

## THE DUNGEON OF THE MAD MAGE

1: Seven Sisters of Audark. City of Aelinthaldaar, DR (dalereckoning) -1288

A Netherese human named Nimoar walks in. He is dark haired, very thin and with pale, almost white skin like all of his race. He speaks slowly, methodically and with severity. Holding a Golden helm in his hand and a golden shield on his back. We will have these lands. And the mithral. You should not protect the Melairkyn. They care not for you. Peace is no longer an option. We come at dawn. The Tel'Quessir very tall elvish looking creatures with massive pointy ears and very angular features sit calmly and communicate to each other mentally.

The Melairkyn have compromised us. They have dug too deep as we warned them.

The plateau of magic that holds the city will provide a barrier. By the stars! It has for over 300 years!

We should retreat back to Evermeet in the west. This land carries with it a bad omen. I can smell centuries of blood.

We should pray to Mythrien Sarath. In her wisdom alone shall we seek answers.

A page in the large tome is turned. You always skipped the boring parts. At last the eldest of them spoke up. Silence sisters. You are all correct. We shall connect with the Mythal. Bring your staffs to the Great ships before dawn tomorrow. We shall need the rest of today for meditation. Another few pages quickly skimmed

By morning the seven, standing in a quiet circle aboard the Great ship did just that. They raised their black staffs to the sky and chanting in silent telepathic unison saw as Amaunator rose the sun to the east behind the

giant mount. The shadow of the great peak dwarfing Mount Melairn and the city of Aelinthaldaar, Suddenly you hear Mahmuds voice calling you breaking the illusion of prose. 'Benrik'. Leaving the port side book sellers you notice the gathering crowds.

Final torn page:

And with a final word of power, as the human barbarians marched from the east the city was gone and all that remained as the first beams of light hit the area, was a gentle green mist on a field around a now lonely mountain blowing westward. Though the greatest folly of the Netherese would not occur for about another 600 years of rule by, in a strange twist of fate, a distant ancestor of Nimoar a man by the name of Karsus was born. (see chapter volume 23x of the Histories of Waterdeep)

III:

The city of Aelinthaldaar was gone. That is not to say what happened to the hold of the Melairkyn Dwarves and the mines beneath the city. The years previous and fol...(torn)

## 1. Spices for Dinner

A Calimshan merchant vessel has at last arrived to drop its cargo into the harbor before setting off to the far north: Neverwinter, the Icewind Dale, Luskan. You can't imagine its southern sails covered with snow and ice. But as the vessel docks and the boxes full of trade are being unloaded you notice the smooth and soft southern sails being replaced for harsher, thicker and heavier ones. The cargo they unload contains spices and textiles from the south and while your Halfling friends eyes seem drawn now to the vibrantly dyes spools of yarn and silken fabrics your mind, or rather your nose is however quite distracted by the familiar aromas of mint tea leaf, calim saffron and of course Khat. You see the merchants already beginning to make sales from the cargo they carry even before they have reached the

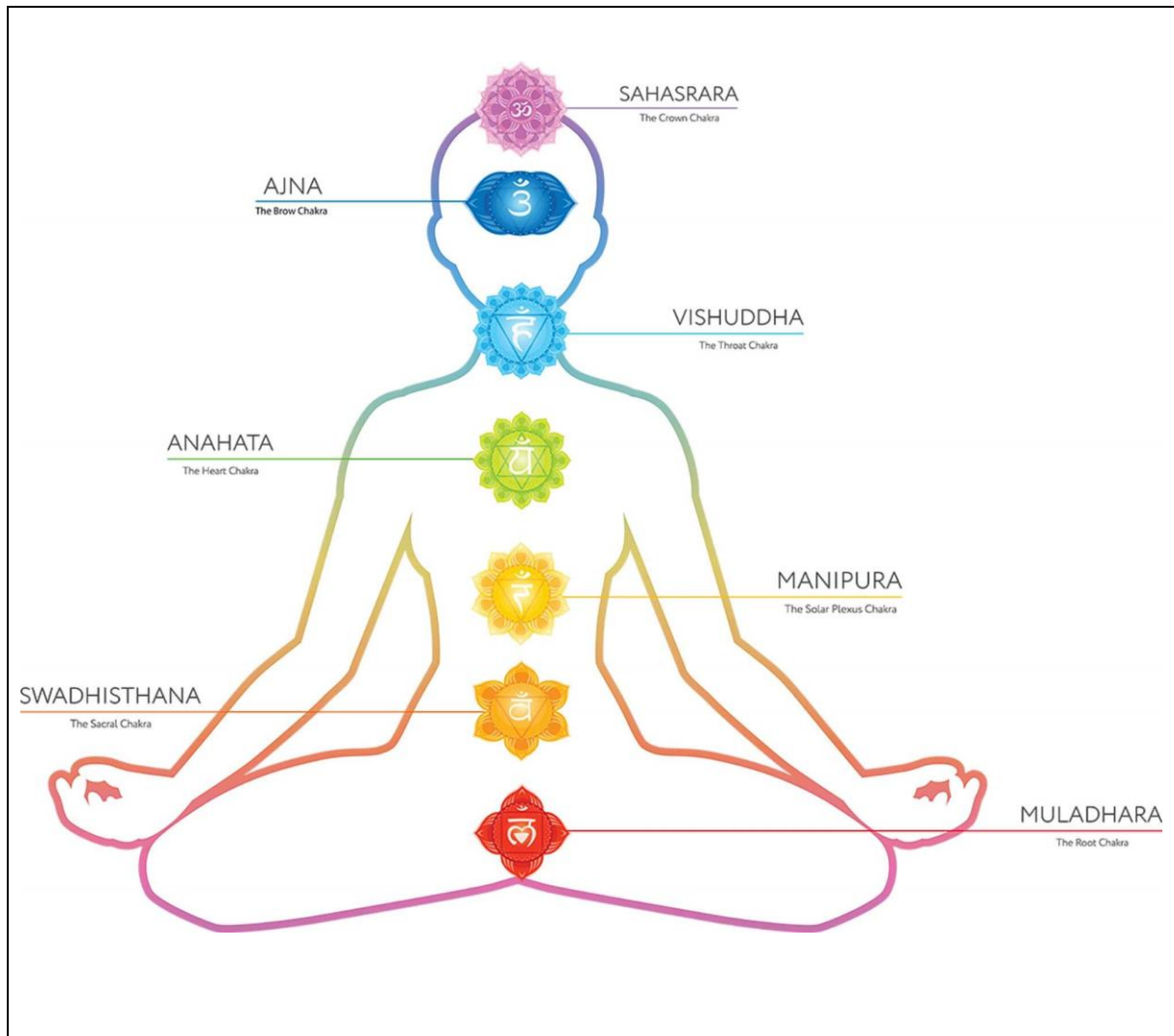
waiting vendors on the mainland. Eager Waterdavians have long awaited the delivery. So have you and Benrik. You have come here in search of fresh produce and mushrooms by request of The Steeled ghosts chef Ken Cook but perhaps a little something more local might prove a zestier meal tonight. A Chultan priest also debarks his remarkable heavily adorned headdress standing out amidst all the brown wooden. You also see several large containers full of beasts being unloaded from the lower holds no doubt bound for the Field of Triumph colosseum. But you were on a meager errand and its already getting late. (scene)

## 2: A Place Near the Stars (Rinna Intro)

The clouds always cover the tops of the Star Mounts, the highest known peaks along the Sword Coast. The mountains here are incredibly steep and nearly impossible to traverse. Severe snowstorms and incredible gale force winds have kept even the strongest of dragons away from her peaks. Yet they offer, to those who know, a reprieve of calm where peaceful nights come over the peaks. Of nights where strange flashing lights from mysterious rocks and crystals seem to glow in the moonlight as to illuminate the rocks there. The extreme places on Aber-Toril offer us such wonderful glimpses of something, something indescribable. Like god. And as they grow taller and wiser these solemn peaks watch the world.

