Mirt's Undermountain Survival Guide



M.T. Black
James Introcaso
Greg Marks

Delve into the dark in this player supplement for
WATERDEEP: DUNGEON OF THE MAD MAGE

Credits

Designers: M.T. Black, Greg Marks, & James Introcaso
Editing: M.T. Black & Noah Lloyd
Graphic Design & Layout: Stacey Allan & Will Doyle
Art: Sidharth Chaturvedi, Conceptopolis, Ralph Horsley, Brynn Metheney, Nimgyu, & Carmen Sinek
Thanks: Hiten Dave, Jeremy Forbing, & Ben Huffman
Special thanks: Chris Lindsay (the voice of Mirt!)
Acknowledgement: Circle of Stone evolved from an original design by Jeremy Forbing

Contents

INTRODUCTION **3**
MIRT'S DUNGEON DELVING TIPS **4**
CHARACTER RACES **6**
Giff 6
Half-Ogre 7
Illithid 9
Nimblewright 10
Sprite 12
ARCHETYPES & CLASSES **14**
Cleric Domain: Cavern 14
Druid Circle: Stone 15
Ranger Archetype: Wayfarer 15
Rogue Archetype: Trapsmith 16
Warlock Pact: The Dark 17
Class: Factotum 19
Factotum Lores 22
PORTERS, GUIDES, AND OTHER HIRELINGS **25**
SPECIAL RULES **27**
Terrain and Hazards 27
Moving Around Undermountain 29
SPELLS **31**
Class Spell Lists 31
Spell Descriptions 32
NEW MAGIC ITEMS **37**

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Introduction

Undermountain! The greatest dungeon in all of Faerûn, and perhaps in all the worlds beyond. Maker of fortunes and destroyer of hope, with the latter more common than the former. The very name strikes dread in the heart of the commoner but awakens exhilaration in the soul of the adventurer. Vast, dark, waiting halls, filled with delights and horrors in equal measure. This is Undermountain.

The history of this vast dungeon is as wonderful as it is unlikely. It begins more than a millennia ago, when Halaster Blackcloak brought his seven apprentices to Mount Waterdeep. This was years before the great city rose up.

Using his mighty arts as well as several diabolical contacts, Halaster created an enormous tower, said by some to be the greatest ever seen. At the same time, he began mining into Mount Waterdeep, seeking wealth and magical power. The dark and twisted dungeon he created came to be known as Undermountain.

Years passed and a great city rose up around his tower. But Halaster was seen less and less aboveground, until finally he was seen no more, and his tower fell to ruin. Some say he was driven mad by his contact with dark and alien powers.

Around this time, adventurers began entering Undermountain, drawn in by tales of extraordinary riches. Few of these returned, but those who did often became very famous. Amongst the most celebrated veterans are Mirt and Durnan, who returned from Undermountain with fabulous wealth and unbelievable tales.

Durnan used his wealth to demolish the remnants of Halaster's tower and created a tavern, the Yawning Portal, which houses one of the known entrances to Undermountain. Mirt focused on business, grew even more wealthy, and was eventually made one of the Lords of Waterdeep.

As for Halaster, his name is still used to scare children at night, but most people of sense believe him to be long dead. But there are a few who believe he cannot die while Undermountain stands, and that he waits in the lowest parts of the dungeon for any who dare challenge his supremacy.

This book contains everything you need to mount your own successful expedition to Undermountain. Your guide throughout is the irascible Mirt, who is never short of an opinion and is always ready with advice.



It's good to begin well, but better to end ALIVE.
~M

Mirt's Dungeon Delving Tips

If yer lookin' to get rich, look no further! In Undermountain ye'll find all that ye've ever wanted. Mountains of gold, piles of gems, chests filled with jewels of every size and color . . . necklaces, anklets, brooches, bracelets . . . magical treasure as well. Weapons, armor, potions, magic sticks of every shape and size, plus rings, and ev'ry wondrous knick knack ye can imagine. Everything ye've heard is true.

Ready to go? Not so fast! Stop and consider . . . Undermountain is the largest mass grave in Faerûn! If yer lookin' for a quick, bloody, ignominious end, there's no better way to get that.

Ye can survive the bloody dungeon for certain if ye keep yer wits about ye. I know because I've done it! Perhaps ye can too, if ye are willin' to take a little advice from an old wolf. Ye've paid good coin for this pamphlet (which is the main reason I wrote it), so if ye've got a brain in that skull of yours, ye'll listen to what I'm tellin' ye.



Gather Information

I can hardly believe how many cocksure young sword swingers throw themselves at Undermountain with barely a whit of preparation behind 'em. Fools, the lot of 'em, and soon to be dead for sure.

How does one prepare for the nastiest bit of underground this side o' Menzoberranzan? Learn everything ye can before headin' down. Waterdeep is filled up with rumours about the place, and most are shite. But . . . if ye stare at the shadows long enough, sometimes the truth reveals itself. This is particularly true where the shadows are closest to the entrance . . . the Yawning Portal is always awash with Undermountain talk.

If ye can find a recent survivor who's been down there, pay whatever they want. But be careful! There's many who'd sell you a loaded cart o' horse manure for shiny coin to drink on. Most who head down that bloody pit don't get too far—and they spend a few hours hidin' in some dark corner before returnin' to the surface full of self-aggrandizing tales, which don't recount that they had to change their pants before paying for their return ride up.

After several lifetimes of hard experience, the one thing that's never changed is it's important to cast a critical eye at anything ye hear about places that nobody returns from.

Gear Up

Before yer dropped down the well, make sure ye've got everythin' ye need. Don't be cheap, either! Borrow coin, if ye must, but buy the best gear ye can get yer hands on. That suit of plate armor ye've got yer eye on? Now's the time to get it.

And there's some o' the basics that don't need a king's ransom. While they seem obvious to me, no one seems to learn some basic dungeoneering skills anymore.

For example, how many iron spikes ye got? Darned useful things. Ye can use 'em to spike a door shut, anchor a rope, drop down a pit for depth-testin', and to scratch a mark on a stone wall. Ye can also use 'em as a thrown weapon or club in a tight spot . . . or even as a distracting snack for a rust monster. Make sure ye've got plenty of 'em! Ye'll need a hammer, too, by the way.

Some folks swear by the ten-foot pole. I find 'em a bit cumbersome, and since they're wood, they tend to break . . . A LOT. A five-foot steel pole, on the other hand, is a useful thing indeed. Ye can still use it to touch dangerous items, but it is much easier to carry, and much less likely to break. And a crowbar is essential.

Do I need to remind ye to take rope? I think I do, because I've heard o' too many groups who get caught without it. Ye can hardly have too much rope in a dungeon. Long, strong, and light if ye know what I mean. Make sure ye get a grappling hook, too.

Finally, take plenty o' oil. Ye can turn a flask of it into an impromptu bomb, ye can block a doorway with a burning pool of it, and ye can create a whoopsie daisy trap by coating a step in the stuff. Don't go down without it.

Make a Map

Undermountain's a maze, and though it's made o' stone the walls have a funny way o' shiftin' on ye. Back in the day, adventurin' sorts used to be diligent about their maps, but it seems to be a dying art. Even if ye think the walls are movin' ye won't be able to confirm that without a handy scrap o' parchment and a quill. Map it or perish, yer choice.

Search Everything

Curiosity killed the cat, but it'll keep yer fool arse alive at least two minutes longer. I hear tales told of groups that walk into a seemingly empty chamber, give it a cursory look, and then move on. Foolishness! Ye need to take the time to examine everything.

There may be a few loose coins under that pile of rubble . . . and I didn't get obscenely rich by leaving coin lyin' around for someone else to pick up. Perhaps that old wardrobe has a hidden compartment with a magical wonder in it. Or maybe there's a secret portal built into one of the walls. Yes, nine times out of ten ye'll find nothing. But when ye do, it makes all that searchin' worthwhile.

It Pays to Talk

The residents of Undermountain have a fearsome reputation, and deservedly so. But if yer thinkin' Undermountain is one sword fight after 'nother, ye've missed the point. All sorts of critters are wanderin' around down there, and not all of them want to eat ye. Some might even be helpful. Durnan and I made some surprisin' allies when we raided Undermountain.

I'm tellin' ye that negotiatin' with a four-armed tentacled beast is no different than dealin' with the magistrate here in the city. First, ye need to know what ye want from the creature. Perhaps information, safe passage past its lair, or even help against a common enemy. Second, ye gotta figure out what the monster wants from ye. Sometimes it's just to be left alone, but it might want a friend's hand as well. And almost all the smart ones I've met like gold. Consider it an investment in yer wellbein'.

Once ye've got the negotiatin' pieces on the table, then ye can come to an arrangement. "Swords speak, but they do not listen," goes the old saying, and it's well said. Next time ye bump into somethin' ugly consider who might do the talkin' . . . you, or your sword?

Sometimes Split the Party

"Don't split the party" is one piece of advice that every adventurer knows, even in these latter days when so much else seems to have been forgotten. And it's good advice that you fresh-faced interlopers should strongly consider. There might be exceptions but be certain before you make one.

Surprises are the greatest enemy in Undermountain and scoutin' ahead is a good way to mitigate that. Also, if one of you can cast a spell for lookin' that's a good idea too. We'd practice our sneakin' any time we saw a chamber, or light up ahead, or heard anything. But it'll be up to ye to decide when yer feeling like it's time for a quick peek and when to blunder on in.

