

APPENDIX A: XANATHAR LAIR ROSTER

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