So speaks the Aarokocra who stands within the beautifully flowery gardens of the Village of Secomber that morning. Before him a group of disciple's and their master sit listening. The wind is cold here too but nevertheless the hard, strong bushes of the season are in full bloom with the blue, white and purple flora of winter. He steps forward and opening his wing presents a light blue glowing stone that is radiant and beautiful. This is one of them. And with that the Aasimar places a small fragment in the hands of the master who has assembled everyone there today. 'There is always another dawn.' He concluded and with a bow the group is dismissed as the morning lessons have ended. It is time for our meditation the Master mentions and

the students begin their bodies shivering in the cold. Corrects Rinna.



Muladhara	Red	Lvl 4	Aboleth bark?	Root: spine
Scadhishtana	Orange	Lvl 5	Wyllows 'Heart'	Pleasure
Manipura	yellow	Lvl 10	Vlonwelv Auvryndar drow?	Confidence
Anahata	Green	Lvl 14	Emberosa or Freth Drow (stolen?)	Heart: peace
Vishuddha	bule	Lvl 17	Matrix key?	Throat: communication
Ajna	Purple	Lvl 19	The lotus mask (djinni)	Third eye: wisdom
Sahasrara	violet	Lvl 22	The dark stone	Crown (spiritual)

It is a chain. They are not separate. With one weak link they all break. Remember that. You are too Svadish.  
Rinna. Focus. Then forget all.

As the meditation ends, people are getting changed and saying farewell. A wagon rolls up with people travelers to and from the City of Splendors one man handing out fliers. You get one, as does your master and others. Many are loading up their belonging onto the cart.

Master: 'Some go looking for gold, others glory, others god. I wonder if any are there, but suffering. Rinna, you have that look in your eye. Curiosity I wonder. (scene)

Rinna, the wagon is going, back to waterdeep. You coming.  
Go. Go. (savior the monk with a friend Zarn) LVL 2: went down. Never came back)

As the wagon leaves the city behind the wagoneer lights several lanterns on the bow (more for the heat than the light). The flickering flame withing captivating the eye.

#### 4: A FIRE BURNS (Brokkr intro)

Elsewhere in a northern part of the City of Splendor crackling ember reflect the keen and skilled eye of a craftsman. Taller than the usual dwarf his beard tangled with braids, his arms singed and sweating his hammer striking fiercely at his forge attempting to overcome his recent bought of forgers-block.

It has been a hard few years in Watersdeep. The surge of gang violence continued during the Leaffall and through the Nightal the many eyed foe known as Xanathar and leader of the Sclera seemed more furious and enraged than usual. The watch did what they could to contain the violence

but coupled with recent noble family scandals they were stretched thin. For a while talk and rumor of Neverembers famous Vault spread throughout the city each tale more fanciful than the next but it was soon replaced by something darker that seemed to appear throughout the city carried by a whispered.

The long freeze of the Great Icing had receded, yes, but with the new lush spring green a new dormant and powerful pestilence that seemingly lain dormant under the blankets of frozen ice and snow had come too. And it brought a heavy toll to the city. The Emerald enclave set up triages across the city to deal with the dead and dying. Through the summer 'the rot' as it was called continued, leaving lasting reminders on the scarred yellowy skin and painful sunken eyes of the weak, the old and the young residents who had contracted but fatefully survived the epidemic.

For most it was in thanks to new relations from the cities of the north that the horror of summer had ended. By the next fall a diplomat from Neverwinter waving a flag of peace and ushering in edict from new lord there a man by the name of Jack De Arth.came with grace coin and cure alike that the Neverwinter clerics had been working on for the years during the Great Icing. It brought needed relief and great favor among the towns people. The deal, brokered by the Open Lord Lady Silverhand and the Lords Alliance brought in cheaper access to medicine from the north, for more openly facilitated trade from the far south with Waterdeep guild owners profiting greatly in the proceeds.

The dwarfs forge-writers-block may have in no small part be caused by thoughts that border-lined conspiracy theory. Another slam of the hammer. Still nothing. This western steel was just too weak.

Just then he sees a broad shouldered figure standing across the street. His silloutte in shadow a front the garden where the Bronze Bell once stood. He hobbles over, a thick, scarred and leathery hand holding a gnarled petrified

wooded staff. His beard adorned with an old but no less magnificent golden coin laden beard cover.

I thought this might be the place simply by the very sound and rythmn of the hammer. But now, despite my aged eyes by Vergadain I know I have found the right place. If you are not the spitting image of your father (Sindri). And with the (grim: beard rings)that Lynheid herself so liked. (the dwarf is clearly one of the old world)

By Berronar blessing might I find a place at your hearth.

Has come to tell about recent developments about his family (and there return to Moradin) and his brother. He received a word that he went looking perhaps in folly for the riches of Melairkyn(all dwarves know the story but are rusty of the details) My name is Andvar Berich (gives him a ring) it always helped me find my way to the best veins of gold ore.

Then from his eye, glittering in the fire, he Brokkkr catches a glimpse of the two returning from the harbor carrying with them a satchel of food. (scene)

A wagon heading down the street. (scene)

Morning...

(NPC: 'Anvil' comes shopping for armor full plate. 'I'll need it by next month, you know because there has been talk of a 'Delve' this year.' He mentions the "Rune Stone". That can be forged into anything.

(whispers of the mask): Standing before a god and a dream of 'Yes'

## DELVERS WANTED

Looking for an adventure? Looking to get rich quick? Looking for glorious rewards and reknown in of a grand and noble undertaking?



The Open Lord of Waterdeep Lady Silvehand, in connection with the Lords Alliance, local guilds and various local businesses and shrines are calling for participants for the centennial delve into Undermountain.

“Let no foul creatures bring its pestilence; let no dark strongholds live beneath our homes. Do your city proud and take the delve! Gold, gear and glory await those brave enough to enter.

Interested parties should enlist at one of the many registering locations around the Market ward. Entries may be individual, privately group funded or sponsored by any of the participating group affiliations (reverse) which offer delvers special rewards upon entry.