Sometimes ye might split the group to execute a flank or rear attack. Don't forget to keep yer map handy. This requires access to side tunnels or some other way of gettin' past monsters and other obstacles. This IS a decidedly dangerous tactic, but marvelously effective when it comes off. Just be ready to run when it doesn't.

Leave Before Ye Can't Leave

I know it sits ill with some of ye to hear it, but ye can't win every fight. Ye'll encounter monsters in Undermountain that overmatch ye . . . and then some. Many, in fact! Those who survive Undermountain do so by perfecting the ancient art of running away at the right moment. When in doubt . . . RUN! Ye can always regroup and try a different tack later.

How do ye know? I will concede this to be more art than craft. If yer unfamiliar with the monster in front of ye, that's a good sign. Ye know what it takes to kill a hobgoblin—ye may be a little less sure about a hydroloth. Watch carefully during the battle. Are yer attacks workin'? Does the monster hit like a storm giant? If so, it may be time to find another way to go.

Retreating is a skill unto itself. Once ye've broken contact, ye need to discourage pursuit. Here are a few ideas:

- Use magic to thwart the chase. Wall of force is the best.
- Lacking magic, ye might resort to more mundane strategies. Now's the time for caltrops and pools of burning oil . . . and don't forget yer bags o' steel pellets.
- Remember those iron spikes I told ye to buy? Make sure yer spikin' shut any doors ye retreat through. The stronger the door, the better.
- Ye might throw some monsters off the chase by dropping food, or even treasure, but don't get too liberal with the latter.

Retreat is NOT failure. It's another opportunity to succeed. Yer bones rottin' in the dark is failure. Once yer dead, well . . . yer dead.



Character Races

Undermountain is home to an astounding variety of creatures, and not all of them are native to places deep and dark. You might just as easily come across a fey creature in Wyllowood or a space refugee in Stardock as a monster from the depths. And some of these startling beings have occasionally found their way up into Waterdeep as well.

> While nearly ev'ry creature in Undermountain is dangerous, not all of 'em are immediately hostile. More than a few parties have found unusual replacements for fallen comrades in the depths of the dungeon.
>
> ~M

This chapter presents several character races to supplement the options in the *Player's Handbook*:

- **Giff** are gun-loving, hippopotamus-like mercenaries from space.
- **Half-Ogres** are the bad-tempered offspring of ogres and humans.
- **Illithid** are hideous monsters, feared and despised by intelligent creatures across the known worlds.
- **Nimblewrights** are magical constructs created to serve as servants, performers, guards, or assassins.
- **Sprites** are tiny fey warriors, armed with powerful magic.

Giff

The thing wore trousers and a tight-fitting blouse adorned with ribbons; the whole outfit was now badly ripped. A broad, orange sash was wrapped around its thick waist, and in it was tucked a collection of mismatched knives and a worn cutlass . . . It kept one arm stiffly outstretched and pointed directly at the farmer at all times. In this hammy, blue fist was a strange, curved stick of metal and wood . . .

"Assassin and thief, before you die, know that your slayer is Trooper Herphan Gomja, Red Grade, First Rank, First Platoon of the Noble Giff," the creature gloweringly intoned. "When your soul gets to wherever it goes, remember my name!"

—Beyond the Moons, *David Cook*

Gun-loving mercenaries from space, the giff are known for their superb martial abilities, their ostentatious uniforms, and their fondness for gunpowder. Giff are usually over 7 feet tall, with a hippopotamus-like head, barrel chest, and tree trunk legs. They range in color from black to gray to rich gold. As a rule, they cover their flesh with a patchwork of tattoos memorializing past missions and victories.

Military Minded

Giff society is strongly militarist, and combat training begins virtually at birth. Giff are assigned to a regiment from a young age, and usually serve with that regiment throughout their lives. Giff martial prowess means they are highly prized as mercenaries, but they will usually only serve with their own regiment. All giff have a rank, with promotions granted for conspicuous acts of valor.

All giff regiments have a nickname. Roll on the following table to determine yours:

d20	First	Second
1	Black	Bellies
2	Blind	Blasters
3	Bloody	Bombers
4	Bold	Diehards
5	Cold	Flamers
6	Death	Fusiliers
7	Dirty	Grenadiers
8	Elegant	Guards
9	Fighting	Half-Hundred
10	Gray	Hooks
11	Leather	Moonrakers
12	Little	Pistols
13	Old	Reavers
14	Raging	Rifles
15	Red	Sashes
16	Saucy	Shooters
17	Silver	Splashers
18	Wild	Steelbacks
19	Yellow	Sweepers
20	Young	Tuskers

Explosives Enthusiasts

Although giff are trained in a variety of martial weapons, their true love is for guns and explosives. They relish the flash, noise, and smell of gunpowder. Giff are fond of making bombs and often carry around large quantities of gunpowder for just this purpose. To the giff way of thinking, a locked door is an opportunity for an explosion.

> Careful with explosives. Ye don't use a hammer to swat a fly on yer forehead—particularly not one that'll bring the rest of the flies to yer location.
>
> ~M

Adventuring Aversion

It is very unusual for a giff to become an adventurer since doing so requires leaving its comrades-in-arms. A giff without a regiment is considered a deeply shameful affair. A solo giff might be the lone survivor of a terrible battle, some sort of an outlaw, or perhaps the rare individual who rejects their entire social order.

Giff Names

Typical names include:

Male Names: Eliaff, Fico, Grephor, Gunfar, Gynn, Haff, Hanphred, Herphan, Jonaf, Milan, Timo, Wuphan, Yigif

Female Names: Berha, Elfrieg, Fiska, Fridda, Gaphrielle, Giphella, Ilibeff, Inni, Marageff, Urphula

Surnames: Dangol, Gomja, Gurung, Joshi, Magar, Pariyar, Rana, Thapa, Tharu, Yadav, Tamang



Giff Traits

Giff have the following traits in common.

Ability Score Increase. Your Strength and Constitution scores increase by 2.

Age. Giff usually live to about 70 years of age.

Alignment. The militaristic culture of Giff means they are inclined toward law.

Size. Giff stand between 7 and 8 feet tall and have broad, stocky frames. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Headfirst Charge. If you move at least 20 feet in a straight line that ends within 5 feet of a Large or smaller creature, that creature must succeed on a Strength saving throw with a DC equal to 8 + your Strength modifier + your proficiency bonus. On failure, the target takes 7 (2d6) bludgeoning damage and is knocked prone. Once you use this ability, you can't use it again until you finish a short or long rest.

Martial Heritage. You have proficiency with renaissance firearms and any one martial weapon of your choice. You ignore the loading property of muskets and pistols.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. You can speak, read, and write Common and Giff.

Half-Ogre

The warriors of Clan Karuck paraded onto the muddy plaza centering a small orc village one rainy morning, the dreary overcast and pounding rain doing nothing to diminish the glory of their thunderous march. "Stand and stomp!" the warriors sang in voices that resonated deeply from their massive half-ogre chests. "Smash and crush! All for the glory of One-Eye Gruumsh!"

—The Orc King, *R.A. Salvatore*

Ogres occasionally mate with bugbears, hobgoblins, orcs, or humans. The resulting offspring is known as a half-ogre. Lazy, strong, and bad-tempered, half-ogres are avoided by all people of good sense. A half-ogre with a human parent can occasionally learn enough social graces to live amongst civilized people, but this is rare. More often than not, they either join with ogre gangs or live as isolated loners.

Impetuous Temper

Half-ogres are notoriously bad tempered. Even minor frustrations can lead to sudden and violent outbursts. Half-ogres take great pleasure in smashing things when angry, whether it be a stubborn door, a locked chest, or

some poor creature's unfortunate skull. A half-ogre will continue to lash out until its rage is exhausted.

Impenetrable Stupidity

As a rule, half-ogres are exceptionally dense and foolish. Their language skills are rudimentary, and reading is almost unknown amongst them. Although they are great liars, it does not occur to them that others might also tell falsehoods, and so they tend to believe whatever they are told, no matter how fantastic the story. When a half-ogre becomes convinced of something, it is nearly impossible to change its mind.

> Ye won't make the stupid less so by yer talkin', and it's nearly impossible to outsmart the blade of an axe, so careful where yer arguments start and end.
>
> ~M

Insatiable Greed

Half-ogres are legendary for their gluttony and avarice. They tend to take whatever they want, especially if it is in the possession of a weaker creature. They covet anything shiny but have a special lust for gold. They tend to hoard possessions, and their lairs are filled with piles of junk. Half-ogres who become adventurers are most often motivated by greed.

Half-Ogre Names

Typical names include: Azrach, Drakurg, Drezig, Geerugh, Grruch, Haffa, Mekor, Okurk, Ragnor, Tazok, Truurk, Zuzug

Half-Ogre Traits

Half-ogre characters are assumed to have a human parent and an ogre parent. They have the following traits in common.

Ability Score Increase. Your Strength score increases by 2, your Constitution score increases by 1, and your Intelligence score decreases by 1.

Age. Half-ogres usually live to about 50 years of age.

Alignment. Half-ogres have a natural inclination toward chaos. They are usually motivated by self-interest and are rarely good.

