

## APPENDIX A: XANATHAR LAIR ROSTER

Area	Creature(s)	Notes
X1	–	Secret staircase.
X2	–	Scrying sensor and secret door to X8.
X3	<b>Beholder zombie</b> , 4 <b>gas spores</b>	Show Xanathar's symbol to pass safely.
X4	–	Tunnel to Skullport.
X5	<b>Animated Armor</b>	Attacks if damaged.
X6	Possibly <b>Ahmaergo</b> , <b>Noska Ur'gray</b> , 10 <b>bandits</b> , 5 <b>bugbears</b> , 2 <b>goblins</b> and <b>Xanathar</b> .	Empty if a fight isn't going on, except for a scrying sensor. Secret door to X33.
X7	<b>Half-ogre</b> , <b>minotaur</b> , <b>orog</b> , <b>bard</b> , <b>noble</b> , <b>swashbuckler</b> , <b>drow</b> , <b>spy</b> .	Noska Ur'gray has keys to the cell. DC 15 Thieves Tools to open.
X8	Flutterfoot Zipswiggle ( <b>deep gnome</b> )	Asks a riddle and can serve as a guide. Secret door to X2.
X9	Possibly 10 <b>bandits</b>	Bandits sleep here if not in the area X6 or X18.
X10	<b>Rust monster</b>	Rust monster is caged.
X11	<b>Minotaur skeleton</b>	Maze trap on model, minotaur attacks if door to X12 is opened.
X12	–	Maze with trap inside.
X13	<b>Thorvin Twinbeard</b> and albino <b>gazer</b>	Gazer is disloyal to Xanathar, Thorvin is harper agent.
X14	–	Secret hallway to X19.
X15	–	Stairs down to X28.
X16	5 <b>apprentice wizards</b>	Fight only in self-defense. Secret door to X17.
X17	<b>Ahmaergo</b>	Ahmaergo is here if not with Xanathar in arena. Secret door to X16.
X18	Nar'l Xibrindas ( <b>drow mage</b> ), <b>grell</b> and possibly 10 <b>bandits</b> , 2 <b>duergar</b> and <b>Xanathar</b>	Xanathar is invisible if here. Secret trapdoor to X29.
X19	<b>Ott Steeltoes</b> and possibly <b>Xanathar</b>	Creatures inside must make DC 13 Con save or suffer madness.
X20	–	<i>Dream nullifier</i> is here.
X21	–	Tunnel to X19.
X22	–	Teleportation arrival spot.
X23	<b>Kuo-toa whip</b> and 6 <b>kuo-toa</b>	Scrying sensor.
X24	<b>Drow</b> captive	Nihiloor arrives with intellect devourer.
X25	Two <b>commoners</b>	Both prisoners are insane.
X26	Nihiloor ( <b>mind flayer</b> ) and 4 <b>intellect devourers</b>	Nihiloor doesn't chase fleeing characters.
X27	3 <b>kuo-toa whips</b>	Hyustus Staget is jailed in a cell.
X28	10 <b>human bandits</b> , 2 <b>goblins</b> and possibly <b>Noska Ur'gray</b>	Scrying sensor.
X29	–	Trapdoor to X18.
X30	7 <b>kobolds</b> and 2 <b>gazers</b>	Gazers attack intruders while kobolds flee.
X31	Bepis Honeymaker (halfling <b>commoner</b> )	Bepis mistakes the party for kitchen staff.
X32	–	Staircase to X22. Scrying sensor.
X33	Possibly <b>Xanathar</b>	Secret door to X6. Wall carvings can teleport a creature to X34a or X34b.
X34a	–	Sarcophagus opens if a spell cast within the tomb.
X34b	–	Same as X34a, but no sarcophagus.
X35	–	A bag of holding and Nar'l's spellbook. Secret door to X36.
X36	–	12 kegs of <i>smokepowder</i> here.