(see ask your preferred vendor for details on missions and rewards)

\*\*\*\*\*YEAR 1491 DR DELVE PARTICIPATING SPONSERS\*\*\*\*\*

DON'T FORGET YOUR to get your accident insurance to help support your next and be sure to make a generous donation to the charity or chapel of your choice!

***Don't throw your  
life away!***

***Find a sponsor  
today!***



Force Gray

(with sponsorship from Blackstaff Tower and mage unions)

The Lord Alliance

(with support from Sword Coast sister cities Daggerford, Baldurs Gate and Luskan)

The Faerun Faithful

(with support of city-wide shrines and temples)

The Yawning Portal

(with support from local guild owners and you!)

Participants in the delve should beware of any unregistered and unofficial black-market zhentarim or sclera registration posts.

## WHAT TO THE SPONSERS WANT

Force Gray (the Blackstaffand mages): Obaya Uday (Chultan priest):

Looking for magical objects including the actual hand of Manshoon/Halaster	Perk: Get Magical Items and spell books for coin(pg 7)
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- 1) The Heir of House Rosnar (Level 3) is dead, but his ring is on a hobgoblin
- 2) Find the telepathic Ulitharid who is controlling the people of waterdeep.
- 3) The find information about the 7 apprentices of Halaster
- 4) The Book of Arcan
- 5) The fate of Ezzat a mage who went to kill Halaster (still on level 20)

Lord Alliance (Daggerford, Baldurs Gate and Luskan/politicians)

Looking to kill the drow	Perk: Get a way back
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- 1) The thrown of Syglaeth AUdark. (level 3) The last coronal of Illefar from Aelinthaldaar (the city that was there before Waterdeep) Secret: Melairkyn Dwarveys stole it and hid it.(pg 8 for more)
- 2) Shadow-dusks (nobles who descended into the cypt and went mad) Halaster wants them to become the new lords (level 22)
- 3) Retrieve the ashes of Vanrak Moonstar (waterdeep noble)and his SUN-blade he turn to the god of darkness and loss (shar) and became a death noight (level 18)

Lady Wylynd Moonstar, a venerable human noblewoman who, by last estim ate, is well over a century old. Although she has no ch ildren of her own, Wylynd is surrounded by distant relatives, including a savvy half-drow grandnephew named Helion Moonstar,
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### The Faerun Faithful( shrines and temples)

Looking for missing people	Perk: Get blessed
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- 1) Lady moonstar and the trapped dragon.
- 2) Blood of Muiral: House Auvyrndel
- 3) Brythia Mulspeer (dead on level 21)
- 4) What happened the planetar and servent of Torn: Fazrian (he is corrupted on level 21)

### The Yawning Portal (Durnan and local guild owners)

Looking for glory	Perk: Gem to record depth. Bet on oneself. Mattrim 'threestrings' mereg knows a place in Skullport (needs to pay a debt) half-drow. 'Flagon and the Dragon' this leads to Felrax
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- 1) From Esvele Rosznar (noble woman) find my brother Kressando was sent to Skullport to set up a slave trade. Stop him. Our family name is already ruined. (fair skinned, curly hair and a platinum silver ring with the image of a falcon)
- 2) Zox Clammersham (stole something from me)
- 3) Egg of Ashtryannthor
- 4) Emergald Blade (once belonged to a dwarven king)
- 5) A bottle of Ale from the so called master dwarven brewer: Garrux (level 2)

### Blackmarket organizations (Sclera, Zhentarim)

Looking to eliminate rivals	Offer ways to the dungeon via skull port
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- 1) Shadow Fey court (create magical weapons from dust and crystal. Money from flower pedals). Gain the reputation of Manshoon? Duel for honor?
- 2) Bring the tails of three spirit nagas.
- 3) Halaster wants to destroy Ezzat the lich
- 4) To find an apprentice

## **Guides** (available) near the registration booths

Elyissa Ha'ali (*high-elf*) (drow anthropologist)

Volent Granu (*warforged/goliath*) (duergar and melairkyn dwarf specialist)

Aendryn Goldmoon (*eladrin/fey*) (animal biologist and githyanki spiritualist)

Stamets Gree (*kobold*) (mycologist/speleologist)

Virgil Maro (*Aasimar*) (Underdark general historian)

Chalco (*Tabaxi*) (epidemiologist)

Neville Armwright (*human*) (just curious but good with a blade, swashbuckler)

Orlando (*half-dwarf*) (weapons and monster specialist)

## HISTORIES

### **Lord Vanrak Moonstar** , (charismatic,outgoing swashbuckler)

A disastrous expedition (1104 DR) Vanrak Moonstar broke him.

His father, Lord Andvarran Moonstar, died of a strange wasting disease.

He broke with Selune and worshipped Shar:

Lady Alathene (his sister), and Selfume's priesthood fought against him. Vanrak fought in the dock ward.

He was banished him and fled to the undermountain and with his men conquered the level of Undermountain that came to be known as Vanrakdoom infiltrating the High House of Stars

### **Shadowdusk family** (trade family from the Northward) Motto: No secrets without Truth

Worsipped Torm (god of law and righteousness)

Crest is a lit torch with three embers rising from the flame (purple flag). No upside down.

Three sisters named (Arandraya, Maelweene, and Yarlithra) and Xerrion (who used the black crystal to contact the far realms and went mad) the city watch burnt their house to the ground all sisters died. Xerrion escaped.

Marrying his cousin Margarate Shadowdusk and leaving for the far realms

Dezmyr and Zalthar- the twin children of his late sister Yarlithra. Now run (level 22)

TIER 1: Melissara Shadowdusk and her husband, Derrion.(Arandraya children)

TIER 2: Berlain, and Vertrand. And Cassiok (children of Margarate and Xerrion)

### **Duergar Prince**

Valtagar Steelshadow (see level 21)

duergar mummy lord named Gorka Tharn (levlew 20) Laduagar pirst

### **Dumathoin (dwarven god)**

Dumathoin 'the keeper of secrets' for Melair the king of the Melairkyn dwarves and taken over by the mad mage. (symble is a mountain with a gem in it)

## Waterdeep

They have seen the Melairkyn dwarves come to what would be called Mount Waterdeep one of the majestic Star mounts many sister and mine her for riches. They would watch Illefarn (Dalesfolk/dwarves) and Tel'Quessir (elves) arrive and the ancient city of Aelinthaldaar grow to dominance. Netherese, Illuskan, Drow all came to admire her majesty. And then she was gone.

Next came the Nimoar hordes (human barbarians) and the Islanders from the west. Further still the Trollwars. Massive orc and troll uprisings that lasted nearly 100 years ended only by Ahgairon the mage and the first ever blackstaff of Waterdeep.

## GODS

Torm: (right hand) righteousness

Laduguer, the duergar god of labor and slavery

Ghaunadaur, the evil god of ooze, slimes, and other subterranean horrors.

Shar (god of darkness and loss),

Vergadain Dwarven god of luck and wealth

Moradin (god of the forge and creation)

Berronar Truesilver (dwarven god of hearth and home)

Claggedin Silverbeard (dwarven god of battle)

Abbbathor (dwarven god of greed)

Mathammor Duin (Dwarven god of exploration)

Tharmekhul dwarven god of fire and molten rock

Gorm: dwarven god of vigilance

Malar: god of the hunt (level 5)

Mythrien Sarath (ancient god of Aelinthaldaar)

## OTHERS (SOME IMPORTANT)

Many levels contain territorial battles.