Size. Half-ogres stand between 7 and 8 feet tall and weigh between 350 and 450 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Furious Might. As a bonus action, you work yourself into a fury that grants you enormous physical power. Your Strength score becomes 20. The transformation lasts for 1 minute, and once you use this ability, you can't use it again until you finish a short or long rest. This ability has no effect on you if your Strength is 20 or higher already.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. You can speak Common and Giant. You cannot read or write unless your class requires it.





Illithid

With a suddenness that surprised Gromph, the illithid bent over the dwarf. Its four tentacles lashed out, wrapping themselves around the duergar's face . . . Tentacles flexed, and the duergar's head split open like a ripe fungus ball. One of the tentacles relaxed, and, while the remaining three held the head in a vicelike grip, it began scooping pinkish gobs of brain into the illithid's mouth.

—Extinction, *R.A. Salvatore*

Hideous monsters from another dimension, illithids are feared and despised by intelligent creatures across all the known worlds. Also called mind flayers, these psionic masterminds have conquered and enslaved entire worlds for their depraved purposes. In the infinite past, they controlled empires spanning the multiverse. In these latter days they are much reduced, lurking in the Underdark and planning for the day when they will rule again.

Insidious Masterminds

Mind flayers are highly intelligent creatures and spend much of their time planning and executing nefarious schemes. Although the means vary enormously, the goal is always the same—the conquest of the "lesser" races. They believe their superior intellect and psionic ability make them the natural masters of all. Illithids typically have creatures such as troglodytes, grimlocks, quaggoths, and ogres in their service.

Collective Consciousness

Illithids usually belong to an enclave of siblings called a hive mind. These groups typically range in size from a few dozen to a few hundred, although there have been reports of colonies numbering several thousand. Each enclave is bound to an elder brain, a tentacled, viscous mass floating in a pool of brine, and possessing near god-like intelligence. The elder brain is in constant contact with each member of its enclave telepathically, forming a vast collective intellect.

Rogue and Outcast

It is very rare for an illithid to become an adventurer. Doing so requires the creature to break away from the nurture and support of the hive mind, which greatly diminishes its physical and psionic power. A solitary mind flayer might have been abandoned as an infant due to a deformity or mutation. It might have been exiled as an adult due to perverse appetites. Or perhaps it is the sole survivor of an enemy attack on its enclave.

Illithid Names

Illithid do not have a gender. Typical names include: Alorxlan, Aurangaul, Conarfen, Crgent, Galuum, Grazilaxx, Grkth, Khamthek, Marsth, Mulseth, Naip, Ralayn, S'venchen, Sempiternal, Shagath, Shuluth, Skwusch, Xameelg, Xetzirbor, Yharaskrik

Illithid Traits

Illithid characters have the following traits in common.

Ability Score Increase. Your Intelligence score increases by 2.

Age. Illithids usually live to about 130 years of age.

Alignment. Illithids have a natural inclination toward structure and are almost always lawful. By nature, they are evil, although a mind flayer removed from the influence of the elder brain may well develop a contrary morality.

Size. On average you are slightly taller than a human. Your size is Medium.

Speed. Your base walking speed is 30.

Darkvision. You can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Tentacles. Your tentacles are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal psychic damage equal to 1 + your Intelligence modifier, instead of the bludgeoning damage normal for an unarmed strike.

Charm Resistance. You have advantage on saving throws against being magically charmed, and magic can't put you to sleep.

Extract Brain. If you have a humanoid target grappled, as a bonus action you may make an unarmed attack using your tentacles and maw. On a hit, the target takes 1d6 piercing damage and psychic damage equal to your Intelligence modifier. If this damage reduces the target to 0 hit points, you kill the target by extracting and devouring its brain. Upon doing this you learn one of the target's recent memories, as chosen by the DM.

Mind Blast. You magically emit psychic energy in a 15-foot cone. When you use your mind blast, each creature in the area of effect must make a saving throw with a DC equal to 8 + your Intelligence modifier + your proficiency bonus. A creature takes 2d6 psychic damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your mind blast, you can't use it again until you complete a short or long rest.

Languages. You can speak, read, and write Common, Undercommon, and Deep Speech. You have telepathy up to 120 feet.

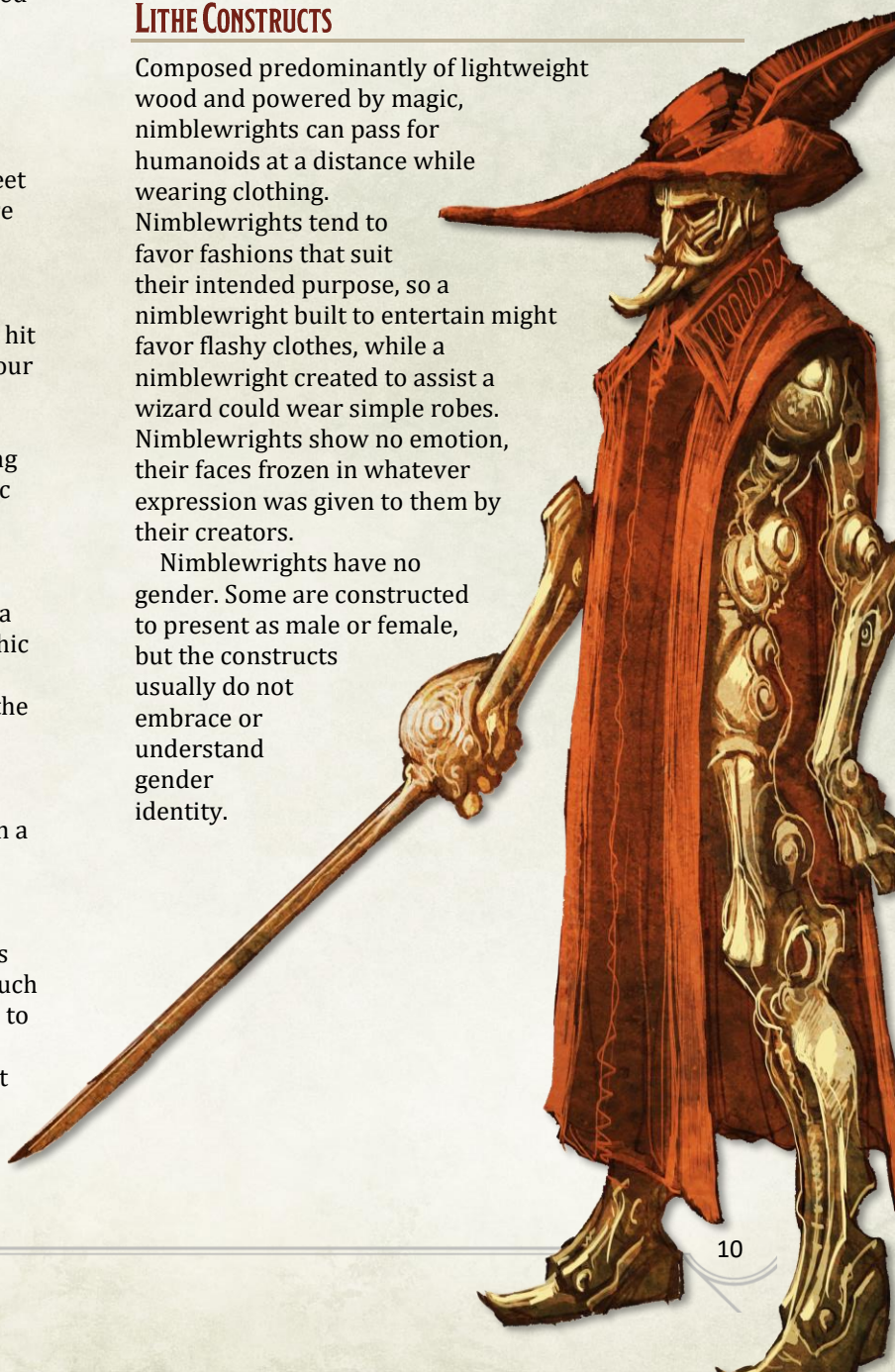
Nimblewright

Nimblewrights are magical constructs created to serve as servants, performers, guards, or assassins. While they are built to serve a master and purpose, nimblewrights have minds of their own and free will. They are built to outlive their creators and thus can find themselves without a master after decades of servitude. Many nimblewrights without a master use their natural skills as acrobatic warriors to wander the world in search of new experiences and discoveries.

Lithe Constructs

Composed predominantly of lightweight wood and powered by magic, nimblewrights can pass for humanoids at a distance while wearing clothing. Nimblewrights tend to favor fashions that suit their intended purpose, so a nimblewright built to entertain might favor flashy clothes, while a nimblewright created to assist a wizard could wear simple robes. Nimblewrights show no emotion, their faces frozen in whatever expression was given to them by their creators.

Nimblewrights have no gender. Some are constructed to present as male or female, but the constructs usually do not embrace or understand gender identity.



Practical and Curious

Nimblewrights tend to approach all obstacles with complete practicality. They make swift decisions after contemplating all outcomes then move forward with the most efficient solution. The constructs sometimes act without consulting their companions when they see a course of action that seems to be the obvious correct choice. Most adventuring nimblewrights quickly learn that acting without consulting the rest of the party is not the most courteous way forward (even if it is the most efficient).

