Amarune's Adventures



The Malediction of the Devil's Mushroom

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GUILD

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check out Amarune's Almanac for more detail on The Underdark

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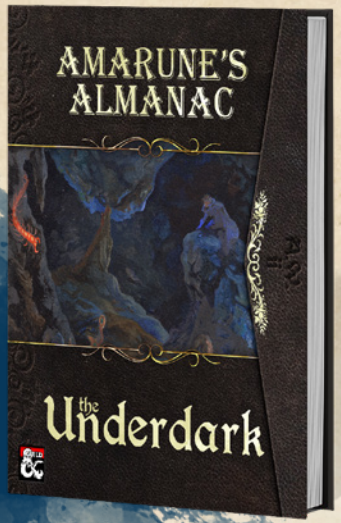

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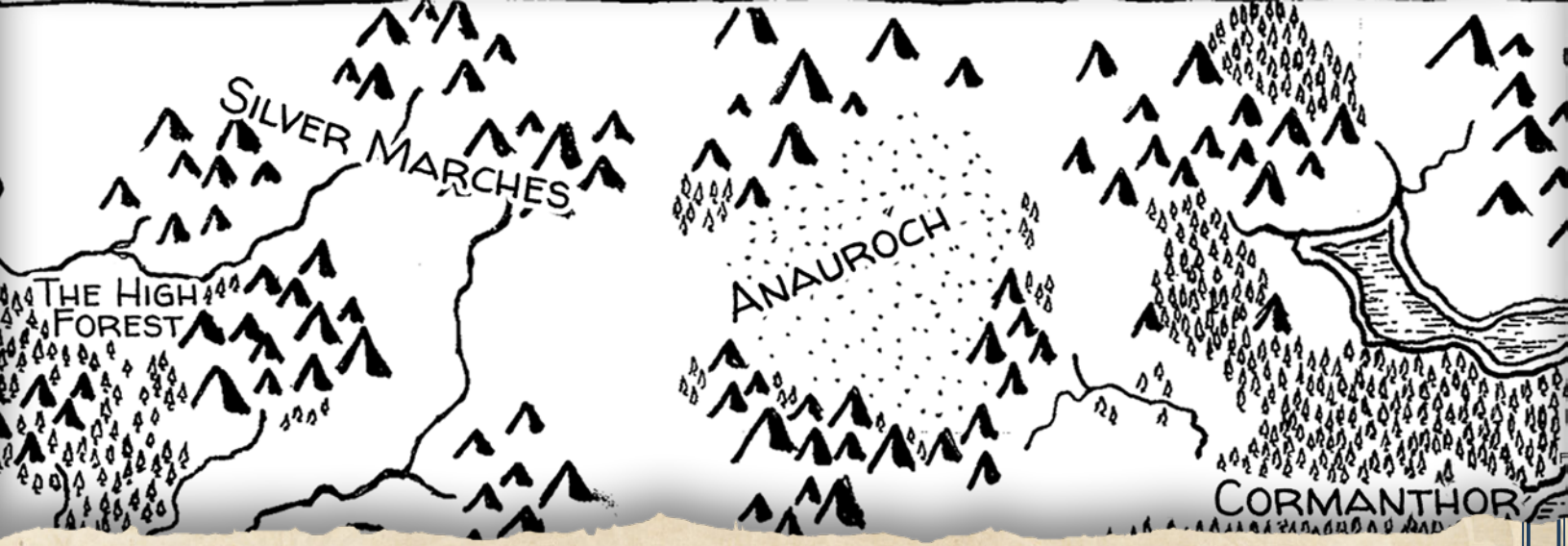


The Malediction of the Devil's Mushroom

The Underdark is a wild, untamed place full of mysteries and treasures. Danger lurks around every cavern wall and is home to some of the fiercest criminal elements the world has ever seen. In this realm, adventurers take many risks for the promise of wealth and fortune. Others look to simply rob these treasure hunters of their newfound wealth. Treasure and riches come in all shapes and sizes below the surface, but finding these is only the beginning. Dead men tell no tales...

Introduction

In the first part of this adventure, once meeting with Kenia Glynmoira and accepting the mission, the party has the rest of the day to gather any supplies needed for the trek. The party travels a half-day between the Desertsmouth Mountains and the Anauroch Desert to the property newly inherited by Kenia Glynmoira. They must inspect the property for squatters and determine the safety of the surrounding area for Kenia Glynmoira to possibly develop and dwell in this homestead.

In the second part of the adventure, the party discovers more than they expected on the abandoned property owned by Kenia and a mystery unfolds which needs to be investigated. Corpses are soon discovered and then clues lead the party to a secret entrance into what looks to be a gold mine under the property. However, this is only the beginning of what lies ahead.

Finally, after the adventurers unlock the mystery the answer leads them on a mission to an unknown, savage place unfamiliar to most adventures. It will take every bit of knowledge, might, and experience to navigate this new world and return alive. Do they have the moxie to pull this off? The reward could be great!

Adventure Background

There are a lot of layers going on in this adventure at the same time. Obviously the premise of the adventure is being hired by Kenia Glynmoira to explore her newly inherited property in the Anauroch Desert. The rumors of a gold mine below the property will prove to be true but the real scenario lies even farther below the surface. What the party or Kenia doesn't know is that an ancient Underdark access point has been discovered on the property and a deep gnome named Bobbi Scrollshanks (detailed in appendix D) already has led a party of gnomes under the same pretense of gold discovery out to her land. However, gold is not what Bobbi is searching for. Bobbi has acquired knowledge of a rare, valuable fungus from the depths of the Underdark that is extremely valuable in the hands of the right people. So, Bobbi is on a mission to acquire this mushroom and cash in on a big payday at any and all costs.

But when any evil, criminal element is involved, there is always a catch. What Bobbi doesn't know is he has been led into a trap. Bobbi was involved in a robbery of an illithid warlord named Karis Barakos some time ago at one of the warlord's stash houses near Darklake in the Underdark region of Blingdenstone. Bobbi's party was all captured and executed by the warlord right in front of Bobbi. During the chaos Bobbi was able to make his escape from the house and flee to the surface in order to stay clear of Karis and his gang.

This just allowed Karis to form a plan and wait for the right opportunity to pay his revenge on Mr. Bobbi Scrollshanks. Being from the Underdark Karis knew of this access point from the surface and he could easily lure Bobbi into coming for the treasured

mushroom. But the arrival of the party might be an interesting variable on Karis' plan. Once the party is with Bobbi, Bobbi will do everything in his power to stay away from danger and most combat. Bobbi will need the help and the party will need Bobbi to get out of this alive. By the remote chance that Bobbi dies during the adventure, his notes and maps found on him will allow the party to continue to the final destination.

Meeting Kenia Glynmoira

Kenia Glynmoira (LG elf **commoner**; see appendix B), a new landowner, is seeking help from a reliable adventuring party. She can reach out to the party through a mutual acquaintance, a direct note, or through an advertisement posted in Shadowdale. The party meets Kenia at the Old Skull Inn in Shadowdale. This fine inn provides many services, and Kenia seeks an informal meeting place that doesn't draw much attention.

When the party enters the inn, read or paraphrase the following:

> When you enter, the inn is partially filled and a few tables are occupied with elves and humans having drinks and enjoying themselves. Sitting alone at a table toward the back of the room, an elven woman with curly white hair and a bright purple robe pours over several maps and a tome she is reading intensely.

She is concentrating on her work so much, the party must get her attention.

Polite, friendly, and a little naïve, Kenia Glynmoira explains she has recently inherited a small tract of land in the Anauroch Desert near the Mines of Tethyamar. The land was left to her by a distant relative she didn't know. Kenia is studying a map of her new property and quickly invites the party to sit down. Kenia is looking to hire the party to explore the property and ensure its safety. Kenia has been told by one of the oldest members of her family that the property was rumored to be built on top of an ancient gold mine. The thought of owning a gold mine excites Kenia and she wants the party to make this a priority. Kenia explains she isn't much of an explorer, and it worries her going out there alone. Based on the old map she has, there aren't many details she can glean. Kenia offers the party 250 gp for the mission, half upfront, and the other half once they return with a full report. Kenia knows the following about the property:

- The property can only be reached by crossing a part of the desert.
- It is a very wild, untamed area that hasn't been used in many years.
- There are possibly a few structures still standing from either an old mining or hunting camp.
- Kenia has gotten some reports of either poachers or bandits that sometimes frequent the property.





The Journey Through the Desert

Once the party gathers its gear and supplies, they have about a day's travel from Shadowdale through the Anauroch desert. A successful **DC 14 Survival (Wisdom) check** is required to successfully navigate the map with no trouble getting the party to the desired location. A failed check of 13 requires the DM to roll on the Random Encounters table. If the check is failed by more than -5, the party must camp for the night and start again at first light.

With the map provided by Kenia, the party can start their journey. Leaving Shadowdale, the party must cross a portion of the Desertsmouth Mountains and then through some of the Anauroch desert. Kenia knows the area is a lawless, wild, and untamed area so the party must take extreme caution in their journey.

Upon departing, the scenery changes rather quickly once they get through the mountain pass. Read or paraphrase the following:

> The dry, arid heat of the desert surrounds you like a cloak. Sweat begins to flow like a faucet and you have only just started your trek. Nothing makes time seem to go faster than conversation, introductions are in order. Deep, loose sand makes some of the travel difficult to navigate sometimes. The horizon seems like a thousand miles away and it never seems like you are getting closer to any landmarks. Large clouds of sand can be seen blowing off in the distance in almost storm-like conditions sometimes. Checking the map, the party will run into the property on the trail heading toward the Mines of Tethyamar. These mines can't be accessed anymore and are very dangerous to get near due to the sheer age and condition of them. Use the table below for random encounters as the party travels through the desert. See appendix B for creature statistics.

d20	Random Mountain Encounter	d20	Random Desert Encounter
01-02	**Kobold** hunting party 2d4 attempting to remove honey from a large hive.	01-02	2d4 **gnolls** searching some tents
03-04	A campsite that had been quickly abandoned	03-04	3d6 **camels** at an oasis
05-06	Deer grazing	05-06	A watering hole
07-08	A fake beard and eyepatch are hidden under a bush	07-08	A **giant scorpion**
09-10	Giant eagle guarding her nest	09-10	Sandstorm, must camp for the night.



