

DELVER'S HELPER

**DM'S REFERENCE SHEETS
FOR DUNGEON OF THE MAD MAGE**



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Contents

This product contains an essay by Volothamp Geddarm, which, when he finally gets around to it, discusses entrances into Undermountain other than its most famous in the Yawning Portal Inn.

It is the sort of booklet or pamphlet he's published that sells at small stalls across the city of Waterdeep. They can be picked up for a nib. Volo has taken to calling these brief, swift-selling publications his "scribbles."

The rest of the document includes reference sheets a DM can have at hand while running *Waterdeep: Dungeon of the Mad Mage*.

Using the reference sheets

The five reference sheets are intended to be part worksheet, part quick reference for a Dungeon Master while they run the first four levels and Skullport.

Each level is a little bit different.

Foremost there is a listing of Key NPCs. There is a space for a DM to make notes, either about the named NPCs manner or anything that distinguishes them, either their looks or their affiliations.

There are name charts for some of the broad categories of NPC and monsters that might be encountered.

There are charts that list magic that player characters might require to unlock secrets or resolve some encounters.

Some charts list the wandering monsters to be found on that level. In one instance, a base map has been provided if the DM wishes to extend one of the levels.

Suggestions are ideas the DM might employ to enhance the session. Some of these are atmospheric— enhancing the table experience in some way — others are ideas for adding depth or intrigue to an encounter.

Lastly, a DM's form has been provided, should a DM wish to continue using such a reference for deeper levels of Undermountain.



Undermountain's most telling secret

By Volothamp Geddarm

SOME PEOPLE JUST CAN'T KEEP A SECRET. As a writer, I love to talk to such people. For the most part, they are gossips and rumormongers. But there are those of my acquaintance with more genuine motivations.

Truthfully, I rely on all of them. They keep me informed. In turn, I can share such juicy tidbits with you, my dear readers.

Alas, not every "secret" is truly a secret.

The residents of Waterdeep, in particular, seem to have more "open secrets" than people I've met anywhere else. There are a host of things your average city dweller knows — but just never talks about.

Maybe they do so out of politeness — the common folk of Waterdeep are gracious that way. Maybe it's raw superstition — good fortune is a precious commodity here. Sometimes it's the city's swiftly-changing political winds and hidden agendas — you can never be too certain that your maid or cook or neighbor isn't also a Masked Lord (though, the names of many Masked Lords are also something of an open secret, are they not?).

But I think it has more to do with identity. Waterdeep is not only a bustling port city, but depending on the direction you are going, also serves as a trade and pilgrimage crossroads. It is both the Gateway to the North and to the Western Heartlands.

On any given day, the city is so filled with visitors from someplace else, open secrets are the way the locals can differentiate themselves from everyone else. That includes the traveler,



the caravaner, the sailor, and the occasional, if you will, best-selling vagabond author.

The “secret” I hear most frequently comes from that class of transients known as “adventurers.” Don’t get me wrong. Waterdeep welcomes adventurers as few places do. Waterdeep admires adventurers for their plucky attitude, their reckless courage in the face of monsters, and for the treasure they seem to spend as quickly as they earn it.

Hang around the Yawning Portal Inn as much as I do, and you’ll hear adventurers share their “secret.” It’s one they seem so proud of telling, as if it occurred to them only, that the listener is tempted to play along. I mean, once the truth is revealed to them, they are always crestfallen. The disappointment that registers on their faces is so sad. You hope the effect is not to dissuade them from their adventuring vocation.

They lean in close, a hushed voice barely audible above the din of the place.

(I’ve never been in the Yawning Portal when it wasn’t bustling with one sort of crowd or another. The midday meal patrons are of a

different sort than those that gather after sundown, but like any crowd, they make their fair share of noise.)

Anyway, they always make the declaration with the hope of astonishing this listener with their “incredible news.” I guess that’s why it is all the more heartbreaking to let them know that their revelation is no revelation at all.

So, hardly a day passes when some enthusiastic adventurers comes up to me ready to divulge their great discovery:

“The Yawning Portal isn’t the only way into Undermountain!”

Of course it isn’t.