A home to some. (who have control over all of it and its inhabitants) A prison to many.

Traversing the maze is like moving from world, to world to world. It may have an effect.

Shield of the Uven Rune (level 23)
Torhild Flametongue, king of the ancient dwarven kingdom of Besilmer, fighting a mortal enemy atop the Stone Bridge, a monument that spans the River Dessarin to this day.
Nimour the legendary human and his shield (level 23)

## SCENE 1: OPENING CEREMONY

- 1) A bad dream: Halfling awakes to a voice, his own?, sayins...YESSSSS!
- 2) EARTHQUAKE! A word from a mad wizard: trying to summon Karsus Avatar.  
Brad neely: jeff goldbloom thor ragnorack

Fine Fellows of Daggerford	The Waterdeep Won-Werd-ders
<p><b>Rex the hammer*</b> (the leader)</p> <p><b>Halleth Morwen</b> (cleric: beaten to death) now he is a revenant</p> <p><b>Copper Stormforge</b> (shield dwarf)</p> <p><b>Midna Tauberth</b></p> <p><b>Kelim Keth</b> (the Weasel)the Guide (takes them through skullport)</p>	<p><b>Weaver</b> (mage)*</p> <p><b>Anvil</b> (customer)</p> <p><b>Spoon</b> (ugly fighter)</p> <p><b>Bark</b> (druid)</p>
Team Everest	Falkirs Fist *the Second)
<p><b>Talis Everest *</b> <i>el</i>(Former Soldier of Force Grey)</p> <p><b>Hyke Sturnen</b> <i>human</i>(archer and rogue-ish type)</p> <p><b>Davilla Shade</b> <i>tiefling</i> (mage)</p> <p><b>Bolder Eldrin</b> <i>orc</i>(barbarian)</p> <p><b>Bryon Leani</b> <i>human</i>(cleric* (guide)</p>	<p>Aasathra Ragthroknaar female dragonborn (level 17 dead),</p> <p>Ishan Toru (captive)</p> <p>Ahpur mind half eaten)</p> <p>Fidelio (paladin of Tyr)</p> <p>Geldax Breer (half elf) with metal nose</p> <p>They heard the first made it deep. They want to beat it.</p>

Bar Scene: Meeting the night before the delve.

Bolder of intimidates a player.

Talis: 'Every maze has its minotaur.'

'Copper Stormforge': That I will smash

Weaver. 'This maze is no regular one fools, so expect regular minotaur.'

<b>Descent into madness</b>	
Brokkr	Weakness, cold and (forgetfulness) incapable to forge (lost skills)
Rinna	Being a slave again. Chained. No escape.
Benrik	Pain and Lonliness No home. No pipe. No way to protect the one he loves, in fact... The mask tells him that is was HE who stole away and killed his sister.
Mahmud	Disfigurement and Darkness.

## **THE KNOT**

(The old race of elves that built the original city before Waterdeep and caused the knot are also the cause of all the madness. Untying the Knot, characters need seven lotus petals

### **7 LOTUS PETALS**

Muladhara	Red	Lvl 4	Aboleth bark?	Root: spine
Scadhishtana	Orange	Lvl 5	Wyllows 'Heart'	Pleasure
Manipura	yellow	Lvl 10	Vlonwelv Auvryndar drow?	Confidence
Anahata	Green	Lvl 14	Emberosa or Freth Drow (stolen?)	Heart: peace
Vishuddha	bule	Lvl 17	Matrix key?	Throat: communication
Ajna	Purple	Lvl 19	The lotus mask (djinni)	Third eye: wisdom
Sahasrara	violet	Lvl 22	The dark stone	Crown (spiritual)

## PERSONAL DETAILS

### Brokkr

Sindri and Lynheid died in the wars Brother Eitri (Brokkr has hammer) 'May no armor stand against my blade but yours'	Mosquito bite from a god. The golden boar Gullen. Made by his brother.
Hates ice, heights drow and cats	Wants die in a forge

### Rinna (Urinna (Rinna) Farric)

Father: Carqen Farric mother: Tordove Farric (taught her how to use a bow) one older brother. Sarrven Farric warrior dead two years after Rinna's birth. Never saw parents again after that moment.	Running free with mus through fields of wildflowers.with Mus/helping orphan children/Ferret Reggie/mint tea/good luck four leaf clover and book of manners
Torn away form family/returning to slaver masters house Mus killed by trap because Rinna was too drunk (whip scars on back) Hate DROW! And Hammond Slavers (name?) Hammond: Thieves guild.(taught betrayal is a thing) Kelsier (baldurs gate) died in gang war/gave her swords	Lovers: young half elf Sargent of the city guard. And Turmish in our monk's order that she is in a relationship with. With a southern accent.

### Mahmud (Mahmud Ben Abbad of Zhir, son of Layla (and abbad)he is proud of his father)

Fears snow.	Qat gum (addition)/Zakhara Fantastica written by ancestor. Was a beggar for a time
Wishes to return to Zihir. And overcome the darkness	Inveisions death by Diving into a lava pit or swallowed by a dragon turtle .

A brother, Asser, now in his 50s (ugly duckling), who moved to Almraiven a long time ago to join a trade guild. Wife (tiara, long black hair) A son (Yazid, 20) and a daughter (Fatimah, 17) ship: the maiden lullaby

## Benrik Greenfingers

Worships silvanus (nan and pop; drunk after loss of kami) 10, Named in age order : Anjoo nickname (annie) dancer and claerner(M), Kami (F) eldest sister and role model, BEN, Poe & Taster (playmates)(M) (Twins), Silla (F), Agrami (F), Tubby (M), Hannah, Chool & Sett (F) (Triplets). 11 sibling is missing (benrick couldn't save her)	A metal ring with coins threaded onto it, 14 total (for each of 10 siblings, 2 grandparents and 2 unknown parents).. The knife, supposedly my father's knife
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Hates cold, painful mask	Single handedly repelled goblin raid (messy vs. Brokkr organization)
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Once, whilst hunting for trolls Benrik, Poe and Taster found a hidden passage. Inside was an ancient and beautiful temple, in a hidden grove surrounded by sheer walls of rock. The temple was unguarded, though the skeletons of long dead adventures and monsters. . Inside, Benny found no treasure or riches, but a single stone pillar, upon which sat a dark metal mask. Though his brothers told him to stay away, he reached out and touched it. The searing, blinding, agonising pain that ricocheted across his body left him unconscious for a week, though he didn't once stop screaming all that time his brothers tell him. When he came to, he found the mask immovably fused to his face, After several weeks of panic, despair, fear, anxiety, delirium and even one attempted suicide,

## Dungeon of the mad mage.

### IMPORTANT NOTES

ELDER RUNES (appear on gates) SAVE DC 22. Some maps a puzzle pieces. Others mislabeled. Like the levels. Doors slam shut. Etc etc.