Exploring the Property

Read or paraphrase the following:

> Nearing the property, it is hidden nicely against the Scimitar Spires. Almost completely hidden by the landscape, somebody knew how to construct the compound so it was hidden. An old stone fence surrounds the entire perimeter with thorn bushes growing out of the walls. Whatever settlement or camp that was here has been abandoned for some time. There are three structures still standing on the property and two others that are crumbled down to their foundations in ruin. Two small tents can be spotted on both sides of the largest building on the property. A large dormant firepit is surrounded by several large logs. One can almost imagine the roaring fire with men seated on the logs drinking and telling grand tales.

1. Tool Storage Shed

> The first small, round structure is made of stone with a foundation. At some point, the door was knocked off its hinges. Cobwebs, sand, and tumbleweeds have collected heavily on the building. Looking inside, it appears that at one time this was some sort of tool storage shed. Racks, tables, and toolboxes are scattered throughout the room and are loaded with remnants of picks, shovels, hammers, and chisels.

Several oil lamps sit on the table along with some torches, empty pouches, and a tinderbox. It appears this room has been searched and turned upside down several times over the years. A successful **DC 12 Intelligence (Investigation) check** reveals what appears to be a small gold nugget in the bottom of one of the tool chests. The tiny nugget is worth 10 gp.

2. Washing Station

> Directly across from the first structure is another square building built from the same materials as the first-round building. The door here has also been torn from its hinges a long time ago. The same evidence of no activity shows based on the amount of sand, desert thorns, and cobwebs covering the shack. Inside there is a well in the corner of the room and several tables with screened boxes on top of the tables.

A successful **DC 14 Intelligence (History) check** reveals these as washing tables. If a character has a background as a miner or has sufficient knowledge of mining, they automatically succeed in this check. Water is used from the well to wash soil for gold deposits on these screens on the tables. An ancient process, but a very efficient way to pan for gold. If anyone tries to search the well, a **choker** (see appendix B) is hiding in ambush inside the

well. The choker has an advantage on its first attack unless the character succeeds on a **DC 12 Dexterity saving throw**. The choker fights to the death and attacks with its tentacle. Under the tables are large piles of gravel, sand, dirt, and silt. Many empty buckets are also lying around the room, used to wash whatever was being mined here. Searching below the tables in the piles of material with a successful **DC 16 Intelligence (Investigation) check** reveals a medium-sized gold nugget worth 45 gp.

3. Old Tent

To the left of the largest structure is a small tent pitched on the ground. The tent looks newer in comparison to the other buildings in the encampment. Inside the tent are a bedroll, lamp, and other camping supplies. Outside the tent, a successful **DC 12 Intelligence (Investigation) check** reveals some faint bloodstains. No distinguishable tracks can be made out.

4. More Recent Tent

> Another tent is located to the right of the larger building on the property. Comparing its signs of aging against the other buildings in the area, it appears to be the newest structures on the property.

Inside the tent are two bedrolls, a dungeoneer's pack, a journal, some rations, torches, and a sack with some mining supplies. No evidence shows the occupants of the tents are here for hunting purposes. No signs of hides, meat, or trophies are found anywhere. Opening the small journal, there are several entries inscribed in the book. They are written in Gnomish and give the following details:

- *"We have been here for six days and have inspected most of the property."*
- *"Mushroom fritters for breakfast, again."*
- *"So far, nothing of any real value has been found nor have we found the entrance to the old gold mine."*
- *"Scrollshanks is running the operation but doesn't seem to give a hoot about gold. Not sure I trust the guy, though he does have a knack for finding old shafts. But if he makes one more remark about 'degenerate idiots,' I'm going to stab him"*
- *"We have been hearing a lot of activity in the distance last night. Woke up to find our pack lizards gone. Sending Orbar and Saros out tomorrow morning to scout outside the perimeter of the settlement."*
- *"Orbar and Saros haven't returned. The rest of us are moving into the large building for safety reasons and to search it inside and out for any clues on where the mine shaft might be on the property. Sarick swears he saw something spying on us early this morning. If I never eat another mushroom fritter again, I'll be happy."*
- *"Need to tighten up on our eye protection. I left mine off this morning and I saw nothing but spots the rest of the day. Scrollshanks with that condescending, "I told you so' look."*
- A sketch of some sort of fungi is scribbled in the journal. A successful **DC 18 Intelligence (Nature) check** reveals it's a sketch of a *timmask* mushroom (see appendix C). Drow or deep gnomes have an advantage on the check.
- *"If we're here to find gold, then why is Sergeant Superiority Complex always going on about mushrooms?"*



5. The Largest Structure: The Old Homeplace

> The largest structure on the property is run-down but still appears in better shape than the other two buildings on the property. A rectangular dwelling with a thick, stone foundation and wooden frame. A stone well sits outside to the side of the building with an empty pen of some sort with what looks like evidence of a fire in the pen. The only way in seems to be the front door. There are four windows, but they're boarded shut from the inside and can't be moved.

Upon inspection, the door has been broken open and sits slightly ajar. Once the door is opened the dust is stirred up and several things are immediately obvious. This room has been lived in and some sort of altercation has occurred. There are several faint bloodstains on the floor, the table and chairs have been heavily damaged, and the room is littered with trash.

There are two rotting corpses of what appears to be gnomes laying on the floor. Time has taken its toll on the corpses and discerning the cause of death is impossible. The insects are feeding on what little remains. The only slight clue is a faint bloodstain underneath the corpse staining the floor.

In a section in the southwest corner of the room, basic camping supplies are visible: bedrolls, rations, torches, and some basic tools.

A bucket sits in the northwest corner of the room, and if someone tries to move it seems secured to the floor. A successful **DC 10 Strength (Athletics) check** releases the bucket that had been nailed to the floor and reveals a key under it.

Another door is on the east wall, but this one is either iron or steel. A successful **DC 14 Intelligence (Investigation) check** indicates the door is rigged with a trap of some sort. Surprisingly, the key does not fit the heavy iron door but it's not locked. The door opens outward and is hooked up to a hand crossbow across the room. If the door is opened normally, it will spring the trap, firing a single crossbow bolt from a hand crossbow (1d6 piercing) unless the target succeeds on a **DC 12 Dexterity saving throw**. The bolt has been dipped in *knockout poison* (see appendix A) and any creature hit by the poison must succeed on a **DC 16 Constitution saving throw** or suffer one of the following effects:

- Failed by 1-2: unconscious 1 minute
- Failed by 3-5: unconscious 10 minutes
- Failed by 6+: unconscious for an hour.

If a character spotted the trap on a successful Intelligence check (above), they see a string tied on the handle on the inside and easily disarm it (no check required).

Once inside it appears to be an old bedroom and more recently some sort of staging area. A bed, couch, dresser, and stone fireplace are in the room. Everything is very worn and in bad shape. Nothing of any value can be found in any of the furniture. The stone fireplace is slowly crumbling and has not been used in some time. There is an oval rug in front of the hearth and a rug of animal skin in the southeast corner. A character who walks over the rug notices a hard lump underfoot. Lifting the rug exposes a trap door with a heavy iron lock on it.

Into the Hatch

The key found under the bucket in the first room unlocks this hatch. If the key has not been found, the lock can be opened with a successful **DC 12 Dexterity check using thieves' tools**. Alternately, a successful **DC 16 Strength (Athletics) check** breaks the lock, allowing the hatch to be opened. Once the door is opened, an immediate rush of cold, damp air blows out of the hatch and a **swarm of bats** (see appendix B) comes flying out. The hatch is pitch dark and only the outline of a ladder leading down can be seen with normal vision.

> The sturdy, oak ladder leads down about twenty feet into the cold, damp darkness. Once at the bottom, without a proper light source, not much can be seen. Even with darkvision, a creature can only make out an outline of a dormant brazier at the bottom of the ladder. After the room is illuminated, the first thing the party notices is a sparkling glow reflecting off the light coming from the walls.

Specks of gold in all shapes and sizes are scattered all over every wall in the room. The room is a gold mine that is forty feet by forty feet in size. Carving a room out of this size must have taken many, many years of tedious labor. A successful **DC 14 Intelligence (History) check**, or any duergar, recognizes this mine comes from dwarven hands. The load-bearing walls, ceiling joists, and attention the detail is a dead giveaway. Broken shovels, picks, and chisels litter the floor showing that much work has gone on down here. Several buckets sit in each corner and upon inspection, these were used as chamber pots.

About twenty feet into the mine is the corpse of a gnome. Like the one found upstairs, it has been here for some time, and determining a means of death is impossible. A strange fungus has begun growing on the corpse and if disturbed, a puff of spores erupts. However, the faint blood stains under the corpse surely show it wasn't a natural demise. More exploration into the room reveals two more gnome corpses in the same fashion as the previous two found in the house.



On the south wall is a long wooden table with various tools scattered across it. On the table are various flora, fungi, and remains of creatures that look very foreign; as well as a dungeoneer's pack that is fully stocked. A successful **DC 12 Intelligence (Nature) check** reveals these items on the table came from the Underdark. A roll of 15 identifies the items as *tongue of madness mushroom* (5 gp), *torchstalk*, and *ripplebark* (see appendix C). Any deep gnome, drow, or duergar easily identify these items and know that a lot of Underdark items like this are very valuable. Another sketch of the same mushroom in the journal (*timmask*) is on the table.

Several crates sit in the southeast corner and on inspection, store supplies of rations, glass jars, torches, and an empty 4 X 4 wooden box. In the northeast corner, a partially uncovered dwarven statute is exposed from the mine wall. The only signs of fresh work are in the northeast corner with piles of recently moved gravel, rock, and other underground material. With a successful **DC 10 Intelligence (Investigation) check**, the party notices there is no visible gold that has been mined out of the walls. The gnomes were focusing on excavating this statute from the cavern wall.

Unlocking the Underdark

> The excavation of the statue isn't complete, but it is enough to see most of its features. All evidence shows it's obvious that the gnomes were working on excavating the statue out of the mine wall for some reason. Carved out of granite, it is a fine sculpture of a dwarven smith, hammer in hand. The statue is over seven feet tall and five feet wide. Scattered around the base are several tools that had been used in the excavation. Picks, shovels, crowbars, and chisels lay all around the statue.

Surprisingly, there is an ornate dagger stuck into the base of the statue near the left foot. The dagger can't be removed from the statue, but it can be turned clockwise like a key. Once the dagger is turned, a loud click is heard and the statue's base is on hinges and moves to the left revealing a staircase leading down. Once the dagger is turned it can be removed from the statue.