While nimblewrights come into existence with much of the knowledge needed to perform the tasks their creator chooses for them, they have a natural curiosity about the world. They enjoy learning and tend to embrace new experiences with gusto. This curiosity can sometimes get nimblewrights into trouble, especially if they have no experience outside their creator's world.

Determined Minds

Nimblewrights are constructed with determined minds so that when they are given a goal, they allow nothing to get in their way. Once a nimblewright sets its mind to a task, it can be difficult to dissuade the construct from pursuing it. This is a boon to creators with obedient nimblewrights, but less fortunate creators have kicked out or destroyed constructs so wrapped up in their own goals that they cannot follow orders.

Nimblewright Names

Nimblewrights have names given to them by their creators, usually a name in the maker's native language. Nimblewrights sometimes choose a second name, called a "purpose name," which describes a force or goal that drives the construct.

Purpose Names: Art, Cure, Fashion, Gold, Knowledge, Magic, Mortality, Music, Peace, Power, Secrets, Treasure

Nimblewright Traits

Your nimblewright character has certain characteristics in common with all other adventuring nimblewrights.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age. Nimblewrights are typically between 1 and 100 years old and do not deteriorate due to age.

Alignment. Most nimblewrights tend toward neutrality in all matters and value practicality and logic.

Size. Your size is Medium. Most nimblewrights stand between 5 and 6 feet tall and weigh between 80 and 100 pounds.

Speed. Your base walking speed is 30 feet.

Construct. Your creature type is construct, rather than humanoid.

Construct Resilience. Your construct origins give you remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You are immune to disease.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Nimblewright Components. You can install one nimblewright component in your body, which gives you a benefit. You can swap or remove a component during a short or long rest, and you can only power one component at a time.

Choose three nimblewright components, which you carry and for which you are outfitted, from the following list:

- **Bright Eyes.** With this component installed, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Fleet Feet.** With this component installed, your base walking speed increases 10 feet.
- **Hidden Compartment.** With this component installed, you have a spring-loaded hidden compartment on your body that can carry and hide one Tiny creature or object inside of you.
- **Keen Ears.** With this component installed, you have advantage on Wisdom (Perception) checks that rely on hearing.
- **Power Lifter.** With this component installed, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Voice Box.** With this component installed, you can speak any language you understand (see "Languages" below).

Repairable. The *mending* cantrip has the effect of the *spare the dying* cantrip if it is cast on you.

Sentry's Rest. When you take a long rest, you must spend at least 6 hours in an inactive, motionless state,

rather than sleeping. In this state, you appear inert, but you aren't rendered unconscious, and you can see and hear as normal.

Sure-Footed. You are constructed to keep your balance, and have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

Languages. You can understand, read, and write Common, but you cannot speak without a voicebox (see "Nimblewright Components").

Nimblewrights in *Waterdeep: Dragon Heist*

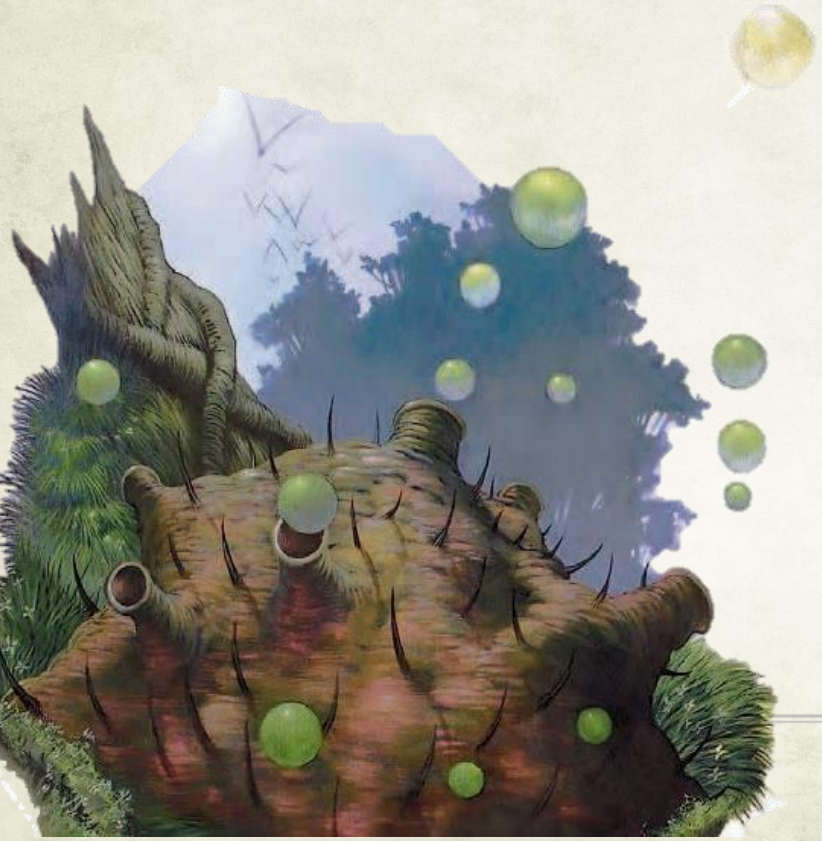
The nimblewright statistics presented in *Waterdeep: Dragon Heist* make for a powerful creature, but not all nimblewrights are constructed equally. The player race version of the nimblewright represents the most basic model of the construct and is balanced for play with other player races.

Sprite

And then Yazilliclick paused. For the first time since he had sensed his impending death, he thought of his friends. How were they faring in the desolate wasteland of the vale? The sprite knew that he couldn't abandon them.

—Darkwell, *Douglas Niles*

With their fey powers and tiny weapons, sprites have anointed themselves protectors of the forest. Their magical empathy allows them to quickly judge friend from foe, and their swift, nimble wings and poison arrows make them formidable adversaries.



Woodland Guardians

Sprites build their villages in the boughs of ancient trees, or hidden in sylvan glades, or secreted on the banks of chattering streams. Sprites train for battle almost from birth. Highly territorial, they vigilantly patrol the local forest for intruders, and anyone despoiling foliage or harassing wildlife is likely to attract their wrath. Sprites are grim and fearless in battle and assail much larger enemies without hesitation.

Magical Insight

Sprites have a magical empathy that enables them to ascertain the emotional state of other creatures. In some instances, a sprite can even read the surface thoughts of creatures they can see. This enables them to quickly determine who is and isn't a threat to their forest homes.

Masters of Poison

Sprites are skillful brewers of toxins and poisons, often using rare plants and fungi to do so. Sprite arrows are coated with a special poison of their own devising, one that renders the target unconscious.

Poison Arrows

On a hit, the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage, or another creature takes an action to shake it awake.

Sprite Size the Right Size

Most normal equipment is too large for sprites to use, especially weapons and armor. Sprite-sized equipment is about a fifth the weight of regular equipment, and costs 50% more to manufacture. Sprite-sized weapons inflict the next lower damage die than regular weapons. For example, a weapon that normally inflicts 1d6 damage would inflict 1d4 damage if sprite-sized. A weapon that inflicts 1d4 damage inflicts 1 point of damage if sprite-sized. Sprite-sized range weapons have half the normal range.

Sprite Names

Sprites do not have a gender. They are given a child name by their *mater* when born, and an adult name by the village chieftain when they turn 11.

Child Names. Ando, Asti, Dee, Esta, Irel, Nyx, Ondo, Rix, Zisk

Adult Names. Cyrriel, Elsidela, Emberel, Ganriora, Glaxrial, Glinkroëla, Helmiri, Istlewen, Jostor,

Minriana, Oriflin, Perinari, Resswena, Tirralas, Trillriela, Weskiel, Wisprior, Zandorondi

Sprite Traits

Sprite characters have the following traits in common.

Ability Score Adjustment. Your Dexterity and Intelligence scores increase by 2. Your Strength score decreases by 4.

Age. Sprite aging is a mysterious affair. Some appear near immortal, while others wither and die after just a few seasons. Sprites themselves say they live "for as long as necessary."

Alignment. Most sprites are good and rarely choose sides when it comes to law and chaos.

Size. On average you are about 18 inches tall. Your size is Tiny.

Speed. Your base walking speed is 10 feet.

Flight. You have a flying speed of 40 feet. While flying, you can move through the space of any creature that is of a size larger than yours. You cannot fly if you are wearing medium or heavy armor.

Martial Pedigree. You have trained for war your whole life. You are proficient with the shortbow, rapier, and light armor.

Sprite Magic. You can cast the *invisibility* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 3rd level, you can cast the *detect thoughts* spell once with this trait and regain the ability to do so when you finish a long rest.

Skilled Poisoner. You have proficiency with the poisoner's kit. You can spend five downtime days and 25 gp to create 5 poison arrows (see box, "Poison Arrows," above).

Sprite-Sized Equipment. All your starting equipment is sprite-sized. You may substitute one piece of weaponry or armor granted by your class or background for 10 poison arrows.

Languages. You can speak Common, Elvish, and Sylvan. You cannot read or write unless your class requires it.



Archetypes & Classes

> Ye need a broad range of talents if ye want to enter Undermountain and return to tell the tale. As they say, it takes many different flowers to make a bouquet.
>
> ~M

Cleric Domain: Cavern

The endless night of the Underdark hides a multitude of secrets, but those who embrace a life encased in unlit stone gain a connection to the unknown.