Option: If they die they go to level 17. Alterdeep level

RP injection idea: seed spells and practice them as *before* leveling.

ALSO: (pg10) Banishing, teleport (level to level), etherealness, Areas cannot be destroyed or altered. (earthquake), sending spells are intercepted by Halaster.

## HALASTERS BLACKCLOAK APPRENTICES:

(halaster should also appear on each level and be very very dangerous)

Nester (lich)	Nester is a handsome, slender man with thinning hair and tattooed forehead is a tiny black rune (School of Necromancy) level 9 (Khel)
Muiral the Misshapen (level 10)	Muiral the Misshapen is an ugly, powerfully built man with messy brown hair and a cruel sneer. He wears battered plate armor and has a steel helm with a scorpion motif tucked under his right arm. Clutched in his left hand is a longsword w/blood.
Trobriand (level 23)	Trobriand the Metal Mage is a stoic, bearded man with black hair, black robes, and tinker's goggles. Perched on his shoulder is a tiny iron scorpion.  The Metal Mage: with a black ring controls Scaladar.
Arcturia (level 23)	Plyactery is on( level 14).  Arcturia has straw-like hair, bony features, blue-tinged skin. She wears a wide-brimmed conical hat and a robe of butterflies. She holds up a finger, above which floats a tiny, glowing sigil.School of Transmutation.
Ranatar (dead)	Rantantar is a fat, frowning man scarred by fire. He wears ornate purple robes and grasps what looks like a <i>wand of wonder</i> in his burned right hand.
Jhesiryra Kestellharp	Jhesiyra Kestellharp is a young, plain-looking woman dressed in yellow and blue robes. Her face betrays the subtlest hint of a smile. Her portrait has been slashed in half. She aids the players (through whispers) owner of the mask
Maeryln	(nothing is known)  Marambra Nyghtsteel is a striking woman with long auburn hair and an empty, distant gaze. With School of Evocation staff.

Shardin Mulopher	Necromancer 'Lord of Bones'	
Kalabash	Trapped in pocket dimation and is insane (level 2)	
Trenzia	Necromancer	She is a flameskull.

## Skullport (Jarlaxle pirate horde and party central)

Floor	Name	Notable feature(s)	Chakra	Level
SP	Skullport	Cutthroats. Sclera owned	Getting the Key to door?	5

13 flame skulls (float around mad: think they are the lords of the town)

## LEVEL 1: Under the Yawning Portal

Floor	Name	Notable feature(s)	Chakra	Level
1	Dungeon level	Sclera/Undertakers		5

Three Dwarven Gate Lords (Elyndraun, Onthalass and Ruanthynar)

POEM (written by Halaster)

Never give all thy precious hearts to love,  
for it alone will not repay

And veins that suffer the labours of  
Will instead be given much to weigh

Yet with judging eyes, oh sons, instead  
Seek the lasting veins of ore that thread  
Their line so deep in this very ancient mount  
to pay your hearts content beyond count

Then lay thy chests bare for I to see  
the devotion given to my words, you three  
Did devote a life to loftier goals and me?  
Or did they spend the time so frivolously?

**-Ivaldi of Undarkenma**

1) Undertakers are actors dressed as vampires and ask for a toll of 50 gold to get through the area. **Ukral Krannoc** and **Harria Valashtar** (once lovers but now fight over control of the gang) Harria has a flesh Gollum and will win.

2) Sclera bugbear posts have intellect devours in their skulls. (Two rogue goblins are looking for treasure)

3) Meeting new parties from the Yawning portal

4) Wererat Slvia Featherstone

## Act 1: Welcome to the Dungeon

### LEVEL 2: The Great Doorway

2	Arcane Chambers	Gobin bazaar	Kalabash filed apprentice	6
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Statue of Halaster watches as players enter.(adapt entry a bit)

- 1) The hanging men. (they all clap)
- 2) The writings on the wall (to loved ones) and the camp rooms.
- 3) The giant door. Grondaron (dwarven word for open). Notes near by written by goblins help people remember. 'Through these Hallow Doors. Lies...(scratch scatch)...you demise. None shall return. Abandon hope.'
- 4) The locked room. The tunnels out. No way (known) out.

Teleportation gates. (encounter)

**NOTE:** From here and down, Halaster can change the appearance of the cavern. And its traps, locking or moving doors and ghostly eye can come watch the players. The illusion sounds of chains, distant explosions illusory footprints or even dust. Silent lost apparations of dead adventurers float through the dungeon.

Goblin 'Rustbone' tribe: Yek : transformed to human with a bracelet.

(and bazar)they hate the sclera and old magical laboratory

**Copper Stormforge** (shield dwarf): captured and naked. Has a map of level 3.

**Shunn 'Spider Eyes' the drow.** Northern Watch

**Nadia** the unbent. Southern watch

**Rizzerryl** (Zhent drow) he controls wererat guild.(slowly and secretly trying to gain power for his house House Auvryndar (from Menzoberranzan)

**Kalabash the Mezzoloth** (pupil of Halaster) is lord of the level.(insane and trapped in pocket dimension.

**Trenzia** (necromancer)failed apprentice

## LEVEL 3: Jhesirya, Vlonwlev Auvryndar and Azrok

3	Sargauth Level	Drow town of Stromkuhldur	Walls speak	7
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Drow House Auvryndar: T'rissa Auvryndar (experiments on spider eggs)

Children Vlonwlev her son, Ranaghax, and her daughters, Trissa,

Auvryndar knows about the old temple of Dumathoin and the Duergar invasion.#

Sylkress, and Pellanonia

Legion of Azrok (goblins):

Arok and Lurkand: old blind warlord and his wife (Azrokkog: his son 'Doomcrown' is on level 14)Azrog lost dagger to Skella (a duergar on level 6)  
He has Rosznars ring. (No one knows about the mans blindness.)

Mind flayer (Urlquess) Xanathar ambassador

Preeta Kreepa (mage) apprentice to Arcturia (apprentice to Halaster)

Halaster thanks players for cleaning out some of his 'mess' sends some terrain effects their way.

## LEVEL 4: Madness begins.

4	Twisted Caverns	The guide	Trust (the root)red, earth	8
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Illun the Aboleth (with pet chuuls): This is halasters Vietnam (he has tampered with the gate)

Kuo-toa (believe the Abloth is god: creation myth)

Jibber jabber the ettin

Darribeth Meltimer (paranoid and wants to find wife Urgala in waterdeep)

Bluecap	'grain of the underdark' blue and wheaty
Ripplebark	Looks like rotting flesh
timmask	'devils mushroom' orange and red (poisonous clouds) confusion
trillimac	Grayish green (edible if washed)
Tongue of madness	Looks like human tongue DC 12 con (babble for an hour)
zurkwood	40 ft high hard and woody

## LEVEL 5: Forest and Trees (illusory sky, clouds, weather)

5	Wyllowood	Wyllow (butterflies in her green hair)	Creativity (sexuality)orange, fire	8
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Magic calendar changes the seasons

Wyllow is a prisoner of her own grief for killing her lover Yinark. She turns violent to thought that hurt her animals. (Crissan was her displacer beast but was turned evil by Halaster and was killed by Wyllow.)