A successful **DC 14 Intelligence (Arcana) check** identifies the dagger as a *divining dagger* (see appendix A).

The Way Down

Ten feet down the stairs another gnome corpse overgrown with fungus is found in the same condition as the others. Continuing down, it's easy to tell that this new area is not another section of the mine below the house. The stairs continue down nearly three hundred feet. It seemed dark in the mine but traveling down it gets darker and colder. Finally, at the bottom of the descent, the party is at the beginning of what appears to be a large system of caverns.

> Complete darkness envelopes the room with a faint, low glow of something ahead of them to the east. A soft purple hue emits in the cavern system and at certain points, a soft, green phosphorescent glow emits from what looks like a type of fungus growing on the walls and cavern floor.

The glow does not produce enough light to make anything visible but is enough to see rough shapes with eyes that don't have dark vision. A successful **DC 12 Wisdom (Perception) check** reveals the sounds of gnawing and chewing as the party gets deeper into the first room of the cavern system. A **knell beetle** (see appendix B) is pulling the flesh of the gnome corpse of the others found earlier. The crawler attacks as soon as it notices the party's presence and fights to the death.

There is a small leather backpack wrapped around the neck of the crawler. Once the crawler is dispatched, the backpack can be easily removed from the crawler's corpse. The backpack appears small, sized for a gnome, halfling, or another small race. Once inspected, the inside of the backpack reveals the following items: a leather journal, maps, bolts, and some tinkering supplies.

The maps are hand sketches of cavernous cave systems with notes scrawled in various places on them. The leather-bound journal is well crafted with the word 'Scrollshanks' sewn into the leather. The journal entries are a blend of Common and Gnomish. A successful **DC 12 Wisdom (Perception) check** reveals the following information:

- The owner of the journal is named 'Bobbinock Scrollshanks.'
- There are detailed notes about flora and fauna in the Underdark. Also, the same mushroom sketch found in the other journal and mining table is detailed here with many notes and map point references. Clearly whoever owned this journal was searching for these specific fungi.

- *"These degenerate idiots can't get it through their heads to wear their goggles when they're above ground."*
- *"One more complaint about my mushroom fritters and I'll levitate them all off the frigging planet."*
- Also, inside the journal are some detailed maps of several locations that look foreign and undiscovered. There are at least two caverns numbered with some rough sketches of them.
- A cryptic note in the journal says, *"If Karis finds out what I am up to, I will have every thug, bounty hunter, and henchmen of his on my tail. But I will hit him where it hurts..."*

> To the southwest, there is some sort of small body of water that blocks the passage into the rest of the cave system. The water is very dark, murky, and covered with a thick scum on its surface. The pond size is fourteen feet in diameter and about four feet in depth.

There are two **kuo-toa** (see appendix B) on the other side of the pond with buckets and spears. As soon as they notice the party they will drop their buckets and run toward the west. To the southwest away from the pond, there is a large fissure that is almost blocking the entire access to the west and the southeast.

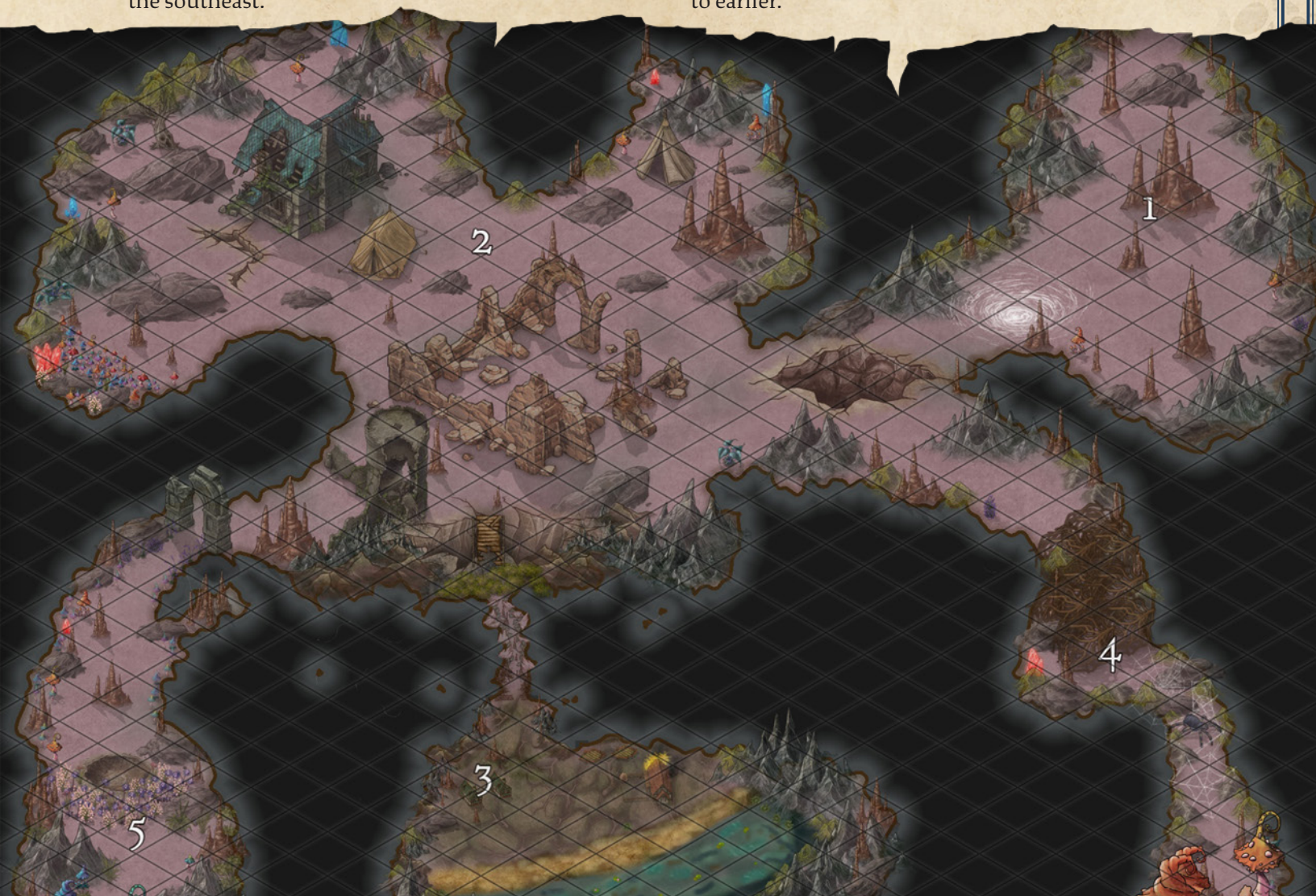
Area 1. The Rescue

The hole in the cave floor is over 15 feet wide and the depth cannot be determined due to the darkness. But any calls and echoes show that it is very, very deep. To navigate around the chasm requires a successful **DC 12 Dexterity (Acrobatics) check**. A failed skill check requires the party to back up and try the crossing again due to unstable footing.

Once everything settles down again, the party must deal with the deep chasm. As they near this bottomless looking fissure there is a small, narrow way to navigate around the chasm. As the party prepares for this feat, a voice bellows up from the darkness.

> "Excuse me, but if you're going to work so hard at falling into this hole, can you at least fish me out first?"

Without a light source, nothing can be seen from where the voice is coming from. Using any light source or darkvision reveals a male gnome clinging to a root on a small ledge. A rope and a successful **DC 10 Strength (Athletics) check** is enough to pull the gnome up from the crevasse. On a failed check, the gnome falls back to the small ledge he was clinging to earlier.



Once rescued, read, or paraphrase the following:

> A small male deep gnome stands before them, three feet tall, emerald green eyes, and dressed ready to explore. Wearing elaborate goggles and a belt loaded with different colored vials. The gnome has a tattered left ear, a mottled scar along his entire left arm, and missing left pinkie finger, and is armed with an over-designed light crossbow and a short sword on his side. Nervously he says, *"I must find my backpack, first and foremost. Damn beetle just about had me for lunch!" "Got myself into a spot here. And why in the seven hells are you degenerate in my mine!"*

Scrollshanks tries to lie and say he and a team of eight men are on a quest to map new sections of the Underdark for a local mining guild. A successful **DC 16 Wisdom (Insight) check** reveals Scrollshanks is not telling the truth. Scrollshanks goes on to explain that he lost a couple of men in the abandoned mining site the second night to bugbears, possibly working for a local bandit captain. Fearing for their safety, they moved into the large house and bunkered down. After a day or so they discovered the secret door to the mine shaft. Scrollshanks took four men with him and instructed the others to lock themselves in, hide the key and entrance to the mine, and wait for them to return. Once they got into the mine, Scrollshanks lost two men immediately to an ambush of drow bandits. Once the enemies were defeated, Scrollshanks and the other two men discovered the statue. Scrollshanks explains that once the secret door had been found, he thought that the gold mine just went deeper. As soon as they reached the bottom of the stairs, Scrollshanks and his men were ambushed by the carrion crawler, knocked into the chasm, and had to listen to his men slowly get eaten.

Bobbi Scrollshanks inquires again about his backpack's location and asks if the party would like to parley and work together. Bobbi offers up 25 gp for each character to help him with his mapping of the area. If Bobbi Scrollshanks's journal has been recovered and read by the party, they know that most of this is a lie. If questioned about the truth of his original story, Bobbi becomes nervous and begins making different excuses about why he was lying. Bobbi will not be truthful until a character intimidates him into the actual story with a successful **DC 12 Charisma (Intimidation) check**, revealing the following information:

- Scrollshanks hired the other gnomes under false pretense.
- Bobbi had no intention of finding gold, but to find the entrance to this area of the Underdark.
- Bobbi belongs to a thieves' guild called "The Street Artist's Collective." During a robbery of a stash house of an illithid warlord named Karis Barakos, Bobbi learned of a rare, extremely valuable fungus that Karis was close to discovering.
- Bobbi barely escaped from Karis Barakos with his life, but a piece of a map and the lure of untold riches led him to seek out this fungus.
- He promises an equal share of the profit if the party protects him while they search for the fungus.
- Scrollshanks seems to think that two of his gnome companions were captured and are possibly being held captive somewhere close and need rescue.