Clerics with the cavern domain may seek it as a path to protecting miners and others who dwell in the dark. Others choose this path because they identify with the steadiness of stone and the quiet of the cave.

Gods whose portfolios include the Cavern domain include: Astilabor, Beltar, Callarduran Smoothhands, Dumathoin, Geb, Ghaunadaur, Gruumsh, Ibrandul, Luthic, Segojan Earthcaller, Shar, Skoraeus Stonebones, and Zotz



Cavern Domain Spells

Cleric Level	Spells
1st	*alarm*, *earth tremors*
3rd	*darkness*, *darkvision*
5th	*erupting earth*, *meld into stone*
7th	*Mordenkainen's private sanctum*, *stoneshape*
9th	*passwall*, *wall of stone*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Master of Stone

Starting at 1st level, whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. If you already have the *stonecunning* trait, you gain advantage to the check instead.

Whenever you cast a spell of 1st level or higher while underground, you gain +1 AC until the end of your next round.

Channel Divinity: Stone Sight

Starting at 2nd level, you can use your Channel Divinity as a bonus action to gain 30 ft. of blindsight for 1 minute. You must be underground and in contact with earth or stone in order to use this ability.

Channel Divinity: Blessing of Stone

Beginning at 6th level, you can use your Channel Divinity as a reaction to grant a blessing of stone to yourself or a willing ally that you can see within 30 feet. The target's skin is transformed into living rock and they gain resistance to bludgeoning, piercing, poison, and slashing damage until the end of your next turn.

Acidic Strike

At 8th level, you gain the ability to magically infuse your weapon strikes with corrosive acid. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid damage to the target. When you reach 14th level, the extra damage increases to 2d8.

One with the Cave

When you reach 17th level, you can burrow through nonmagical, unworked earth and stone at your walking speed. While doing so, you do not disturb the material you move through and leave no tunnel behind you. While burrowing, you have 30 feet of tremorsense.

Druid Circle: Stone

Druids who are members of the Circle of Stone have a special connection with the very bones of the world and commune with the elemental spirits that inhabit mountains, hills, caves, and tunnels. These druids resist change and seek to preserve things as they are. Filled with the strength of stone, these implacable defenders of nature are equally at home above and below the ground.

Circle Spells

Your mystical connection to the elemental spirits infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	*dust devil*, spike growth*
5th	*erupting earth*, meld into stone*
7th	*stone shape, elemental bane**
9th	*wall of stone, conjure elemental*

* From *Elemental Evil Player's Companion*

Stone Strength

Starting at 2nd level, you can summon elemental spirits to fill your body with stony strength and protect you from harm. When you take damage, you can use your reaction to roll a number of d6s equal to your druid level and reduce the damage by the total.

Once you use this feature, you can't use it again until you finish a long rest.

Stone Shape

Starting at 6th level, you can use your Wild Shape to transform into a gargoyle.

Stone Speaker

Starting at 10th level, you gain the ability to speak with a stone object or surface. The stone can tell you what events have occurred within 10 feet of it in the past 24 hours. Its perspective, perception, and knowledge may limit what details the stone can provide.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Stone Walker

Starting at 14th level, you can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, and you are stunned until the end of your next turn.

Once you use this feature, you can't use it again until you finish a long rest.



Ranger Archetype: Wayfarer

The Underdark is a dangerous place, and those that venture through the endless night often seek to employ the best. Such wayfarers are masters of helping their charges navigate dangerous passages and interactions with subterranean cultures. Wayfarers are diplomats with a finely honed sense of survival. The best of them learn to share all of these talents with their fellow travelers.

Polyglot

At 3rd level you are a master of picking up the words of other cultures. You gain proficiency in a language of your choice. When speaking to someone whose language you do not speak, you gain advantage on Wisdom (Insight) checks to discern their general meaning. At 7th, 11th, and 15th level you gain proficiency in another language.

Aid Others

Upon gaining 3rd level, you can help others navigate dangerous terrain. Allies within 30 feet that can see or hear you gain advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made to move through terrain. Your allies also gain advantage on the first Charisma (Persuasion) check made when interacting with any humanoid creature that speaks a language you understand.

Danger Sense

By 7th level you have developed a supernatural instinct for survival. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells, and advantage on Wisdom (Perception) checks made to avoid being surprised. To gain these benefits, you can't be blinded, deafened, or incapacitated.

Disorienting Blow

Starting at 11th level, you master protecting your charges and dishing out harm to those who threaten them. When a creature within 5 feet of you makes an attack against an ally, you can use your reaction to make a melee weapon attack against the attacking creature. If your attack hits, it does normal damage and the creature's attack against your ally is made with disadvantage.

Danger Warning

When you reach 15th level, your sense for survival and desire to protect your allies has heightened even further. Allies within 10 feet of you also gain the benefits of your *danger sense*.

Rogue Archetype: Trapsmith

Few adventurers take traps for granted. For most a trap is a deadly obstacle that stands between them and the conclusion of an epic adventure. For the trapsmith, they are a work of art, a tool to protect their allies, a guardian to discourage pursuit, and so much more.

Trapsmiths are masters at setting and disarming traps of all types. The further these rogues progress, the less they have to fear from traps and the better they become at creating them.

Master Disarmer

When you choose this archetype at 3rd level, you gain advantage on Wisdom (Perception) or Intelligence (Investigation) checks made to find traps, and advantage on Dexterity checks using your thieves' tools to disarm traps. You can search for traps while traveling at a fast pace without penalty.

Booby Traps

Starting at 3rd level, you learn to quickly set up simple booby traps by making a Dexterity check using your thieves' tools. The total of your check becomes both the DC for someone else's attempt to discover it and the DC to disable the trap. Constructing a trap takes 1 minute. The saving throw for your traps are equal to 8 + your proficiency bonus + your Dexterity modifier.



Using your thieves' tools, and 10 gp worth of materials, you can construct one of the traps below. If you spend 1 minute dismantling the trap, you can recover the materials. Other traps may be created at the DM's discretion, though they may require different costs or time to construct.

When you achieve 9th level, you can choose to construct the trap hastily using only an action, but doing so halves the DC to spot the trap and creatures gain advantage to save against your hastily built trap.

Alarm Trap. This trap consists of several small bells attached to a thin wire up to 10 feet long that creates a loud noise when tripped or an attached item is moved. It does no damage and the wire is not strong enough to cause a creature to stumble.

Improvement: You can extend the trip wire by 10 feet for every additional 2 gp you spend in materials.

Bolt Trap. This trap attaches a tripwire to a concealed crossbow. You must have a hand, light, or heavy crossbow to create this trap in addition to the normal material cost. The crossbow does normal damage for a weapon of its type to victims that fail a Dexterity saving throw.

You may use magical bolts or a magical crossbow when setting your trap or apply poison to the bolts. These additions affect the target as normal.

Improvement: You can set up a trap using up to three crossbows catching the target in a crossfire. Doing so requires three crossbows, costs 2 gp, and adds an additional 2 minutes to construct. At 9th level or higher, if setting this trap hastily, it requires 1 action per crossbow used.

Drop Trap. This trap is made by suspending a heavy or dangerous item and rigging it to fall upon anyone who breaks a trip line. Those who fail a Dexterity saving throw are struck by the item. Traditionally, this is a rock that does bludgeoning damage equal to 1d6 + your proficiency modifier. If you have the item, you may substitute a net, alchemical items, or magical items that activate when broken, such as an *elemental gem*, a bead from a *necklace of fireballs*, or a vial of *sovereign glue*.

Improvement: You can rig up to three individual items, or a very heavy rock that counts as three items (damage equals 3d6 + your proficiency bonus), to fall upon the victim. Doing so costs 1 gp per additional rig and adds 1 additional minute per item. At 9th level or higher, if setting this trap hastily, it requires 1 action per item used.

Trip Rope Trap. This trap is made by stretching a strong rope across two points within 20 feet of each other. Creatures that fail their Dexterity saving throw fall prone.

Improvement: You can extend the rope by 10 feet for every additional 1 gp you spend in materials. You can also embed barbs in the rope that do piercing damage equal to 1d3 + your proficiency bonus for an additional 1 gp.

Trap Sense

At 9th level, your expertise gives you the edge when dealing with deadly traps. You have advantage when making saving throws to avoid or resist traps. Traps that make an attack roll to hit you do so with disadvantage. You also have resistance to the damage dealt by traps.

To gain this benefit, you can't be blinded, deafened, or incapacitated.

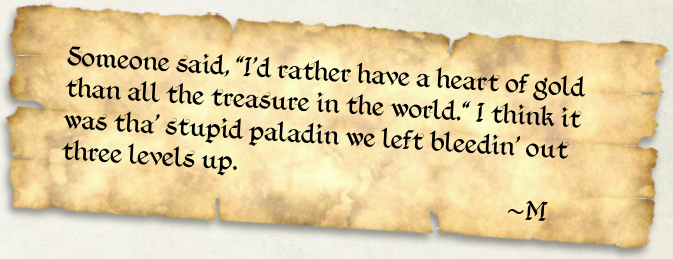
Unravel the Arcane

By 13th level, your mastery of traps has extended to the magical. You gain the ability to cast *dispel magic*, but you may only target magical traps such as those created by the spells *alarm*, *glyph of warding*, or *symbol*. Intelligence is your spellcasting ability for *unravel the arcane*.