Tearula(green dragon)

Vool the outcast and the goblin wearbats is killing the animals.

## Act 2: Journey to Melairbode

### Level 7: Mini castle

7	Maddgoths Castle	Otto faerie dragon and Homunculus fight over castle.	9
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Stone Giants/Otto the faerie draagon (see page 101)

Homunculus is threatening the space.

Maddgoth the archmage is a serial killer of mages.

Gravillock (stone giant)(Speeleosa) Obsidia., Rodos, Xorta daughter)

### LEVEL 6: Major Temple to Dumathoin

6	Lost Level	XUNDERBROK. Magic word meaning Secrewt trove in ancient dwarven *also relevant for lv 22 and 23	9
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Temple of the Dwarven god dumathoijn for King Melair. Most doors are smashed by umber hulks. Quartz pillars shine. (can be dispelled) UMBER hulks may burrow under and appear at any time.

Clan Ironeye (Duergars lead by Skella Ironeye) lover of beauty, treasure and art she stole dagger from Azrok (blind hobgoblin level 3)

## GOING DOWNWARD

### LEVEL 8: Eternal swamp battle (dante)

8	Slitherswamp	Karstis	10
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- 1) Ssethian scourges (three spirit nagas) Excrutha, Serakath (Hexacali) was killed by the Yuan-ti
- 2) Mages from Dweomercore (level 9) named Karstis (hates evething but the dweomer is a scout)
- 3) Blacktongue Bullywugs: King: Yurk Y'blorkflug. (Lord of Fetid Oblideration) Their weapons are coated with Carrier Crawler mucus with DC 13 con v poison & paraylsiation
- 4) Kuketh (death salad)

5) Yuan-ti priest and ghost (area 9) can find out about the mask.

## LEVEL 9: Academy of Magic (wizard tournament)

9	Dweomercore			10
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Academy of Magic to test and trap students

Arcanaloth leads the school (looks like Halaster)

Spite Harrowdale (12year old best student)

Dummara (his oni) wants Halasters books.

Cephalosk Mind Flayer (snape)

Nylas Jowd (thay student)hates the Horned Sisters

Skrianna shadowdusk (of shadowfdusk family)rude and stuck up

The Horned sisters (turbulence and violence: tiefling sisters)

Elan Tanor'thal (slave trador from skullport)

Yarek (summoned bone devil)

Wormriddle the night hag (wears mummified kittens head)

## WAR OF THE WARREN

### Level 10: Muirel's Gauntlet/Drow temple

10	Muitals Gauntlet		Wisdom power, yellow/solar plexus, fire	11
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Muiral the misshapen (apprentice) half giant scorpion

House Auvryndar uses Muiral's Gauntlet as a staging ground for raids into other levels and as a base from which to launch attacks against House Freth

Vlonwelv Auvryndar (drow piestess)

Zress (fallen house Drow, but protected by Vlon. Like Rinna)

Gorzil (leader of troglodytes x20)who follow Vlon

### Level 11: Magically crazed lizard people (war!)

11	Troglodyte	Deformed Trolls eat everything but the Behir.		11
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	Warrens	The Behir eats everything.(sigils are painted on it)	
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Drow from House Auvryndar on level 10 and House Freth (SPIRRETH DALAMBRA) on level 12 are fighting and capturing troglodytes to use as slaves and doing their best to steer clear of the behir. (blue scales can sometimes be seen) NPC: deep gnome (svirfneblin)

## Level 12: Thick fog floors. (Drow fort) Jarlaxle?

12	Maze Level	Maku (the minotaur)priest of Baphomet who he is trying to summon by collecting the dead.	12
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Drivvin Freth, a drow archmage, hopes to use this respite to his house's advantage by summoning a golem demon that will force the minotaurs to submit to House Freth's control.

Eralel Freth: Head of the household. (also dealing with level 11 situation)

Tendra Nightblade and Mateen Shadowdusk(are on a diplomatic mission from level 22) their mission is to get Eralel to accept a position as a heir to the Mad Mage.

Korynns flute

## Act 3: The Great Forge

### Level 13

13	Trobriands Graveyard	scrap heap	GIANT METALIC BORE WORM	12
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Zox Clammersham (gnome) survivor. Making a Simulacrux. This device will, in theory, create a simulacrum of any scaladar that passes through it. Zox's intentions are not malevolent; he simply needs more scaladar in order to build all the things he has in his head to build.

### LEVEL 14: ARCTURIA (the experimenter)

14	Arcturiadoom	Khel: human experimentation	Love, healing, green/heart,	13
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Emberosa a fire giant with The Deaths Head Phalanx (hobgoblin force)

Leader: DOOM CROWN (son of AZROK level 3)

Polymorth traps (P) on map.

Patrols of hobgoblins and house freth are exploring (marching can be heard)

### LEVEL 15:

15	Obstical course	overseer and announcer	Minechase music (panic)	13
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"Welcome to the Obstacle Course! Place all weapons and magic items in the carts for safekeeping. You won't need them. Hurry! Time is running out. On your mark...get set...Go! (timer)"

Netherskull (undead tyrant beholder)

Yrlakka (githzerai) Leader of Group called Sha'sal Khou (wish to unify the githzerai and githyanki) his best warrior Ezria has disappeared. (she was captured by Githyanki.

Covered pits DC 17. Teleport Trap (no save) Halaster yells "Teleported!"

Halaster makes color commentary over the whole level. And confetti sprays out when they finish the level and then fall into a giant underground sea.

### LEVEL 17: The Matrix Dragon Heist

17	Seadeaps	Mind flayor colony. With Elder Brain Matrix.	Communication blue /throat, water	14
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1) River on level is extremely loud.

- 2) Extremiton: Head Mind flayer who is breeding a neothelid and at war with Level 16. He can sense anyone on the level.
- 3) Yaveklar (Githyanki knight) is awaiting reinforcements. Wants the Ulitharids head. Lashiir (second in command) wants Yaveklar stripped of command.
- 4) All doors on the level are locked with Qualith (a braille like alien metal) DC 18 INT to try and decipher. Failure leads to temporary madness. Only opened by tentacles.

## LEVEL 16

16	Crystal Labyrnth	Roving Githyanki band	Ashtyrranthor: red dragon	14
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Al'chia githyanki here want train, kill mind flayers. They call the place C'rech K'liir  
Lights reflect Crystal Golems (dc 17 wisdom v blind)

Urlon wants to take down the leader.

Ashtyrranthor, an adult red dragon, is mother to six young red dragons that Uve in the Crystal Labyrinth and defend Creche K'Jiir. Ashtyrranthor's children are named Ashranthax, Blazutranc, Infernexus, Meteoranzym, Smoakcant, and Zolcharrx. (10 percent chance to join any ongoing battle)

## LEVEL 18: Ravenloft (mist and rats)

18	Vanrakdoom	Death Knight	dwarven clan Thurumbra *related to Brokkr.	15
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### Lord Vanrak Moonstar , (charismatic,outgoing swashbuckler)

A disastrous expedition (1104 DR) Vanrak Moonstar broke him.