Bobbi also reveals the *timmask* is very rare and could be just about anywhere down here. The mushroom is worth nearly 8,000 gp and Karis and his men will stop at nothing to get it. He suggests just searching everywhere—tunnels are leading to the east, south, and southeast according to Bobbi's map. He suggests going southeast but agrees with any majority decision about which way to explore. (Bobbi doesn't tell the party he is serving them up to Karis for forgiveness for the robbery of his stash house and saving his own life.)

Now that Bobbi Scrollshanks has come somewhat clean with the party, they can begin searching for the rare *timmask* mushroom. Below are the possible areas they can investigate.



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Area 2. West Cavern

West of the chasm opens into the largest part of the cavern system the party hasn't seen yet. If one of the characters or Bobbi's men were captured, this would have been the direction the kuo-toa would have taken their captive. Read or paraphrase the following:

> A ruin of some building sits crumbling in the center of the room. Nearly crumbled to the ground, no signs of what race this belonged to can be seen on the stone fixtures. It has now just become home to many critters of the Underdark. This perhaps was a shrine, temple, or town fixture thousands of years ago.

A crumbling deteriorated one-story building sits past the ruins to the northwest. It is easy to tell this structure is much younger than the ruins but has been abandoned or destroyed, likely during a battle. Several temporary tents are scattered about the area which seems recently placed. The tents are filled only with basic supplies but nothing of value.

The party notices 3 (1d6) **kuo-toa** (see appendix B) carrying buckets into the one-story structure to the northwest. The kuo-toa exit the structure and head back toward the southwest out of sight. Standing outside of the structure, two individuals stand guard, yelling at the kuo-toa as they make the trip back to the house.

A male drow (**knife thrower brawler**; see appendix B) is balancing a knife on his index finger in between bossing the kuo-toa around. A female duergar (**mercenary**; see appendix B) sharpens her longsword while smoking a pipe. Both individuals are always scanning the area keeping a close watch on the workers staying busy.

To the southwest of the ruins is a watchtower that is in terrible shape. However, there is a deep gnome (**racketeer**; see appendix B) hidden in the tower with a crossbow. The gnome waits and watches so his location isn't compromised until necessary. The deep gnome acts as a lookout and does not attack unless discovered in the tower.

Close observation only shows kuo-toa making trip after trip back and forth from an area in the southwest corner into the old decrepit house, being watched closely and badgered by the two watchmen outside the house. A small white cloud of smoke puffs out of the chimney in the old structure. Upon entering the front door of the old structure, it's easily apparent this has been set up for another purpose. The main room smells of wonderful baking bread. The fireplace has been converted into a hearth oven and an orange and yellow light glows from its cracks. Several tables are set up, with a human **commoner** rolling and prepping dough as piles of blue-capped mushrooms are being cleaned by another half-elf commoner at the other table. On the west wall, there are many loaves of sporebread cooling on some makeshift racks.

Roleplaying the House

The two thugs outside the housework for Karis Barakos and are very wary of any visitors. The duo does anything to just move visitors along so as not to draw any attention to their operation there. If asked about any captured characters or any of Bobbi's men, they send them in the direction of Area 3 or Area 4. Hidden behind the racks of sporebread is a hidden door leading into another room. A successful **DC 16 Wisdom (Perception) check** leads a character to the knowledge of the secret, hidden door. The thugs immediately fight to the death or attempt to burn down the structure if the door is discovered. The commoners flee as soon as combat starts. If the door isn't noticed, the thug's story is they are operating a small bakery to earn some money for a trip above the surface soon. If the party attacks first, the two thugs defend the house, and the deep gnome in the tower begins with hidden ranged attacks with crossbow bolts.

Behind the Secret Door

Behind the door, another one of Karis' crew is hard at work. A female drow Sinshalee Kilzynge (**alchemist**; see appendix B) has a clandestine lab set up to process *tarcap mushrooms* (see appendix C) into the valuable drow *knockout poison* (see appendix A). Once a month the spores emerge into the tar-like liquid. A four-day process and chemically mixed with deadly, refined spider venom results in a valuable *knockout poison* on the surface made famous by the drow. The alchemist has a crossbow loaded with a poisoned bolt if the lab is attacked. She fights to the death to avoid letting any information out. Upon inspection of the lab, there are many piles of mushrooms, 1d6 vials of a distinctly blue liquid (50 gp each), and 1d4 sealed jars of jet black, molasses-like substance (200 gp each). Also, a successful **DC 14 Intelligence (Investigation) check** reveals a box of 94 gp, 32 sp, and 40 cp. There is a possibility of 1d4 **kuo-toa** (see appendix B) around to aid in the defense of the lab. Bobbi Scrollshanks stays clear of the thugs as best as possible because there is a chance they recognize him from previous dealings.

Area 3. The Lost Hideaway

> Heading south from the ruins, you see a very large chasm with a rope bridge in terrible shape. The chasm seems infinitely deep and the tattered, old rope bridge is nearly 15 feet in length. On the other side is a large clump of heavy brush and thorns. Billowing out from behind the thorns of the cavern ceiling is a steady stream of smoke. The smoke is black, not just an ordinary campfire.

The brush and thorns are two feet in height and about six feet deep. Once this is crossed, a small opening is visible, revealing a narrow cavern path heading south. Rocks and stalagmites jut out from the narrow cave walls, making the path only single-file order. The smoke gets thicker the farther south the party travels through the narrow path. At the end of the narrow trail, past a wall made of stone, the cavern opens.

A barn is alight with a quickly growing blaze. Nearing the house, a small dwarf-like creature with blue-gray skin, wild white hair, and bright white eyes with no pupils tries to organize a bucket brigade of kuo-toa unsuccessfully. A successful **DC 12 Charisma (Persuasion) check** rallies the kuo-toa to your aid, despite their fears. Roll for initiative. If you roll a 12 or higher, you succeed in responding to the fire quickly. Finally, a successful **DC 12 Wisdom (Survival)**, **Strength (Athletics)**, or **Dexterity (Acrobatics) check** efficiently quenches the fire with buckets of water.

If you fail on all these checks, the house burns to the ground and all the contents of the house are lost in a pile of ashes.

If you succeed on at least one of these checks, the house has significant damage but still stands.

If you succeed on at least two of these checks, the house sustains only minor damage.

If you succeed on all three checks, the fire is put out almost immediately with fierce precision.

After the emergency is over the derro male introduces himself. "The name is Baradla Oros, and I am very grateful. Everyone here at the compound owes you big!" Baradla Oros gives the party a silver rapier (125 gp) as a token of his gratitude to the party for their assistance with the fire. The party soon notices that Baradla is blind because of his walking stick and his actions. Baradla explains a few things after the fire and everything settles down:

- He was once a very active, hardened criminal in a gang led by an illithid crime lord named Karis Barakos, from Black Cave.
- He was blinded defending a stash house during a robbery attempt by a local thieves' guild named the "Street Artist Collective." The robbers were overwhelmed, captured, and all the prisoner's brains were eaten in front of him by Karis. These series of traumatic events sent Baradla in a downward spiral and his mental health deteriorating, forcing him to live with constant anxiety.
- Baradla wandered on the surface until he returned home to the Underdark. Blind and ravaged by mental illness, he became very isolated. Paranoia haunted him and he somehow stumbled on a hidden kuo-toa settlement that took him in and soon began treating him as a god.
- Baradla began helping them fortify and camouflage their tiny encampment after discovering his old boss was enslaving these poor creatures for his evil bidding.
- Turns out this warlord was the same individual he served for many years. Baradla will do everything in his power to protect his "followers." Baradla is convinced that he is the living god for these kuo-toa and the kuo-toa believe this as well.
- Baradla has been living here now for several years, helping to develop the kuo-toa settlement in peace.

If Baradla hears Bobbi's voice, he might mention that his voice sounds familiar but can't remember where he has heard it before. Read or paraphrase the following:

> "After losing my sight I can hardly place a voice to a face anymore."

Bobbi acts as though he has never seen Baradla or has any knowledge of the Street Artist Collective he referred to. Chances are Bobbi doesn't even remember Baradla during the robbery attempt; it was so frantic and traumatic on Bobbi. Baradla explains he has been living peacefully for several years with the liberated kuo-toa but had been getting reports from locals that this illithid warlord was back in the area running scams and bullying folks for money and land. Baradla offers shelter and food to the party in thanks for their assistance with the house fire. If someone asks about the *timmask* shroom, Baradla explains the fungi in question don't even grow in these conditions or levels of the Underdark. Bobbi shrugs off Baradla's knowledge of the area and insists the party moves on quickly. Bobbi tells the party that Baradla is just trying to deter the party from finding the valuable mushroom.

Area 4. Tangled Up

> To the southeast of the chasm, the cavern becomes very narrow. A mysterious dark-gray plant is covering almost the whole entrance way into this section of the cavern.

Any Underdark dweller will easily recognize it, but a successful **DC 12 Intelligence (Nature) check** allows the characters to know this plant is *ironvine* (see appendix C). If the party begins to try to navigate this giant, weaving plant, the travel slows and becomes a lot harder. At some points, the plant feels like iron. Observation shows this vine is growing out of the stone. About halfway through this maze, something lays in wait for an ambush. An **assassin vine** (see appendix B) is camouflaged among the *ironvine* waiting to attack the first to get close. The movement is slowed due to the entangled *ironvine* and the assassin vine's first attack has surprise.

Once the treacherous vine is successfully navigated, the party encounters the next section of the cavern thick with cobwebs from all angles. A section six feet wide and nearly twelve feet tall is laced with silky webs blocking almost the entire way. The webs are easily dispatched and fifteen feet farther ahead a larger section of the cave opens to some marvelous sight.

There are several different specimens of flora and fauna and Bobbi starts to get excited. Growing on shelves from the rippling lines of the walls of the cavern is an interesting looking fungus. A rippling-like texture on the top with a dark crimson with dripping red ribbons gives the fungus the appearance of rotting meat. Bobbi gives a detailed description of the *ripplebark* (see appendix C), telling the party it can be harvested into food and is wonderful when toasted lightly. He babbles on about how this can be made into longbite, a special food-substitute for dragons.

Also growing on the shelves of the cavern walls is a strange-looking fungus closely resembling a human tongue. Bobbi begins a detailed explanation of this mushroom as an edible species that is quite tasty and will try to get someone to try it. Scrollshanks calls it a tongue mushroom. If this mushroom is eaten, a creature must succeed on a **DC 12 Constitution saving throw** or compulsively speak aloud every thought for the next hour.