Once you have used this ability, you cannot use it again until you have completed a short or long rest.

Avoid Disaster

When you reach 17th level, you have developed lightning reflexes to eliminate the danger of a sprung trap before the effects happen. When you are adjacent to or are one of the targets of a sprung trap, you may use a reaction to quickly disable the trap and prevent its effects from occurring. You must succeed in a Dexterity check using your thieves' tools equal to the DC to disarm the trap; if you fail, the trap activates as normal.



Warlock Pact: The Dark

You have bound yourself to a creature of the Endless Night that frequents the darkness surrounding the cities of the drow and other vile races. Your patron gifts you with powers of darkness, poison, tentacles, malice, and betrayal. Such patrons constantly try to entice you with more power, at the cost of harming your friends.

Dark patrons include: Bloqroth the Yochlol, Laveth the Daughter of Lolth, Ragnorra the Mother of Monsters, Rallaster, Scahrossar the Mistress of Exquisite Pain, The Patient One, and Sertrous.

Expanded Spell List

The Dark lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Dark Expanded Spells

Cleric Level	Spells
1st	*dissonant whispers, ray of sickness*
3rd	*darkvision, protection from poison*
5th	*bestow curse, stinking cloud*
7th	*Evard's black tentacles, phantasmal killer*
9th	*antilife shell, cloudkill*

Darkspiral Aura

When you choose this pact at 1st level, you drain the power of your fallen enemies to surround yourself with an aura of deadly darkness. When you reduce a hostile creature to 0 hit points, you encase yourself with swirling shadows that give you advantage on Dexterity (Stealth) checks. Your darkspiral aura ends when you take a short rest, long rest, or you choose to expend it.

When a hostile creature that you can see targets you with a melee or ranged attack, you can expend your darkspiral aura as a reaction to deal psychic damage equal to 1d6 + your Charisma bonus + your proficiency bonus. If you also choose to damage an ally in addition to a hostile target, you add your warlock level to the damage. The ally must take damage to gain this bonus.

Your Glorious Sacrifice

Beginning at 6th level, you come to understand that true friends will appreciate the sacrifices they will need to make for you reach your full power. You have resistance to poison damage, and when you cast a spell that deals poison or psychic damage, you can add your Charisma modifier to the damage roll against one of its targets.

If you choose an ally as one of the targets of this spell, one targeted enemy also suffers damage of the same type equal to 1d6 plus your Charisma modifier every round at the beginning of their turn. At the end of each of its turns, the target can attempt a Constitution saving throw against your warlock spell save DC. On a success, the ongoing damage ends. You add an additional 1d6 to the ongoing damage at 11th and 17th level.

Your ally must take damage to gain this bonus. Once you use this feature, you can't use it again until you finish a short or long rest.

Darkest Mirror

Starting at 10th level, you can use a bonus action to close lids of the darkest night over your eyes, allowing you to see invisible creatures as well as into the Ethereal Plane. While using Darkest Mirror, you cannot see any other creatures, including your allies.

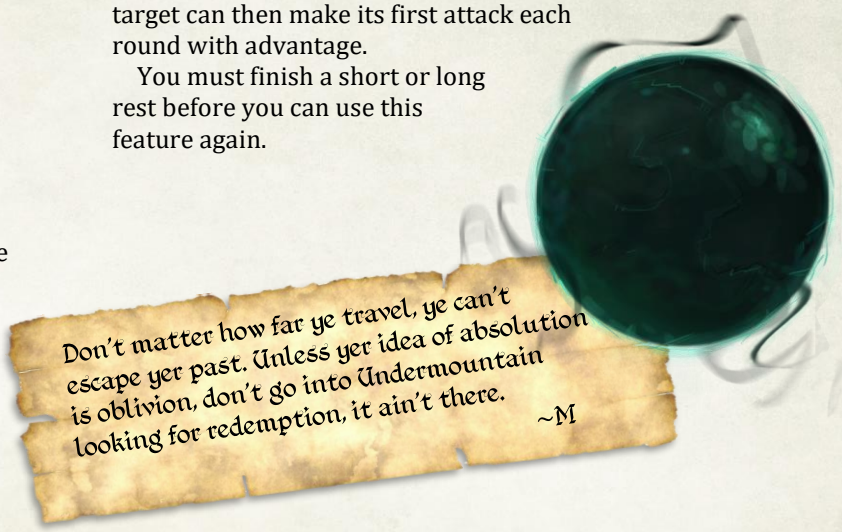
When activated, this feature lasts for rounds equal to 1 + your Charisma modifier. You can end this feature using a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

Passionate Betrayal

Starting at 14th level, as an action, you can whisper dark promises to an enemy within 60 feet, causing them to believe their enemies are friends and their friends are now enemies. The target must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed for 1 minute or until your concentration is broken (as if you are concentrating on a spell). While charmed, the target regards allies as hated enemies until the spell ends and makes every effort to kill them in the most effective way available to it. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends.

When using this feature, you can curse an ally to make all of their attacks, saving throws, and ability checks with disadvantage for the duration, and the target can then make its first attack each round with advantage.

You must finish a short or long rest before you can use this feature again.





Class: Factotum

When heading into the depths of Undermountain, sometimes the party finds itself short a few members. During key moments in a fight the cleric goes down, when a trap is discovered the rogue is nowhere to be found, or someone just needs to hold the door. When someone needs to fill in, look to the factotum!

Flexible Learner

The factotum has spent a lifetime studying famous adventurers and picking up a few of their skills. A factotum is accomplished in just about every trade a dungeoneering party might need, with enough lore to fake what they haven't learned yet, at least for a brief time. Flexible and full of tricks, the factotum always has a solution.

Even a jack of all trades like the factotum specializes somewhat. While all factotums can swing a sword and cast a spell, some focus their efforts studying the great warriors of yore, while others delve into secrets of forgotten spellcasters.

Charlatan and Dilettante

The factotum uses their intelligence and guile to overcome obstacles. They are the consummate dabbler who relies on their ingenuity, but even their tricks run out. Their reliance on secondhand stories and self-taught experience makes it difficult for them to go the distance like other specialists might. Much like a wizard, resting factotums return to their books searching for lore that will help them meet the next day's challenge—or at least find one more gimmick to get out alive.

Creating a Factotum

When creating your factotum, consider what motivates you. Are you seeking to master all knowledge and be the epitome of humanoid development, or are you a charlatan who knows just enough to fake any adventuring role until you strike it rich?

Also consider where you picked up your diverse collection of skills. Did you learn them from other adventurers? Have you studied in a great library? What type of stories and lore most appeal to you?

The Factotum

Level	Proficiency Bonus	Ingenuity Points	Features
1st	+2	1	Ingenuity, Arcane Dilettante (cantrip), Cunning Inspiration
2nd	+2	2	Expertise, Cunning Strike (1d6)
3rd	+2	3	Arcane Dilettante (1st), Factotum Lore
4th	+2	4	Ability Score Improvement
5th	+3	5	Opportunistic Piety (one use)
6th	+3	6	Arcane Dilettante (2nd), Cunning Defense, Cunning Strike (2d6)
7th	+3	7	Cunning Surge (one use), Factotum Lore
8th	+3	8	Ability Score Improvement
9th	+4	9	Opportunistic Piety (two uses), Arcane Dilettante (3rd)
10th	+4	10	Expertise, Cunning Strike (3d6)
11th	+4	11	Cunning Dodge (one use)
12th	+4	12	Ability Score Improvement, Arcane Dilettante (4th)
13th	+5	13	Cunning Strike (4d6), Cunning Surge (two uses)
14th	+5	14	Opportunistic Piety (three uses)
15th	+5	15	Arcane Dilettante (5th), Factotum Lore
16th	+5	16	Ability Score Improvement
17th	+6	17	Cunning Strike (5d6)
18th	+6	18	Cunning Dodge (two uses)
19th	+6	19	Ability Score Improvement
20th	+6	20	Factotum Lore

Quick Build

You can make a factotum quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Dexterity. Second, choose the charlatan background. Third, choose the *fire bolt* cantrip.

Class Features

As a factotum, you gain the following class features.

Hit Points

Hit Dice: 1d8 per factotum level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per factotum level after 1st

Proficiencies

Armor: Light armor, shields
Weapons: Simple weapons
Tools: Thieves' tools
Saving Throws: Dexterity, Intelligence
Skills: Choose any three

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortbow and 20 arrows or (b) a mace
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Studded leather armor, thieves' tools, two daggers and a book of stories

Ingenuity

The factotum is a plunderer of knowledge, learning a warrior's martial forms, a wizard's arcane spells, and even a rogue's skill with locks. While you will never be a master of any field, you always remember something useful when the situation calls for it.

At 1st level, you can always recall some useful story, piece of knowledge, or trick to make it through. Your access to this diverse body of knowledge is represented by a number of ingenuity points. Ingenuity points must be spent to activate many of your class features.

When you spend an ingenuity point, it is unavailable until you finish a short or long rest, at the end of which you regain all of your expended ingenuity back. You must spend at least 30 minutes of the rest period studying your books to regain your ingenuity points.

Arcane Dilettante

Starting at 1st level, you can fake waving your hands about and choke out a few fancy-sounding words that allow you to approximate summoning up the arcane power of a spell. By spending 1 ingenuity point, you are able to cast one of the spells you know.