His father, Lord Andvarran Moonstar, died of a strange wasting disease.

He broke with Selune and worshipped Shar:

Lady Alathene (his sister), and Selfume's priesthood fought against him. Vanrak fought in the dock ward.

He was banished him and fled to the undermountain and with his men conquered the level of Undermountain that came to be known as Vanrakdoom infiltrating the High House of Stars

But Now

But now a vampire cleric of Shar named Keresta Delvingstone rules since Vanrak killed himself with the Sun-blade. Umbraxabar watches over her. Umbraxabar used to be called Glyster. Keresta D elvingstone grew up in the streets of Waterdeep and is no stranger to hardship. Hoping to make a better life for herself she went into the undermountain

## LEVEL 19: Genie Battle

19	Caverns of Ooze	Dao: Jaruk the Prismatic Marid: Ichthyglug	Awareness*(third eye)purple aura	15
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Halaster bound two genies . Now both looking to kill Ezzat the lich on the next level to win their freedom.

Cpt. N'ghathrod (The Scavenger)

Ghaunadaur (evil ooze god)

The Weeping Eye (just halasters trick)

The Blue Opal (Mahmuds ship ship)

## LEVEL 20: Rune stuff

20	Runestone Caverns	Ezzat the Lich (wants to kill Halaster)	Stonecloaks. Stone golems made by halaster to kill ezzat.	16
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Akarth Shadowdusk, a beholder named Gz'zarp, two grells , and two nothics. The grells and nothics are Akarth's servants, the beholder his tenuous ally. FROM LEVEL 22 are looking for the runestone here

duergar mummy lord named Gorka Tharn

Ezzat (and his pseudo drago ippisit) was a mage who had an opportunity to become Halaster's apprentice.

## LEVEL 21: Deep mines

21	Terminus Level	Dump for Halasters failed monster experiments	Fanzrian: (and his servants)	16
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A faint breeze bears the scent of roses mixed with sulfur. Characters who try to track the breeze to its source are led toward Fazrian in area 23b. Warm blood oozes from the walls and drips from the ceiling, (The blood might attract ravenous, blood-drinking creatures such as stirges or vampire spawn.) The song of an unholy choir whenever a fight breaks out, then fades away when combat ends.

A duergar prince named **Valtagar Steelshadow w/Stalagma his steel dragon wife** ( Eitril) his captain) travelled to Undermountain to plunder its mines and use the wealth to buy his way back into the court of his older brother, King Horgar Steelshadow V, the Deepking of Gracklstugh. Met with Drow from Menzoberranzan. Valtagar was captured by drow scouts, and Horgar was forced to pay a king's ransom in coin and slaves to free him. Hungry for vengeance, Valtagar and his followers began attacking drow outposts, hoping to foment war between Gracklstugh and Menzoberranzan. When drow ambassadors confronted Horgar with proof of Valtagar's plot, Horgar banished Valtagar and his co-conspirators, who would henceforth be known as *calassabruk-outcasts* no longer welcome in Gracklstugh. After long holding the Deep Mines, Valtagar and his duergar followers were forced back into the Underdark by the planetar's sudden arrival and subsequent bloody crusade. Weeks after retreating, they returned to discover that the mines were much changed and even deadlier than before. The planetar slaughtered a number of Valtagar's followers until the prince stood before the planetar alone, empty-handed and daring the fallen angel to kill him. Valtagar's gesture of self-sacrifice moved Fazrian, who judged him worthy of remaining alive. Valtagar now holds a tenuous position as Lord of the Mines, one of the fallen angel's advisors. Despite now being "vassals" of Fazrian, all the duergar on this level remain loyal to their prince and follow Valtagar's orders without question. Valtagar intends to overthrow Fazrian, buy off the yugoloths, and seize control of the Terminus Level. Toward that end, he is quick to forge alliances with adventurers who are also interested in bringing about the planetar's downfall.

## LEVEL 22: Cthulu

22	Shaddow Dusk	The current leaders of Shadowdusk	Spirituality (crown	17
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	Hold	Hold are the twins Dezmyr and Zalthar Shadowdusk.	chakra), violet air	
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ALL Shadowdusk family members return as will o wisps or death knights unless Dispel eveli is cast.

ALL torches are upside down

Three sisters named Arandraya, Maelweene, and Yarlithra Shadowdusk and Xerrion (who used the black crystal to contact the far realms and went mad)

TIER 1: Melissara Shadowdusk and her mad husband, Derrion. Live in the East wing and have been made insane by the FAR REALMS

Tier 2: (whispers and cthulu stuff, writing on the walls that makes people mad)

Melissara's three cousins: the wizards Berlain, and Vertrand. Berlain and her brother Korva briefly entered the Far Realm, whereupon they became fused into a single physical form. This merging obliterated most of Korva's body and personality, leaving Berlain with an extra mouth and an extra set of arms that once belonged to her brother. She also inherited a few of his internal organs and personality traits. She can speak using one *or* both of her mouths. Berlain has no interest in forging alliances with visitors and tries to capture intruders for use as experimental subjects.

Tier 3: Cassiok (Dezmyr and Zalthar) Shadowdusk

Lynnorax (dracolich) was lured here by Halaster

God Torm: Righteousnes

## THE END

23	Mad Wizards Lair	Arcturia (lich, angel) Trobriand(metal construct wizard)		17-20
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Halaster is curious and interested to meet with the players. To grant them an audience.

(giggles and mutters insesently behavior cnaged from Furious, baffled, annoyed, bored, amused) oh and HE IS ALREADY DEAD! Its his ghost that beconed them down.

Counterspell spaces (Is this the end of Halaster Blackcloak? Ha! I think not.)

Magic room (level 15 loot goes here)Dr. Strange like portal fight.

Aryx (angel) is trapped here/. Was sent to talk sence to Fanzrian by Tyr (will give them 'blessing of heathl' if they have killed or help him kill Fanzrian (the fallen planetar on level 21)

Nalkara the Emphyrean: Nalkara is the neutral evil daughter of Auril, the god of winter, and Thrym, the god of the frost giants. She looks like a strikingly beautiful frost giant with pale blue skin, cold blue eyes, and crackling blue flames for hair. When she is happy, everything around her seems bright and warm. When she's unhappy, her surroundings become darker and colder.

Battle of Emridy Meadows, a conflict that transpired on a distant world called Oerth:

**Branta Myntion,**

a wizard who fell in with a bad crowd. Her hunger for magic set her on an evil path as she hunted down and killed other wizards to acquire their spellbooks. Before old age could claim her, Branta transformed herself into a lich. In this form, she came to Undermountain to plunder its magic. Halaster captured and enslaved her, promising to free her if she helped him brew potions. Tragically, that promise went unfulfilled.

Deprived of the ability to feed souls into her phylactery, which lies hidden in a dungeon far from Waterdeep, Branta's skeletal form deteriorated. Now, over a century later, only her skull remains. Years of captivity have driven the demilich insane, and it attacks anyone other than Halaster.