But the true spectacle is four giant mushrooms at the end of the room. Nearly thirty feet tall, they range in colors from light gray, crimson, and pale blue-grey. Scrollshanks calls this *zurkhwood* (see appendix C), the "lumber" of the Underdark. Their thick hyphae that make up the stem are the source of the hardness and can be fashioned much like surface lumber. Apparently, at some point, someone or something was trying to gather some lumber. One of the *zurkhwood* is felled and axes, saws, and hatchets lay beside it. It looks like the work somehow abruptly stopped.

Hiding in the ceiling is an **azmyth** (see appendix B) that descends and attacks when it has the opportunity. A successful **DC 14 Intelligence (Investigation) check** reveals a *+1 battleaxe* partially buried in the dirt. Bobbi appears angry and studies his partial map piece, mumbling to himself. He is hyper-focused in finding the *timmask* mushroom at all costs. As soon as Bobbi knows the mushroom isn't here, he insists on moving on quickly.

Area 5. The Tunnelsong Blues

The abandoned tower has a five-foot-tall fence on both sides of it. A character must succeed on a **DC 10 Dexterity (Athletics) check** to climb over the wall.

> Twenty-five feet past the wall is an ancient stone arch of drow design. Once past the arch, a haunting flute-like melody can be heard in the depths of the tunnel. A steady breeze flows out of the cavern as the trance-like melody grows stronger. About 45 feet into the cavern is a large crater in the center of the floor with a thick growth of wildly colorful flowers behind it.

Bobbi seems driven to get to the end of this cavern. "I know it's here," Bobbi mutters over and over. Once the field of flowers is crossed, the haunting melody gets louder and louder. Along the cave walls are several stone-purple pyramidal caps that are pocketed with large, tapering holes. As the breeze blows, these mushrooms sing loud, with a dark, sad ballad.

Two figures are hunched down attempting to cut these mushrooms from the cavern walls. A male drow (**knife thrower brawler**; see appendix B) and a **goblin ravager** (see appendix B) are just about to cut these musical mushrooms down (*tunnelsong shroom*; see appendix C). As soon as the drow notices the party he says, "Piss off, I run with Karis's crew." The drow tries to intimidate the party into leaving them to do their work.

Bobbi quickly pipes up and exclaims, "Where is the timmask? I honored my part of the deal."

Suddenly a burst of loud bellowing laughter is heard from the north. There stands Karis Barakos

(**mind flayer**; see appendix B), illithid crime lord of Black Cave. "Scrollshanks you fool! The timmask doesn't even grow at this depth, but their value was enough to get you here and off your guard."

Scrollshanks screams, "But I brought them here as I promised! You owe me the timmask!"

Karis Barakos strolls within twenty feet of the party and says, "No one ever robs from Karis Barakos and lives to tell about it! Don't you think I have enough power to find the mushroom myself? I will feast on you and your friend's brains tonight." The drow and goblin will attack first as Karis falls back to guard the escape route.

The goblin ravager carries a gem worth 50 gp and two *potions of healing*. The drow carries two gems worth 30 gp each, a *potion of invisibility*, and a *+1 dagger*. Karis fights until he is below ten hit points, then makes his escape via the spell *plane shift* on his next turn.



Into the Heart of the Dark

At the farthest point south of the cavern lays the quickest route to the Heart of the Dark. Surely that is why Karis protected this area so fiercely. If Bobbi Scrollshanks is still living, he beams with excitement and quickly rummages through his journal and maps knowing he has reached the destination. Jabbering a mile a minute, he quickly rallies the party to travel down and seek the prize of the *timmask* mushroom finally.

> The passageway seems to travel down hundreds and hundreds of feet, growing colder and darker until finally reaching the floor. Pieces of the cavern are collapsed in some areas, but the end of the rich, vibrant cavern opens into a large room sixty feet wide by seventy feet tall.

Jagged rocks and stalagmites form shelves and textures making home to what appears to be a large patch of *abyssal creep* (see appendix C) fungus. If Bobbi is still present with the party, he remarks that they must move fast or possibly be overcome with madness from the creep. To the south, it is apparent the cave wall is what Bobbi has been searching for. A large, stout capped mushroom with orange and red stripes grows alone against a dark, barren wall. A strong acrid smell festers in the lower half of the room. Nearly a foot tall with a cap a foot wide, Bobbi or any Underdark creature knows this is the famed *timmask* mushroom at about fifty percent of its normal mature size.

However, a strange sound is looming near the ceiling from a large cavern shelf set back into the darkness. It almost sounds like guttural moans, and Bobbi or any Underdark creature freezes in their tracks and quietly alerts the party of the imminent danger lurking above. What lies up there is a **bearded devil** (see appendix B) guarding their Underdark treasure. Each round, a successful **DC 18 Dexterity (Stealth) check** avoids alerting the devil of the party's presence. As soon as the devil is alerted, it will fly into action, protecting its lair of the intruders. Once the devil is below half its hit points, it awakens the **lith** (see appendix B) that's camouflaged among the rocks. Both creatures fight until dead.

Harvesting the Timmask

Harvesting this treasure is extremely dangerous. Any disruption or false move releases a cloud of spores in a 15-foot radius. A successful **DC 18 Wisdom (Survival) check** is required to attempt to harvest the mushroom. If the check fails by more than 5, the cloud of spores is released and each creature within the area must succeed on a **DC 14 Constitution saving throw** or become poisoned for 1 minute. Otherwise, the check fails but with no ill effect. Unless the check succeeds by 5 or more, the mushroom is harvested successfully but not intact, reducing its value by a third. Success by 5 or more rewards you with an intact mushroom worth 3,000 gp.

The End

Once the final room is reached and if any of the *timmask* is recovered, the next journey starts. The mushroom requires safe packaging and care to be transported to the surface. Powerful magic users pay top dollar for the rare magical properties of an intact *timmask* mushroom. There is a wooden crate that Karis's men brought to bring the mushroom back. Trying to transport it in a sack damages the mushroom greatly, reducing its value significantly. Also, this is a very coveted item and must be transported secretly. Every thug, villain, and criminal from the Underdark understands the rarity and value of this item. So trust no one in the journey to the surface. If Bobbi Scrollshanks is still alive and with the party, he will quietly escape and disappear into the Underdark at his first chance.

The party will have to successfully backtrack and navigate their way back to the surface. Once back to the surface they will find their way back to Kenia Glynmoira and report their findings and collect the rest of the reward promised by Kenia. On the return to Shadowdale, the party can then search for a magic user, vendor, or alchemist that is in need of the *timmask* mushroom and negotiate the sale of the mushroom.

Appendix A: Treasure

Divining Dagger

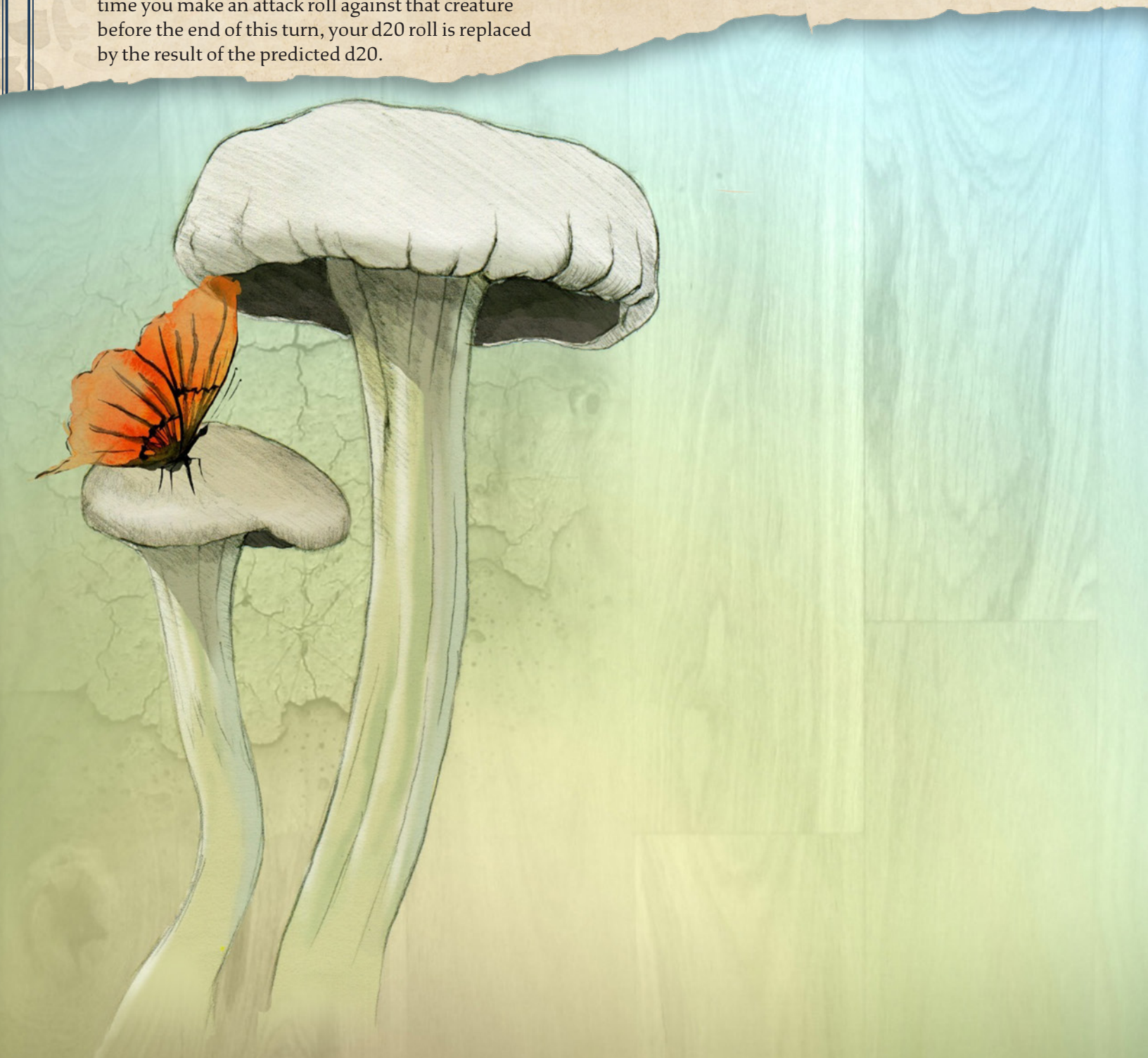
Weapon (dagger), rare

The hilt of this dagger is decorated with silver loops and eye-motifs, and grants the wielder a limited capacity to foresee the outcomes of their choices. You have a +1 bonus to attack and damage rolls made with this magic weapon. The dagger has 3 charges, regaining 1d4 charges each day at dawn. As a bonus action while holding the dagger, you can expend one charge to predict your success against a creature within 60 feet of you. Roll a d20. The first time you make an attack roll against that creature before the end of this turn, your d20 roll is replaced by the result of the predicted d20.

