyond this range), passive Perception 10

Languages -

Challenge 3 (700 XP)

Actions

Multiattack. The wyste makes 4 tentacle attacks or one constrict attack.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and target is restrained (escape DC 14).