

Waterdeep Sentinel

HARKEN AND HEAR, GOOD NEWS AND GRAVE, ALL THAT IS TRUE AND FIT FOR PRINT for 1 nib

Terrors Ascend from Undermountain

Yawning Portal Scene Turns Deadly, Killing Five

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CASTLE WARD — What began as a night of merriment turned into a scene of carnage this week as a Bone Devil and Bone Naga emerged from the depths of Undermountain and attacked patrons inside the Yawning Portal—Waterdeep's most iconic and dangerous tavern.

The incident began when a young tiefling woman, reportedly inebriated and encouraged by other patrons, descended into the infamous well for what was later called “a dare.” She never returned alive. The lift came up not with her triumphant return, but with her mutilated remains, tossed aside by a monstrous, spined devil that ascended behind her.

What followed, by all accounts, was a desperate struggle for survival. Screams echoed across the taproom as the Bone Devil lunged forward, striking down patrons with claws and tail while a Bone Naga emerged in its wake, spewing necrotic magic and shrieking into the crowd.

It was only due to the swift action of the tavern's proprietor—Durnan, a legendary adventurer in his own right—and a group of visiting adventurers that the situation did not end in massacre. According to multiple sources, the same party had recently been seen in Dock Ward, where they had involved themselves in a separate incident involving the Zhentarim.

The heroes fought with coordinated tactics and incredible bravery. One hurled arcane blades into the Bone Devil's face while another unleashed blasts of radiant energy. Durnan himself cleaved into the Naga with his famous blade. A tiefling bard struck up a magical tune mid-fight, while a druid transformed into a beast and shielded civilians with his own body.

Several tavern patrons sustained serious injuries, and one is confirmed dead—the tiefling woman whose ill-



The scene at the Yawning Portal yesterday as several devilish beasts rose from the depths of the well and began to attack patrons. A brave group of adventurers helped Durnan subdue the fiends and left without another word.

fated descent preceded the chaos. Her name has not been released pending notification of kin.

In the aftermath, the City Watch cordoned off the area, and clergy from the House of the Moon performed cleansing rites throughout the tavern. The Yawning Portal has since closed its doors temporarily, though Durnan has made no public statement.

Speculation runs rampant as to why such entities were able to breach the surface so easily. Scholars from Blackstaff Tower warn that magical boundaries within Undermountain have weakened, citing recent surges in planar instability. Others believe this incident to be a direct consequence of the city's lax stance on Undermountain exploration.

“This was not just an unfortunate accident,” said Loremaster Daelyssa Ferune of the Watchful Order. “This was a symptom of Waterdeep's obsession with danger as entertainment.”

Debates have reignited over whether the Portal should remain

open to public access. Some members of the Lords' Council, speaking anonymously, confirmed that emergency sessions are already underway to review licensing of adventurers and the containment protocols within the Yawning Portal.

The adventuring group involved has not been officially named, though some witnesses claim the “lion-man” from Dock Ward—known only as “Doc”—was among them. The group is said to have fought “as if trained together for years,” though no known affiliation with any established guild has yet been confirmed.

One survivor of the attack, a halfling sailor named Tarm Quicktoes, summed it up simply: “They came from the dark, and the dark was ready. But those adventurers—they were ready, too.”

The Sentinel will continue to monitor this story as the Lords deliberate, and as answers rise—if they rise at all—from the depths beneath our city.