Intelligence is your spellcasting ability for your spells. You use your Intelligence whenever a spell

refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Each time you gain this feature, you learn a spell from the wizard spell list of the noted level. When you learn a spell from this feature of 1st level or higher, you also gain one spell slot of the same level of the spell you learned. At 1st level you know one cantrip. You gain this feature again at 3rd, 6th, 9th, 12th, and 15th level.

Cunning Inspiration

At 1st level, you can recall some useful bit of knowledge to help you with whatever problem troubles you. You can spend 1 ingenuity point to give yourself a bonus to one roll equal to your Intelligence modifier as a bonus action.

Once within the next 10 minutes, you can add your Intelligence modifier to one ability check, attack roll, or saving throw that you make. You can wait until after you roll before deciding to use your Cunning Inspiration, but you must decide before the DM says whether the roll succeeds or fails. Once your Cunning Inspiration is added to a roll, it is lost. You can have only one Cunning Inspiration at a time.

Expertise

At 2nd level, choose two of your skill proficiencies, or one of your skill proficiencies and one of your tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose two more of your proficiencies (in skills or tools) to gain this benefit.

Cunning Strike

At 2nd level you have studied fighting styles enough to exploit weaknesses in common defenses. Once per turn, you can spend 1 ingenuity point to gain an extra 1d6 damage to one creature you hit with a weapon attack. You cannot use this feature if you have disadvantage on the attack roll.

The amount of the extra damage increases by 1d6 at 6th, 10th, 13th, and 17th level.

Factotum Lore

As much as any factotum possesses a diverse collection of skills, you still must choose a specialty. At 3rd level, the stories and techniques that call to you most allow you to choose a Lore to focus on. The advanced techniques of Factotum Lore may cause you to follow the martial Lore of the Hero or the magical Lore of the Theurge. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Opportunistic Piety

You carry dozens of holy symbols and supposed blessed relics that you claim bring you the favor of the gods. You can always be religious when you need to be. Starting at 5th level, you can spend 2 ingenuity points to channel divine energy as an action. You can use that energy to heal injuries or turn undead.

When you use this feature, you choose which effect to create. You must finish a short or long rest to use this feature again. Beginning at 9th level, you can use your opportunistic piety twice between rests, and at 14th level, you can use it three times between rests. When you finish a short or long rest, you regain all your expended uses.

Heal. As an action, you lay your holy symbol upon a wounded creature and speak a calm blessing. The creature you touch regains a number of hit points equal to your factotum level + 1d6 per point of your Intelligence modifier.

Turn Undead. As an action, you present your holy symbol and speak a harsh prayer censuring the undead. Each undead within 30 feet that can see or hear you must make a Wisdom saving throw equal to your spell save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there is nowhere to move, the creature can use the Dodge action.

Cunning Defense

By 6th level you have learned enough cheap tricks to throw an opponent temporarily off balance, just long enough for you to survive a few more moments. By spending 2 ingenuity points, you may take the Dodge action as a bonus action on your turn.

Cunning Surge

Starting at 7th level, you can push yourself beyond your normal limits for a moment. By spending 3 ingenuity points on your turn, you can take one additional action.

Once you use this feature, you must finish a short or long rest before you can use it again. Beginning at 13th level, you can use this feature twice between rests.

Cunning Dodge

Starting at 11th level, when an attacker that you can see hits you with an attack, you can use your reaction to spend 3 ingenuity points to halve the attack's damage against you.

Once you use this feature, you must finish a short or long rest before you can use it again. Beginning at 18th level, you can use this feature twice between rests.



Factotum Lores

Lore of the Hero

Factotums who delve into Lore of the Hero take on a slightly martial bent. They practice with heavier armor, become proficient with more weapons, and in general move to the front of the fight. They enjoy applying their knowledge directly, relying on their physical prowess.

Bonus Proficiencies

When you choose to devote yourself to the Lore of the Hero at 3rd level, you gain proficiency with medium armor and martial weapons.

Brains over Brawn

At 3rd level, you add your Intelligence bonus as an additional modifier on Strength (Athletics) and Dexterity (Acrobatics) checks. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Intelligence modifier.

Fighting Style

At 7th level you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Extra Attack

Beginning at 15th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Brilliance of Heroes

At 20th level, you have studied the sagas of warrior legends and learned to counterfeit their signature abilities. By spending 5 ingenuity points, you can duplicate one of these class features for one minute. You can only have one of these features active at a time.

Aura of Protection. Whenever you or a friendly creature within 10 feet of you makes a saving throw, the creature gains a bonus to the saving throw equal to your Intelligence modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Stunning Strike. Once per round when you hit another creature with a melee weapon attack, you can attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Rage. You can enter a furious rage. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to your Intelligence modifier.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You can't cast or concentrate on spells while raging.

Your rage ends early if you are knocked unconscious, if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since your last turn. You can also end your rage on your turn as a bonus action.

Lore of the Theurge

Factotums who delve into Lore of the Theurge seek to further develop their spellcasting and magical abilities. They crawl further into lost tomes, seek out lost folklore, and embrace forbidden wisdom. They tend toward the most studious of factotums.

Spellcasting

When you reach 3rd level, you have managed to gather a hodgepodge of true magic to augment your other skills.

Cantrips. You learn two cantrips of your choice from the cleric or wizard spell lists. You learn an additional cleric or wizard cantrip of your choice at 15th level.

Spell Slots. The Lore of the Theurge Spellcasting table shows how many spell slots you have to cast your cleric or wizard spells of 1st level and higher. These slots are added to the number you gain from your Arcane Dilettante class feature. To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know two 1st-level spells of your choice, which you must choose from the cleric or wizard spell lists.

The Spells Known column of the Lore of the Theurge Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be from the cleric or wizard spell lists and must be of a level for which you have spell slots granted by this feature.

Whenever you gain a level in this class, you can replace one of the cleric or wizard spells you know from this feature with another spell of your choice from the cleric or wizard spell lists. The new spell must be of a level for which you have spell slots granted by this feature.

Lore of the Theurge Spellcasting

Factotum Level	Cantrips Known	Spells Known	Spell Slots per Spell Level			
			1st	2nd	3rd	4th
3rd	2	2	1			
4th	2	3	2			
5th	2	3	2			
6th	2	3	2			
7th	2	4	3	1		
8th	2	5	3	1		
9th	2	5	3	1		
10th	3	6	3	2		
11th	3	7	3	2		
12th	3	7	3	2		
13th	3	8	3	2	1	
14th	3	9	3	2	1	
15th	3	9	3	2	1	
16th	3	10	3	2	2	
17th	3	10	3	2	2	
18th	3	10	3	2	2	
19th	3	11	3	2	2	1
20th	3	11	3	2	2	1

Ingenious Recovery

By 7th level you have learned to regain some of your magical energy by reviewing your tomes of lore. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can

have a combined level that is equal to or less than one third of your factotum level (rounded up), and none of the slots can be 4th level or higher.

Ingenious Magic

Beginning at 15th level, you have tapped into the greatest magic of all, your own genius and creativity. You can use your ingenuity points to gain additional spell slots or sacrifice spell slots to gain additional ingenuity points. You can transform unexpended ingenuity points into one spell slot, or the reverse, as a bonus action on your turn at a two-for-one cost (rounded down). For example, it would cost you 4 ingenuity points to create a 2nd-level spell slot, but if you expended a 3rd-level spell slot you could regain 1 ingenuity point.

Any spell slots or ingenuity points that you create with this feature vanish when you finish a long rest.

Brilliance of Theurges

At 20th level, you have read the darkest tomes and made questionable deals with otherworldly powers to pose as a powerful user of magic. By spending 5 ingenuity points as a bonus action, you can duplicate one of these class features for one minute. You can only have one of these features active at a time.

Eldritch Invocation. You whisper a deal to some fell creature that you have no intention of honoring and they foolishly grant you forbidden power. You activate one warlock invocation that has no prerequisites.

Metamagic. You force your own creativity into one of your spells. Each round for the duration you may apply one of the following effects:

- **Careful Spell.** When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 ingenuity point and choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.
- **Distant Spell.** When you cast a spell that has a range of 5 feet or greater, you can spend 1 ingenuity point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 ingenuity point to make the range of the spell 30 feet.
- **Subtle Spell.** When you cast a spell, you can spend 1 ingenuity point to cast it without any somatic or verbal components.