Knockout Poison

Adventuring gear, poison (injury)

This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.



Appendix B: Beasts and Ennemies

Alchemist

Alchemist

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Saving Throws Int +5, Wis +2
Skills Arcana +5, Investigation +5
Senses passive Perception 10
Languages Common, Draconic, Dwarvish, Elvish
Challenge 2 (450 XP)

Fool's Gold. As an action, the alchemist can make up to 1 pound of any metal take on the appearance and feel of pure gold for 1 minute. Nothing short of a *detect magic* spell or other magic can detect the counterfeit.

Transmuter's Stone. The alchemist carries a magic stone it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- An extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, fire, lightning, or thunder damage (alchemist's choice whenever the alchemist chooses the benefit)

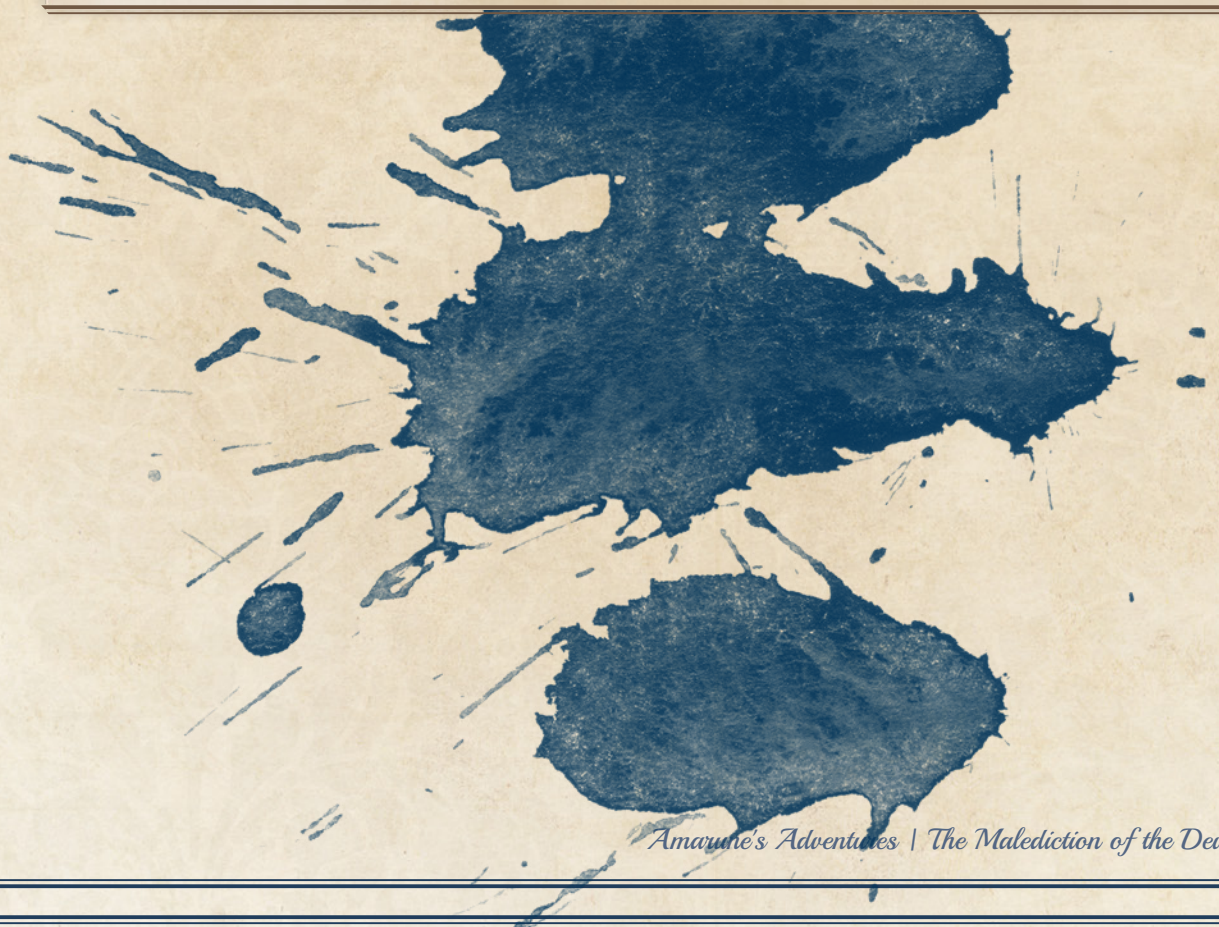
If the alchemist has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.

Spellcasting. The alchemist is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *control flame, gust, mold earth, shape water*
1st level (4 slots): *expeditious retreat, feather fall, longstrider, shield*
2nd level (3 slots): *alter self, enlarge/reduce, pyrotechnics*
3rd level (3 slots): *erupting earth, gaseous form*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* (1d4 +2) piercing damage.



Assassin Vine

Assassin Vine

Large plant, unaligned

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 5 ft., climb 5 ft.

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

Damage Resistances cold, fire
Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant.

Actions

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained and it takes 21 (6d6) poison damage at the start of each of its turns. The vine can only constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots on the ground in a 15-foot square within 30 feet of it. These plants turn the ground in that area into difficult terrain. A creature in that area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute or until the assassin vine dies or uses Entangling Vines again.

Azmyth

Azmyth

Small beast, chaotic neutral

Armor Class 13
Hit Points 33 (6d6 + 12)
Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	6 (−2)

Skills Perception +4, Stealth +5
Senses blindsight 120 ft., passive Perception 14
Languages understands Common but can't speak it, telepathy 60 ft.
Challenge 1 (200 XP)

Echolocation. The azmyth can't use its blindsight while deafened.

Keen Hearing. The azmyth has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The azmyth uses Discharge Lightning if it can, or makes a talons attack. It then makes a bite attack.

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

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

Discharge Lightning (Short or Long Rest). The azmyth makes a talon attack. If the attack hits, the target must make a DC 12 Constitution saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one. A creature that fails its save also can't take reactions till the end of its next turn.

Meld (1/Day). The azmyth magically turns invisible until it attacks, moves, or until its concentration ends, up to 1 hour (as if concentrating on a spell). It also dampens sounds in an aura extending 10 feet from it. Any creature outside the aura has disadvantage on Wisdom (Perception) checks made to hear any sound coming from within the aura.

Bearded Devil

Bearded Devil

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2
Damage Resistances Cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120ft., passive Perception 10
Languages Infernal, telepathy 120 ft.
Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 +2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 +3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Choker

Choker

Small aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 25 ft., climb 15 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech
Challenge 1 (200 XP)

Quickness. The choker may make a Dash action or a single tentacle attack as a bonus action.

Ruin Camouflage. The choker has advantage on Dexterity (Stealth) checks made to hide in stone buildings, ruins, and in caves.

Actions

Multiattack. The choker makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the choker can automatically hit the target with its tentacle attacks, and the choker can't make tentacle attacks against another target. Because the choker seizes the victim's neck, the creature can't breathe, speak or cast spells with verbal components.

Giant Eagle

Giant Eagle

Large beast, neutral good

Armor Class 13
Hit Points 26 (4d10 +4)
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4
Senses passive Perception 14
Languages Giant Eagle, understands Common and Auran but can't speak them
Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The eagle makes two attacks: one with a beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Giant Scorpion

Giant Scorpion

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive perception 9
Languages —
Challenge 3 (700 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.



Gnoll

Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10
Languages Gnoll
Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Goblin Ravager

Goblin Ravager

Small humanoid (goblinoid), any non-lawful alignment

Armor Class 17 (chain shirt, shield)
Hit Points 45 (7d6 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	8 (-1)	8 (-1)

Saving Throws Con +5
Skills Perception +1, Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 2 (450 XP)

Brave. The ravager has advantage on saving throws against being afraid.

Nimble Escape. The ravager can take the Disengage or Hide action as a bonus action on each of its turns.

Rampage. When the ravager reduces a creature to 0 hit points with a melee attack on its turn, the ravager can take a bonus action to move up to half speed and make another melee weapon attack.

Redirect Attack. When a creature the ravager can see targets it with an attack, the ravager chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Actions

Multiattack. The ravager makes three attacks with its scimitar or one attack with its javelin.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 +2) piercing damage.

Sudden Rush. Until the end of its turn, the ravager's speed increases by 60 feet and it doesn't provoke opportunity attacks.

Knell Beetle

Large beast, unaligned

Armor Class 18 (natural armor)
Hit Points 80 (8d10 + 24)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	3 (–4)	12 (+1)	4 (–3)

Saving Throws Str +5, Wis +3
Skills Athletics +5, Perception +3, Survival +3
Damage Immunities thunder
Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP)

Earth Rumble. The beetle can use all of its movement to pummel the earth below it to send sonic waves outwards, forcing any creature within 5 feet of it that isn't a knell beetle to succeed on a DC 13 Dexterity saving throw or fall prone.

Thunder Absorption. Whenever the beetle is subjected to thunder damage, it takes no damage and instead regains a number of hit points equal to half the thunder damage dealt.