Somehow, adventurers seem to think the only way to reach the dungeons below the city is through the pit in Durnan’s inn. I’ll credit Durnan with creating that impression. It certainly has increased his business, getting every visiting adventurer thinking they have to come to the inn, buy a few drinks, and pay the toll to get lowered down.

Now some say the Yawning Portal is the safest, surest way down.

I suppose.

I'm not entirely certain that the whole thing isn't some great feeding funnel into the gullet of Mount Waterdeep, and the adventurers just willing sacrifices all too eager to appease the appetite for blood the mad mage Halaster desires.

There's Durnan, shouting down into the pit "Here comes another one!" while operating the winch and pulley device that lowers another adventurer down. All the while the raucous crowd cheers.

There is a morbid aspect to this affair, once you've seen so many lowered down and so few raised up.

And, of course, there is also Durnan's reaction to consider. Somehow, somehow, he always manages to hear when an adventure "reveals" their secret to me. Like a hound with exceptional hearing, his head swivels over to where I'm sitting, and those eyes zero in on the lad or lass, as if daring them to make such a declaration again.

In Durnan's temple, it is the closest thing to uttering blasphemy.

In the interest of sharing what I know, however, I will risk becoming an apostate. Perhaps it is time to lift the lid on this open secret.

So, for the benefit of adventurers everywhere — or, at least, the literate ones — I will share the location and nature of the other entrances into Undermountain.

While it is safe to say I haven't investigated each and every entrance and egress (I have no personal desire to enter the dungeon) I have it on good authority and from the most trustworthy sources this list is true.

Here are the other ways into, and sometimes out of, Waterdeep underbelly.

South Sea Caves

Treacherous, unless one is a skilled mariner. The caves and caverns connecting with the coast are filled with wrecked ships, owing to the jagged rocks and narrow passageways. The waterways in the caverns lead to that part of the River

Sargauth that flows under the mountain. From here, voyagers can reach Skullport.

Citadel of the Bloody Hand

There is a stairway within the citadel that is said to lead to the first level of the dungeon. A recent inspection, however, revealed the stairway was blocked by a fallen stone.

Falling Stair

Perhaps the "most famous" of Waterdeep's "open secrets" is the Falling Stair, which connects the Castle dungeon with the first layer of Undermountain. Because of the Falling Stair's magical nature — the magical effect of falling through a collapse floor — the Watchful Order of Magists and Protectors has a particular interest in monitoring those who use it. Gaining access is never so simple as walking around the Castle. Many illusions and practical methods of misdirection are employed in that part of the stronghold to disorient and confuse passage-seekers. Some say there is even a "false" falling stair the Watchful Order has rigged with illusion magic to ensnare trespassers.

Corkscrew

Palace officials have made the Guard responsible for securing this route that leads directly from the Castle cellars to Skullport. It's called the "Corkscrew" because the passage is a spiralling stair. Reportedly, the bureaucratic process, and subsequent paperwork, required to earn official permission to use the Corkscrew is its own deterrent.

The Slide

There is much conjecture about whether this entrance is still in play. The current clack is that the Xanathar Guild has shut it down to prevent Zhentarim agents from infiltrating the Dungeon Level. Supposedly, one could drop down a drain and gain access to the sewers. It is a twisting,

winding pipe to the Dungeon level. Being in the sewers, navigating this passage on one's hands and knees is an unpleasant experience, earning it the appellation, the "grim crawl."

Long Dark Stair

There is a trap door of the sort called an oubliette that can be found within the Blushing Nymph festhall that serves as a way to the Dungeon level. However, it is the ranking priests of the Church of Loviatar — the entrusted whips — who control access to the entrance. For them, the Blushing Nymph is their temple, so controlling access is still a priority. While the Church of Loviatar is more accessible these days than in the past — when whipmasters and whipmistresses ruled their temples with secrecy and intimidation — I imagine that earning the trust of the ranking clergy requires either a longstanding personal relationship, or, a genuine conversion that involves submission to the lash.

Blue Mermaid

A route that apparently runs parallel to the Corkscrew, but with no official oversight, is the passage leading from the Blue Mermaid tavern in Dock Ward to Skullport. Essentially, whatever faction currently runs Skullport controls the passage.