Although powerful wards prevent the demilich from leaving Halaster's tower, the tower is not considered its lair. Consequently, the demilich doesn't gain lair actions, nor does the tower exhibit the demilich's lair traits.

Gnome (pc family member) with no name trapped in mirror

**MAGIC GATES**

Level	Type	<a href="#">Area Found</a>	Special item required	Destination level	<a href="#">Gate area</a>	Level to Pass
1	Mirror	<a href="#">26d</a>	Wand	10	<a href="#">8</a>	11th
2	Arch	<a href="#">5</a>	Coin	4	<a href="#">11c</a>	6th
2	Arch	<a href="#">12</a>	Branch	5	<a href="#">3b</a>	8th
2	Arch	<a href="#">20c</a>	Iron	6	<a href="#">24</a>	9th
3	Arch	<a href="#">15b</a>	Staff	5	<a href="#">6i</a>	7th
3	Arch	<a href="#">21p</a>	Gem	6	<a href="#">36c</a>	9th

4	Arch	<a href="#">10</a>	Unicorn	6	<a href="#">27</a>	9th
4	Arch	<a href="#">11c</a>	Coin	2	<a href="#">5</a>	6th
5	Arch	<a href="#">3b</a>	Branch	2	<a href="#">12</a>	8th
5	Arch	<a href="#">6i</a>	Staff	3	<a href="#">15b</a>	7th
5	Arch	<a href="#">9</a>	Dance	10	<a href="#">6</a>	9th
6	Arch	<a href="#">8b</a>	Fly	9	<a href="#">13b</a>	10th
6	Arch	<a href="#">10</a>	Dance	5	<a href="#">9</a>	8th
6	Mirror	<a href="#">16</a>	Invisible	10	<a href="#">4b</a>	11th
6	Arch	<a href="#">24</a>	Iron	2	<a href="#">20c</a>	9th
6	Arch	<a href="#">34a</a>	Pint of Liquid	12	<a href="#">9d</a>	12th
6	Arch	<a href="#">34b</a>	<a href="#">Stone Key</a>	8	<a href="#">3</a>	10th
6	Arch	<a href="#">36c</a>	Gem	3	<a href="#">21p</a>	7th
6	Arch	<a href="#">40</a>	<a href="#">Mage Hand Spell</a>	11	<a href="#">2b</a>	11th
6	Arch	<a href="#">47a</a>	Sing	13	<a href="#">7b</a>	12th
6	Arch	<a href="#">47b</a>	Silence	18	<a href="#">6</a>	15th
7	Arch	<a href="#">22</a>	Riddle	9	<a href="#">42</a>	10th
7	Arch	<a href="#">29</a>	Light	11	<a href="#">16</a>	11th
7	Mirror	<a href="#">41</a>	"W-A-Y-O-U-T"	10	<a href="#">14d</a>	11th
8	Arch	<a href="#">3</a>	<a href="#">Stone Key</a>	6	<a href="#">34b</a>	9th
8	Mirror	<a href="#">17c</a>	Gear	10	<a href="#">25b</a>	11th
8	Standing	<a href="#">18b</a>	<a href="#">Crystal Crown</a>	11	<a href="#">11a</a>	11th
9	Arch	<a href="#">13b</a>	Fly	6	<a href="#">8b</a>	9th
9	Arch	<a href="#">42</a>	Riddle	7	<a href="#">22</a>	9th
9	Arch	<a href="#">49</a>	Book	14	<a href="#">25</a>	13th
10	Mirror	<a href="#">4b</a>	Invisible	6	<a href="#">16</a>	9th
10	Mirror	<a href="#">8</a>	Wand	1	<a href="#">26d</a>	11th
10	Mirror	<a href="#">11e</a>	Skulls	12	<a href="#">6b</a>	12th

10	Mirror	<a href="#">14d</a>	"W-A-Y-O-U-T"	7	<a href="#">41</a>	9th
10	Mirror	<a href="#">25b</a>	Gears	8	<a href="#">17c</a>	10th
11	Arch	<a href="#">2b</a>	<a href="#">Mage Hand Spell</a>	6	<a href="#">40</a>	9th
11	Standing	<a href="#">11a</a>	<a href="#">Crystal Crown</a>	8	<a href="#">18b</a>	10th
11	Arch	<a href="#">16</a>	Torch	7	<a href="#">29</a>	9th
12	Mirror	<a href="#">6b</a>	Skulls	10	<a href="#">11e</a>	11th
12	Standing	<a href="#">8b</a>	Bloody X	19	<a href="#">5b</a>	15th
12	Arch	<a href="#">9d</a>	Pint of Liquid	6	<a href="#">34a</a>	9th
12	Standing	<a href="#">12a</a>	<a href="#">Maze Spell Escape (DC 22)</a>	14	<a href="#">2d</a>	13th
13	Arch	<a href="#">7b</a>	Sing	6	<a href="#">47a</a>	9th
14	Standing	<a href="#">2d</a>	<a href="#">Maze Spell Escape (DC 22)</a>	12	<a href="#">12a</a>	12th
14	Arch	<a href="#">25</a>	Book	9	<a href="#">49</a>	10th
14	Arch	<a href="#">39b</a>	Three Holding Hands	17	<a href="#">11</a>	14th
15	Arch	<a href="#">15</a>	Jigsaw Puzzle	20	<a href="#">9b</a>	16th
15	Arch	<a href="#">24c</a>	<a href="#">Six-fingered Gauntlet</a>	17	<a href="#">7a</a>	14th
15	Arch	<a href="#">30a</a>	Dragon	18	<a href="#">16</a>	15th
16	Stardock	<a href="#">11</a>	<a href="#">Stardock rod</a>	16	<a href="#">12a</a>	Any
17	Arch	<a href="#">7a</a>	<a href="#">Six-fingered Gauntlet</a>	15	<a href="#">24c</a>	13th
17	Standing	<a href="#">8b</a>	Arrow or Bolt	19	<a href="#">15</a>	15th
17	Arch	<a href="#">11</a>	Three Holding Hands	14	<a href="#">39b</a>	13th
18	Arch	<a href="#">6</a>	<a href="#">Silence Spell</a>	6	<a href="#">47a</a>	9th
18	Arch	<a href="#">16</a>	Dragon	15	<a href="#">30a</a>	13th
19	Standing	<a href="#">5b</a>	Bloody X	12	<a href="#">8b</a>	12th
19	Standing	<a href="#">7</a>	"Kelserath"	21	<a href="#">23b</a>	16th
19	Standing	<a href="#">15</a>	Arrow or Bolt	17	<a href="#">8b</a>	14th
20	Arch	<a href="#">9b</a>	Jigsaw Puzzle	15	<a href="#">15</a>	13th
21	Standing	<a href="#">23b</a>	"Yuraj"	19	<a href="#">7</a>	15th

22	Arch	<a href="#">35</a>	Uncommon or better Magic Item	23	<a href="#">1</a>	17th
23	Arch	1	Halaster only	22	<a href="#">35</a>	Any