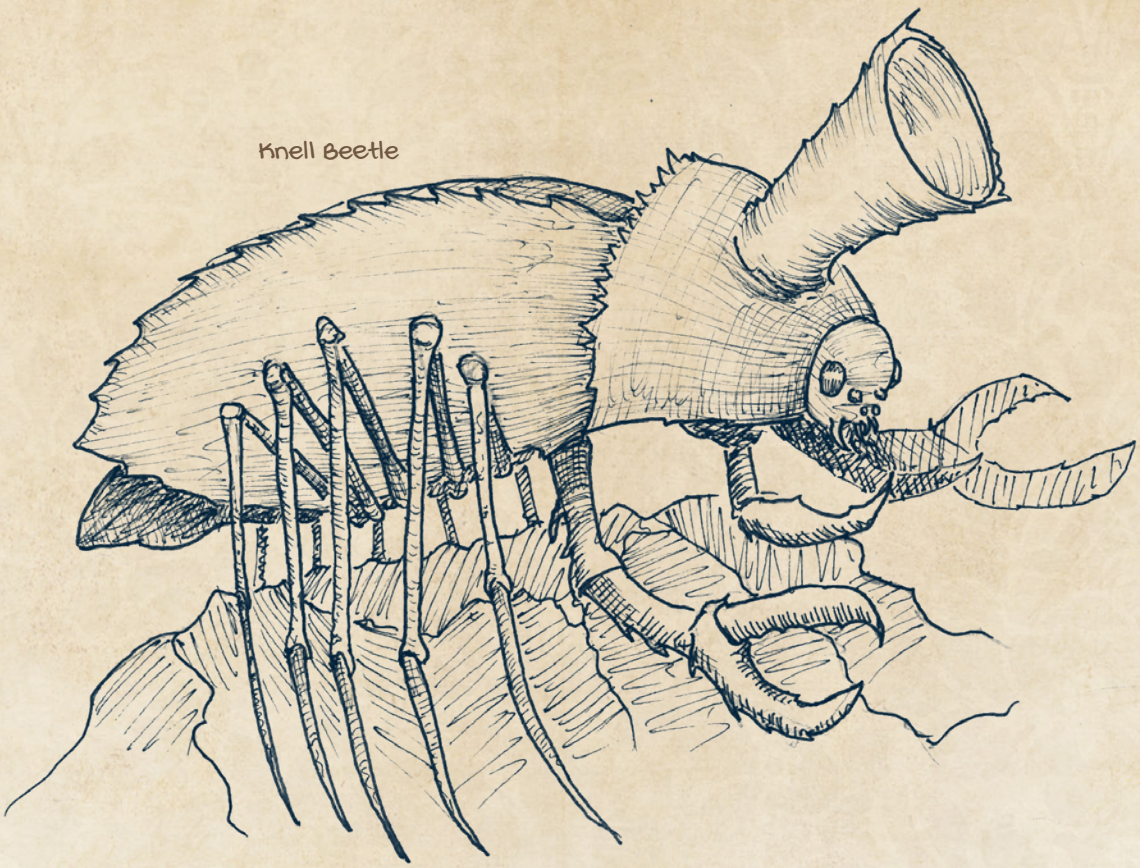
Actions

Multiattack. The beetle makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Sonic Trumpet (1/Day). The beetle emanates a sonic blast in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 22 (5d8) thunder damage on a failed save, or half as much damage on a successful one. Another knell beetle can fail the saving throw voluntarily.



Knell Beetle

Shiah "Cinder" Irgangladen

Knife Thrower

Medium humanoid (any race), any alignment

Armor Class 17
Hit Points 97 (13d8 + 39)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	21 (+5)	17 (+3)	1 (+0)	15 (+2)	11 (+0)

Skills Perception +5, Sleight of Hand +8
Damage Immunities poison
Condition Immunities blinded, poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15
Languages Common
Challenge 3 (700 XP)

Evasion. If the thrower is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. The thrower can't use this feature if it's incapacitated.

Unarmored Defense. While the thrower is wearing no armor and wielding no shield, its AC includes Wisdom modifier.

Unarmored Movement. While the thrower is wearing no armor and wielding no shield, its walking speed increases by 20 feet (included in its speed).

Actions

Multiattack. The thrower makes three attacks with its daggers or unarmed strikes.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60ft., one target. *Hit:* 7 (1d4 + 5) slashing damage, plus (1d4) poison damage.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is a creature, the thrower can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (thrower's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the thrower's next turn.

Reactions

Deflect Missiles. When the thrower is hit by a ranged weapon attack, it reduces the damage from the attack by 1d10+ 13. If the damage is reduced to 0, the thrower can catch the missile if it is small enough to hold in one hand and the thrower has at least one hand free and then throw the missile up to 60 feet as a ranged weapon attack.

Slow Fall. The thrower reduces the bludgeoning damage it takes from a fall by 52.

Kobold

Kobold

Small humanoid, (kobold), lawful evil

Armor Class 12
Hit Points 5 (2d6 - 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/8 (25 XP)

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Kuo-Toa

Kuo-Toa

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor, shield)
Hit Points 18 (4d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4
Senses blindsight 120 ft., passive Perception 14
Languages Undercommon
Challenge 1/4 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one large or small creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it destroys the net.

Lith

Lith

Medium elemental, chaotic evil

Armor Class 18 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	7 (−2)	13 (+1)	16 (+3)

Saving Throws Con +7
Skills Perception +4, Stealth +5
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantine
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Common, Terran
Challenge 6 (2,300 XP)

False Appearance. While the lith remains motionless, it is indistinguishable from an inanimate statue.

Innate Spellcasting. The lith's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *meld into stone*
3/day each: *passwall*, *transmute rock*[XGE], *wall of stone*
1/day each: *bones of the earth*[XGE], *flesh to stone*

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

Stone Camouflage. The lith has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The lith makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) slashing damage.



Mercenary

Mercenary

Medium humanoid (any race), any alignment

Armor Class 15 (scale mail)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

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

Saving Throws Str + 5, Con +5
Skills Athletics +5, Insight +2
Senses passive Perception 10
Languages one language (usually Common)
Challenge 2 (450 XP)

Cut Purse Strings. When the mercenary hits with a melee weapon attack, it can forgo dealing damage to steal a pack, purse, or pouch off the target.

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

Actions

Multiattack. The mercenary makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Mind Flayer

Mind Flayer

Medium aberration, lawful evil

Armor Class 15 (breastplate)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Savings Throws - Int +7, Wis +6, Cha +6
Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 7 (2,900 XP)

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

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*
1/day each: *dominate monster*, *plane shift* (self only)

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 +4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Racketeer

Medium humanoid (any race), any non-good alignment

Armor Class 13 (studded leather)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

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

Skills Intimidation + 3, Persuasion +3
Senses passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP)

Break Kneecaps. A melee weapon deals one extra die of damage when the racketeer hits with it and the target is a racketeer client or rival racketeer.

Sneak Attack. Once per turn, the racketeer deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the racketeer that isn't incapacitated and the racketeer doesn't have disadvantage on the attack roll.

Actions

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bonus Actions

Cunning Action. On each of its turns, the racketeer can use a bonus action to take the Dash, Disengage, or Hide action.

Swarm of Bats

Medium swarm of tiny beasts, unaligned

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

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

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Appendix C: Flora

Abyssal Creep

This demonic fungus appears as a sheet of black and rotting green flora that hugs the cavern rock tightly. Upon close inspection, travelers can see jagged clovers and pus-filled, pimple-like mushrooms in the midst of the writhing filaments that makes up the bulk of the sheet. The creep carried the smell of sun-kissed carrion and the acrid stench of acid-charred flesh. Abyssal creep coats entire caverns and cavern systems, with coverage that can potentially span miles. The creep grows out areas of faerzress with particularly weak planar boundaries, but is in no way limited to faerzress. Abyssal creep is native to the Infinite Layers of the Abyss, and has taken root more prominently in the Underdark since the weakening of the faerzress in 1486 DR, during the summoning of the Prince of Demons itself.

Every hour a creature without fiendish heritage spends in a cavern filled with the stuff, it must make a DC 12 Charisma saving throw. On a failure, the creature must roll on the long-term madness table in Chapter 8 of the *Dungeon Master's Guide* (or gains a level of madness if using the rules for madness outlined in *Out of the Abyss*).

Like most things of the abyss however, the creep's true evil is revealed in the presence of opportunity. Any dying creature in contact with abyssal creep automatically fails a death saving throw at the start of each of their turns. Each time a creature dies touching the creep, the creep grows a number of feet in every direction equal to that creature's hit points.

Ironvine

These thin, wire-like vines grow in the wilds of the Underdark in complex interwoven masses. These dark grey-blue plants are a nuisance to most Underdark travelers, as they often completely block off passages. This would not be an issue, if not for the fact that when interwoven, these vines are as durable and immovable as a wall of iron. Their hardness comes from their ability to incorporate traces of minerals into their frame. This ability allows their small, drill-shaped seeds to grow right out of the stone. This means that there are actually some specimens of ironvine that are more durable than iron, should their roots encounter them, however they are most often found near iron deposits.

Some creatures find great use for the ironvines, however. Assassin vines and oozes tend to find safe haven beyond or within the lattice of ironvine. The slyth, a race of ooze-like humanoids, have used it as a fence around their entire city that only their kind can pass through. Creatures that can cast *speak with plants* can ask the vine to unwind itself and allow passage for up to a minute at a time. Svirfneblin are aware of the ironvine's mineral-absorbing properties and often use its presence as a guide for where to start new mineshafts.



Abyssal Creep

Ripplebark

Well known to the orcs and goblinoids of the Underdark as a staple food, this mushroom gets its name both from the fact that it grows in shelves between the rippling lines of cavern walls, and for the wave-like rippling texture on the top of its cap. The underside is a dark crimson with dripping red ribbons that cause the ripplebark to look like drying, rotting meat. Despite its appearance, toasted ripplebark is said to have a nutty flavor with a texture like a hard cookie. An average collection of ripplebark can be harvested for 1d6 + 4 pounds of food.

Ripplebark is unusually versatile for an Underdark fungus: it grows faster when exposed to sunlight or volcanic heat. The plant can lay dormant for years during periods of drought or extreme temperature with no damage, and dead or scorched ripplebark is even said to turn nonmagical diseases harmless. Its spores are cast into the air of its tunnels, and pass through the creature's body harmlessly like other wastes when eaten or inhaled. The spores themselves can use decaying flora, fauna, waste, or even nutrients from the air to grow.

Less known is that ripplebark can be made into a substance known as longbite, a special food-substitute for dragons. Made by the great steel dragon Zundaerazylym before the Spellplague, just 350 pounds of longbite can sustain a dragon for between three months and half a year, depending on its level of activity. A variant of this concoction, known as soft-scale soak, is said to slow the aging of dragons as well as completely regenerate any wounds they have suffered.

Shiah "Cinder" Irgangladen



Ripplebark

Tarcaps

This unusual mushroom is black as pitch, and is covered in a tar-like black mucus known as elgn'dro by the drow, which can be translated as "that which lies between life and death." The mushroom is rare, glowing only in the darkest caverns. Exposure to light of any kind hardens the mucus into a useless, crumbly gray mass. Exposure to daylight causes the mushroom to wither and die immediately.