Dress Shop

Rumor has it of an abandoned dress shop that has a trapdoor staircase that leads into Undermountain. Little else is known other than it was by adventuring via this route that a recently appointed Masked Lord of Waterdeep obtained his riches and position.

So, there you have it, adventurers, a catalog of other entrances into Undermountain. Use them at your own peril. As you can see, being lowered down by a winch from the Yawning Portal Inn might be, in

retrospect, the surest method. But perhaps, it is not the most profitable way in.

Be well. And, if by chance, you learn of another entrance into Undermountain, don't hesitate to whisper it to me.

We must keep it secret, after all.



Dungeon Master's reference sheet

Level 1: The Dungeon Level

Key NPCs

Name	Type	Distinguishing features	Mannerisms
Uktarl Krannoc	NE human bandit captain		
Harria Valashtar	NE human bandit captain		
Flyndol Greeth	Wererat		
Kelim the Weasel	NE human spy		
Sylvia Featherstone	Wererat		
Krung-Jung	Ettin		
Bokk-Nokkin	Ettin		

Suggestions

Pet golem. Have Harria Valashtar call the flesh golem by a term of endearment or "pet" nickname. Or maybe she's named it "Uktarl" because she enjoys ordering it around.

Relationship drama. Prepare comebacks, zingers and "burns" in the possible event Uktarl and Harria retreat to 7A and start bickering. They have many unresolved issues.

Unreasonable fear. Large creatures possessed of a phobia can be a roleplaying opportunity, mainly because of the juxtaposition of size and the impression of invulnerability. The troll, the ettins, or the flesh golem are all good candidates. Possible phobias:

1. cats ; 2. books; 3. flowers; 4. water; 5. fish; 6. mice;
7. teeth; 8. snakes; 9. fire; 10. holy symbols; 11. snails;
12. spiders; 13. frogs; 14. gnomes; 15. druids; 16. birds;
17. halfings; 18. centipedes; 19. heights; 20. worms.

Useful magic

dispel magic

purify food and water

detect magic

mending

knock

identify

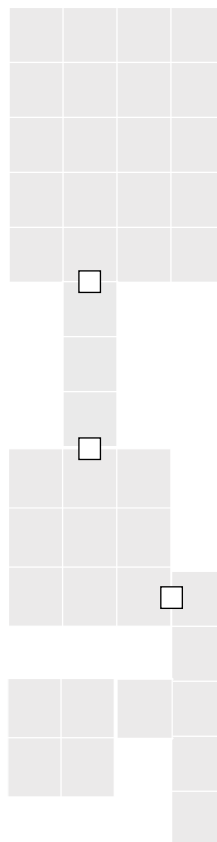
Wandering monsters

3 carrion crawlers

Pibble and groin, argumentative goblins

Shield Guardian

Map extension



NPC names

Bugbears or trolls

1-2 Bagbrog

3-4 Dakkdarg

5-6 Lufkrud

7-8 HakksHAD

9-10 Glazyob

11-12 Gollyolk

13-14 Krudludq

15-16 Kragluf

17-18 Gudnar

19-20 Dakkslursh

Goblins

1-2 Nazzuul

3-4 Yesthu

5-6 Shupxool

7-8 Ranzem

9-10 Hanaz

11-12 Hathzil

13-14 Dinlull

15-16 Azstogg

17-18 Gargnat

19-20 Smikgit

"Vampires"

1-2 Alesky, m

3-4 Anastazja, f

5-6 Fabian, m

7-8 Emiliana, f

9-10 Justin, m

11-12 Jozefina, f

13-14 Onufrius, m

15-16 Michalina, f

17-18 Wiktor, m

19-20 Teodora, f

Dungeon Master's reference sheet

Level 2: The Arcane Chambers

Key NPCs

Name	Type	Distinguishing features	Mannerisms
Glom	goblin		
Yek the Tall	goblin		
Copper Stormforge	NE dwarf scout		
Kalabash	CE human mage		
Trenzia	flameskull		
Shunn "spider eyes" Shurreth	LE drow elite warrior		
Bolgus	bugbear		
Bulkar	Bugbear		
Midna Tauberth	NE priest of Shar		
Rex the Hammer	LE human champion		
Rizzeryl	drow mage		
Nadia the Unbent	NE berserker		

Suggestions

Show must go on. The Rustbane golems are building a stage. The Undertakers (should any still survive) are bards in need of an audience. Sounds perfect.