To most species, tarcaps are utterly mundane. It is neither edible nor poisonous. Its mucus is resistant to dilution in most reagents, rendering it not even good for ink. To the drow however, this mushroom is a secret weapon. The spores of the tarcaps emerge into the tar-like liquid roughly once a month. During this time, drow alchemists work feverishly over 4 days in their intricate laboratories, distilling the elgn'dro with refined spider venom under the blackest darkness. At the end of this process, they have 1d6 doses of the drow's infamous knockout poison.

Timmask

Also known as "the devil's mushroom", this rare toadstool can be found within the Underdark close to portals to the lower planes. It's large, stout cap can reach up to 2 feet in width and height, and can be identified by its orange and red stripes. The smell of this mushroom is acrid, not unlike sulphur and ash.

Harvesting the mushroom can be dangerous, as disrupting it will cause it to shake off a cloud of spores within a 15-foot radius. Any creature within the radius that breathes must make a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned this way, the creature is under the effect of the *confusion* spell. This preservation technique doesn't stop the demons from the lower planes who covet its flavour from entering the Underdark to feast on the mushroom caps.

The danger, however, is not without its reward if you are able to fend it off. Timmask can be used to enhance the successfulness of spells that conjure demons, such as *summon lesser demons*. When used as a material component, the demon is less likely to have a predisposition towards attacking its summoner and their allies. In addition, when used as a material component for necromancy spells that create undead, such as animate dead, the duration of the animation is doubled.

A full grown and completely intact mushroom sells for up to 8,000 gold pieces, but it is more commonly found in a sealed jar of powder, enough to provide material components for up to five spells. These jars are sold for 150 gold pieces.

Tongue of Madness

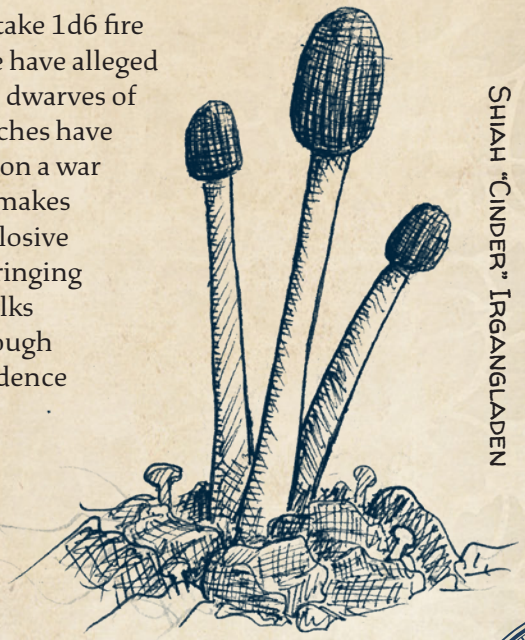
This fungus grows on shelves along cavern walls, and its fruiting body bears a strong resemblance to a human tongue. Though its appearance in a natural cave may unsettle the weary traveler, it is quite edible. However, upon eating the tongue, the creature must succeed on a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. At the end of the hour, to avoid the embarrassment, many creatures have claimed a madness or stupor had overtaken them.

It is a very well kept secret, requiring a DC 25 Intelligence (Nature) check to discern or recall, that one pound of this tongue can be distilled with the brain of a creature that had at least 17 intelligence to create a serum that, once imbibed, causes the drinker to immediately enter a one-hour stupor that causes it to truthfully answer any question asked to it. The distilling process takes three tendays of dedicated eight-hour workdays, culminating in a DC 20 Intelligence check using alchemist's supplies. On a success, one vial of the truth serum is produced. On a failure, the materials are wasted.

Torchstalk

Torchstalks are black mushrooms that can grow up to two feet tall. Their bowl-shaped caps are combustible, and once lit, burn very cleanly for the next 24 hours. Actively carrying a light is seen as foolish by most underdark races, but these mushrooms do find use when starting cooking fires or scaring away unintelligent beasts.

These useful mushrooms come with a drawback, however. Whenever one is burned, there is a 1-in-6 chance it explodes in a burst of ready spores, causing creatures within 10 feet of the stalk to take 1d6 fire damage. Some have alleged that the shield dwarves of the Silver Marches have been working on a war machine that makes use of this explosive property by stringing many torchstalks together, although there is no evidence of the claim.



Shiah "Cinder" Irgangladen

Torchstalk

Tunnelsong Shroom

The air through most of the Underdark is known for being still and stagnant, but some tunnels breathe. Tunnels connected to the Elemental Plane of Air, or even Pandemonium, release gales into select tunnels of the Underdark. Wherever these gales ring, the haunting flute-like melody of the tunnelsong shroom is likely to follow. It is immediately recognizable, as its stone-purple pyramidal cap is pocketed with large, tapering holes that create its eerie fungal song when winds rush through it. Some bards of the Underdark swear that a pilgrimage to the grounds of these mushrooms can improve your ear for song.

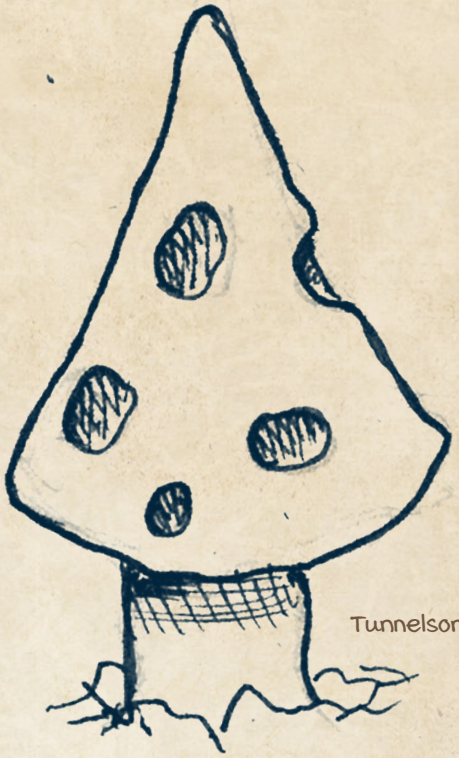
Every decade or so, a tunnelsong begins to weave the wind that passes through it into a single spore, a pearl, of elemental air. When it reaches the size of an orange, it bleeds through the flesh of the mushroom and floats its way through the caves, until it reaches a perch to start its own, unique tunnelsong. If this air spore is eaten by a creature, the creature cannot suffocate for the next 2d4 days.

Zurkhwood

One can't speak of the Underdark fauna without talking about the near-ubiquitous zurkhwood mushroom. These mushrooms are capable of growing up to 40 feet tall in the classic mushroom shape. Their caps tend to be a light gray, but can range to unsaturated crimson to a pale blue-grey. Zurkhwoods have two major defining properties: their hard, wood-like stems, and their large, grain-like spores.

The zurkhwood provides the Underdark races with its "lumber". The thick hyphae that make up the stem contort through each other in intricate, ornate ways. This is the source of its hardness, and allows the flesh to be processed and stained to bring out its organic pattern, much like surface lumber. Zurkhwoods eat up almost any substance in the soil it feeds from, so some specimens can even produce patterns of gold and silver.

The zurkhwood's pea-sized spores fall from the massive fins on the underside of the mushrooms once a fortnight, producing up to eight pounds of food in a single haul. The spores are bland and dry, but they are a filling foodstuff in the expanse of barren tunnels.



Tunnelsong Shroom



Zurkhwood

Shiah "Cinder" Irgangladen

Appendix D: Scrollshanks

The Scrollshanks are a renowned Deep Gnome clan, noted for their military discipline, alchemical innovation, and missing fingers, eyes, and ears. In Bobbi's case, that means a tattered left ear, a mottled scar along his entire left arm, an oddly shaped right thumb, and a missing left pinkie. His arrival on the surface world was due to a combination of loss of faith in his people's cause and the opportunity to acquire unheard-of personal wealth. Though he lost his cause, he has not abandoned his belief in the inherent intellectual and physical superiority of his clan. He is, as his companions will discover, a bit xenophobic. But he is also a relentless warrior and a loyal companion—at least until the mission is over.

Bobbinock "Bobbi" Scrollshanks

Bobbinock "Bobbi" Scrollshanks

Small humanoid (deep gnome), neutral

Armor Class 16 (scale mail)
Hit Points 33 (6d6 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	19 (+4)	12 (+1)	9 (-1)

Skills Arcana +6, History +6, Investigation +6, Nature +6
Senses darkvision 120 ft., passive Perception 11
Languages Common, Draconic, Gnomish, Undercommon
Challenge 1 (200 XP)

Alchemical Homunculus. Bobbi can create and control a Tiny, football-sized sentient creature in the form of a dirigible manned by a Tiny crew of humanoids called **Jerry & the Boys**. It shares Bobbi's initiative, but takes its turn immediately after. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless Bobbi uses a bonus action to command it to take the action it its statblock, or the Dash, Disengage, Help, Hide, or Search action. If Bobbi casts *mending* on the homunculus, it regains 2d6 hit points. If the homunculus is killed, he can use a spell slot to revive it.

Gnome Cunning. Bobbi has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

Spellcasting. Bobbi is a 4th-level alchemist artificer. His spellcasting ability is Intelligence (spell save DC 14; +6 to hit with spell attacks). He has the following artificer spells prepared.

Cantrips (at will): *guidance*, *mending*
1st level (4 slots): *absorb elements* [XGE], *catapult* [XGE], *cure wounds*, *detect magic* (ritual), *grease*, *purify food and drink* (ritual), *ray of sickness*

Stone Camouflage. Bobbi has advantage on Dexterity (Stealth) checks in rocky terrain.

Actions

Egregiously Over-Designed Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320, one target. *Hit:* 8 (1d8 + 4) piercing damage.

Steampunk Short Sword. *Melee Weapon Attack:* +6 to hit, range 5 ft, one target. *Hit:* 6 (1d6 + 3) slashing damage.

Jerry & the Boys

Tiny construct, neutral

Armor Class 13 (natural armor)
Hit Points 20 (8d4)
Speed 0 ft. fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Skills Perception +4, Stealth +4
Damage Immunities acid, poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 0 (0 or 10 XP)

Actions

Acidic Spittle. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target its creator can see. *Hit:* 5 (1d6 + 2) acid damage.