Stoke the fire. An NPC who picks up the copy of *Out of the Inferno* finds it fascinating and feels compelled to share. Read passages from a modern romance novel, inserting "tiefling," "horns," "tail" and "hooves" as best fits.

Helleth Got There First. If the revenant doesn't accompany the party, the PCs could still encounter his handiwork. The first two Fine Fellows encountered are already dead and dying, their last utterances adding to the mystery of their attacker's identity. Helleth doesn't appear until the final showdown.

Arts and craft. With craft glue and pebbles, make your own 'tabletop map' of the level.

Useful magic

detect magic

Lesser restoration

Dispel magic

remove curse

Unseen servant

Arcane lock

Greater invisibility

sending

speak with the dead

greater restoration

NPC names

Rustbane goblins

1-2 Snik

3-4 Skugg

5-6 Glorok

7-8 Lozza

9-10 Soarg

11-12 Myz

13-14 Glohss

15-16 Azyi

17-18 Lofer

19-20 Nashtad

Watchpost thugs

1-2 Briann, f

3-4 Ewyn, m

5-6 Rosa, f

7-8 Miles, m

9-10 Hodeardis, f

11-12 Bernard, m

13-14 Brigita, f

15-16 Heintz, m

17-18 Kanta, f

19-20 Aseem, m

Bugbears

1-2 Krauth

3-4 Zetgrak

5-6 Korogg

7-8 Axzib

9-10 Uskflugull

Wandering monsters

carrion crawlers

gricks

mephits

owlbears

Spectators

Dungeon Master's reference sheet

Level 3: Sargauth Level

Key NPCs

Name	Type	Distinguishing features	Mannerisms
Greech	goblin		
Geldax Breer	NG half-elf commoner		
Lurrash	Hobgoblin		
Quave, Narlros, Tmek	Drow		
Marta Moonshadow	NE Sun elf mage		
T'rissa Auvryndar	NE drow priestess of Lolth		
Narizmar Do'ett	Drow		
Sylkress Auvryndar	Drow elite warrior		
Pellanonia Auvyndar	Drow		
Ghirith Nhilran	Drow		
Lerk	Goblin		
Delvin	CG human commoner		
Ranaghax Auvryndar	Male drow elite warrior		
Ulquess	Mind flayer		
Azrok	Hobgoblin warlord		
Lurkana	Hobgoblin captain		
Preeta Kreepa	Mage		

Useful magic

Knock

Detect magic

Animate dead

Silence

Dispel magic

NPC names

Troglodyte slaves

1-2 Tokrouk

3-4 Chunhree

5-6 Thaishour

7-8 Tsaiouh

9-10 Lut

11-12 Flarsnaoh

13-14 Lour

15-16 Mughflaerl

17-18 Grakk

19-20 Yauthzuk

Hobgoblins

1-2 Eunomia, f

3-4 Priamos, m

5-6 Ayumi, f

7-8 Kin, m

9-10 Lucilla, f

11-12 Aelius, m

13-14 Horatia, f

15-16 Aetius, m

17-18 Ourania, f

19-20 Laios, m

Suggestions

Ahoy matey. A pirate gang from Skullport is doing the bidding of the sea hag covey, smuggling swords to both the drow and hobgoblin camps.

Sense and Sensibility.

Sensuality is a common theme of this level, from the quest for Azok's blindsight dagger, the hags' scrying to the drow relationship play. By appealing to NPCs along these lines, the PCs might negotiate or make allies.

Dungeon Master's reference sheet

Skullport

Key NPCs

Name	Type	Distinguishing features	Mannerisms
Sundeth	CE half-ogre champion		
Hlool	Kuo-toa		
Olive Stillwater	Sea hag		
Krystaleen	Rock gnome commoner		
Droon Stonedark	Duergar		
Gyrrd	Shield dwarf commoner		
Tor Grayfell	Shield dwarf commoner		
Cal'al Claddani	Half drow commoner		
Oleander and Will	strongheart halfling commoners		
Quietude	Tiefling commoner		
Ulvira Snowveins	Half-elf spy		
Thaglar Xundorn	Duergar		
Bosskyn Gorrb	Tiefling spy		
Tasselgrn Velldarn	Human archmage		
Thorvin Twinbeard	Shield dwarf commoner		
Darum and Duram Ghaz	Shield dwarf commoners		
Anderian Dusk	Half elf commoner		
Felrax	Dragonborn mage		
Garryth	Doppelganger		
Nightshade	Mummy		
Gharz Stonedark	duergar		

NPC names

Duergar

1-2 Beshvonana, f

3-4 Krellbearn, m

5-6 Baadsaanl, f

7-8 Luthdarrak, m

9-10 Sholida, f

11-12 Arnordak, m

13-14 Zentryn, f

15-16 Shothbon, m

17-18 Sharyur, f

19-20 Delgmai, m

Human thugs / wererats

1-2 Imelda, f

3-4 Alfonso, m

5-6 Dunya, f

7-8 Vlastimir, m

9-10 Weyhi, f

11-12 Malu, m

13-14 Sitali, f

15-16 Kwahlti, m

17-18 Kwalette, f

19-20 Morralay, m

Gargoyles

1-2 Amee

3-4 Jacquot

5-6 Jehan

7-8 Andri

9-10 Blancha

11-12 Richart

13-14 Sedilia

15-16 Pierre

17-18 Petronilla

19-20 Louis

Dungeon Master's reference sheet

Level 4: Twisted Caverns

Key NPCs

Name	Type	Distinguishing features	Mannerisms
Jibber-Jabber	ettin		
The Alchemist	Disguised green slaad		
Darribeth Meltimer	CG human mage		
Altonrel	Drow		
Rezz	Drow		
Balryn	Drow elite warrior		
Melith Auvryndar	Drow priestess of Lolth		
Thirza	Drow mage		
Kalanszar	Drow		
Tsabalin	Drow		
Talafaere	Drow elite warrior		
Ryld	Drow elite warrior		
Llauzdrar	Drow elite warrior		
Illuun	aboleth		
Noolgaloop	Kuo-toa archpriest		

Useful magic

Knock

mending

Identify

Gust of wind

Suggestions

Atmosphere. Emphasize the disorienting experience of exploring caves and caverns. Water dripping, echoing sounds, strange reflecting lights. It is almost alien. Drow, kuo-toa and troglodytes are on home footing.

Light a scented candle. Want to play up the troglodyte stench at the table? Get a stink bomb or fart spray or similar gag gift and let fly. (Do not do this in a public play area, of course).

Drow phrases*

- 1-2 Darkness take you
- 3-4 All trust is foolish
- 5-6 Mothers know best
- 7-8 The best knife is an unseen one
- 9-10 Trust no one more than yourself
- 11-12 Lolth be praised; all victory is her doing
- 13-14 Do as you are ordered, and live
- 15-16 Light upon you!
- 17-18 Those who watch their backs meet death from the front
- 19-20 Darkness is both friend and enemy

* - from Menzoberranzan: City of Intrigue, 2012

NPC names

Kuo-toa

- 1-2 Reeeloop
- 3-4 Dumaplop
- 5-6 Krudagleep
- 7-8 Blidundofoop
- 9-10 Ploodakhar
- 11-12 Azehmipidipi
- 13-14 Gunbodoop
- 15-16 Ahgooplip
- 17-18 Ooshblidoo
- 19-20 Rosphloowud

Dungeon Master's reference sheet

Level _____

Key NPCs

Name	Type	Distinguishing features	Mannerisms

NPC names

- 1-2 _____
3-4 _____
5-6 _____
7-8 _____
9-10 _____
11-12 _____
13-14 _____
15-16 _____
17-18 _____
19-20 _____

Notes

Useful magic

Wandering monsters

Map extension