Wild Shape. You magically assume the shape of a beast that you have seen before with a CR of 1 or lower. At the end of the duration you revert to your normal form unless you use this feature again and expend another 5 ingenuity points. You revert to your normal form after 1 minute or by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.
- You retain the benefit of any features from your class, race, or other source, and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Porters, Guides, and Other Hirelings

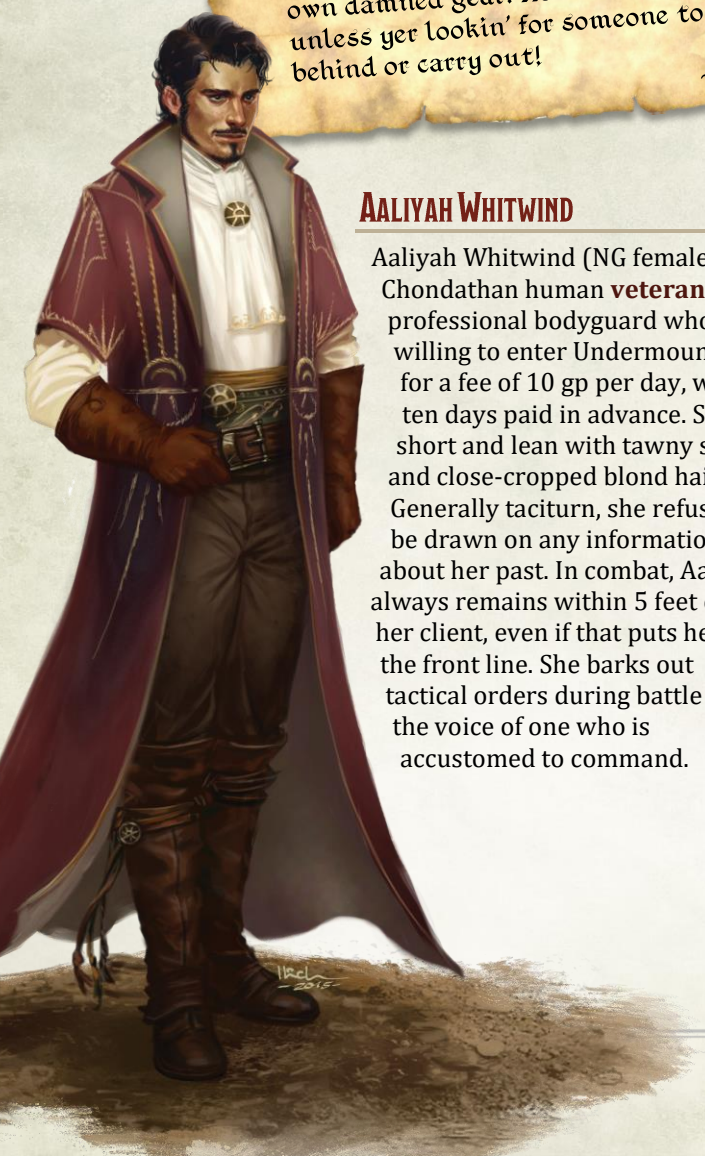
Undermountain has spawned an entire economy in Waterdeep. In the Yawning Portal, you will find numerous people offering their services to those heading down into the great pit.

The following people are listed here:

- Aaliyah Whitwind (bodyguard)
- Dalaba Frug (archer)
- Fargrim Torevir (porter)
- Galvyn Haliworth (torchbearer)
- Hogar (porter)
- Jabari Wintershott (chaplain)
- Maegan Tenpenny (guide)
- Oloric Rakankrak (polebearer)
- Portia Swiftwhistle (guide)
- Satina Erenaeth (shieldbearer)

Look Lord Fancypants, ye can carry yer own damned gear. Never hire a caddy unless yer lookin' for someone to leave behind or carry out!

~M



Aaliyah Whitwind

Aaliyah Whitwind (NG female Chondathan human **veteran**) is a professional bodyguard who is willing to enter Undermountain for a fee of 10 gp per day, with ten days paid in advance. She is short and lean with tawny skin and close-cropped blond hair. Generally taciturn, she refuses to be drawn on any information about her past. In combat, Aaliyah always remains within 5 feet of her client, even if that puts her in the front line. She barks out tactical orders during battle with the voice of one who is accustomed to command.

Dalaba Frug

Dalaba Frug (CG female gnome **scout**) will accompany the party as an archer for 2 gp per day. She has copper-brown skin, blue eyes, and greenish hair. She is chatty and amiable, though not a very good listener. Dalaba giggles when she gets nervous, and she gets very nervous during combat. She is no coward, though, and takes great risks to get a good shot. She takes enormous pleasure in killing monsters, especially goblinoids, and laughs aloud when she does so.

Fargrim Torevir

Fargrim Torevir (LN male hill dwarf **commoner** with 17 Strength) is a professional porter who charges 5 sp per day plus board. He has bristly black hair, a grizzled beard, and beady gray eyes. He is cheerfully crude and enjoys flatulating at inappropriate moments. Fargrim is an essentially lazy and selfish person who looks for any opportunity to cheat his employers. He carries a dagger but does not fight unless necessary to preserve his own life.

Galvyn Haliworth

Galvyn Haliworth (LG male Tethyrian human **commoner**) is seeking employment as a torchbearer, charging a fee of 2 sp per day plus board. He is a middle-aged man with a sizeable gut and an unkempt look about him. Galvyn lost his job as a bookkeeper over a year ago and has been unable to find any other employment, so he is desperate for work. In the dungeon, he holds aloft the torch or other light source, and also acts as a general dogsbody. Galvyn is pathetically anxious to please and continually seeks assurance that he is performing his job well. He is rather cowardly and likely to run if he encounters something truly monstrous.

Hogar

Hogar (CN male half-orc **commoner** with 16 Strength) will serve as a porter for 4 sp per day plus board. He is tall and broad-shouldered, with gray skin, a narrow face, and is missing an ear. He speaks very little common, and rarely says sentences of more than two words. Favorite phrases include, "Hogar carry," "Hogar eat," and "Hogar mad." He is good-natured so far as half-orcs go but loses his temper when startled. Hogar carries a club and fights to defend himself, but otherwise avoids combat.

Jabari Wintershott

Jabari Wintershott (CG male Illuskan human **priest**) is a worshipper of Lliira, goddess of joy, and will accompany the party as a professional chaplain for 4 gp per day, with five days paid in advance. He has dark hair, fair skin, and frosty blue eyes. He wears a black cassock with a small amount of scarlet trim, as well as rugged leather boots. He has little interest in casual conversation but provides warm and helpful advice to those who ask for it. He is unarmed and prefers not to fight but will use offensive spells if asked to.

Maegan Tenpenny

Maegan Tenpenny (NG female lightfoot halfling **commoner**) offers to act as guide to Undermountain for 4 gp per day, with five days paid in advance. She has ruddy skin, sandy brown hair, and narrow, hazel eyes. She is missing two fingers from her left hand, the legacy of an expedition to Undermountain over a year ago, on which she served as a torchbearer. She recalls the layout of the dungeon level reasonably well, although the monsters have changed. She is polite but not overly friendly. Maegan is unarmed and does not fight, but she is brave and will assist in combat however she can.

Oloric Rakankrak

Oloric Rakankrak (LN male mountain dwarf **commoner**) is seeking employment as a polebearer, charging a fee of 1 gp per day plus board. He is young, with smooth features, a bulging nose, a braided black beard, and a shaven head. Oloric is polite, but his tone is always a little sharp. He is, in fact, a misanthrope, but works hard to hide this as it has cost him jobs in the past. He carries with him a 10-foot wooden pole, which he will use to test floors, walls, chests and so on for traps, as directed by his employers. He is quite fearless, but will not fight, as, "that's not my job."

Portia Swiftwhistle

Portia Swiftwhistle (CN female stout halfling **commoner**) is seeking employment as a guide to Undermountain. Her fee is 3 gp per day with ten days paid in advance. She has short, brown hair and wears a finely tailored blue doublet, tan breeches, and high, black boots. Her manners and speech are impeccable. While she claims to have thoroughly explored "four or five levels" of Undermountain, she is a fake and has never actually been down. She is armed with a dagger but flees at the first sign of danger.

Satina Erenaeth

Satina Erenaeth (NG half-elf **veteran** with a shield and AC 18) is a shieldbearer who will accompany the party for 8 gp per day, with five days paid in advance. She is of middle years, with straggly red hair, dull green eyes, and a creased face. Originally from Goldenfields, she has served as a mercenary up and down the Sword Coast. A difficult relationship with her father has left her rather bitter and cynical, but she is a good friend when she comes to trust someone. In combat she serves a purely defensive role, gripping her large shield with two hands and taking the dodge action each round. She can be positioned anywhere, including in the frontline.



Special Rules

Terrain and Hazards

Undermountain and other dungeons are filled with wondrous things, and while dungeoneering, an adventurer needs to watch out for more than just an ambush or clever trap. Sometimes the very ground seeks to do the characters harm.

Generally, these substances are weird quirks of magic and nature that lose their effects if harvested or removed from their environment. The DM might allow the effects to persist when used in construction elsewhere, if it is appropriate for their campaign.

Anchor Mist

This heavy violet fog hovers close to the ground, causing a haze that that is harmless except to those who attempt to teleport or leave their current plane. Creatures in the area cannot use any method of extradimensional movement. They also cannot pass through interdimensional portals that might be created in the area. Extradimensional spaces, such as a *bag of holding*, cannot be accessed while in anchor mist.

Well Sir Spells-a-lot, a cat loves fish but don't like wet feet. Ye can't possibly prepare for everythin' and ye won't plunder Undermountain without takin' a few risks.
~M



Attempting to use such an ability causes the creature to suffer 5d6 force damage. A successful DC 15 Constitution saving throw halves the damage but does not allow extradimensional movement. Abilities that result in repeated extradimensional movement, such as the *blink* spell, suffer the damage each time the effect triggers.

Anchor mist is unaffected by nonmagical winds of any strength but can be dispersed by strong magical winds like those created by *gust of wind* or a *wind fan*.

Blood Rock

When necrotic energy infuses stone, it creates rock streaked with veins of a strange blood-red mineral that pulls at the life force of creatures standing upon it. Any creature standing on blood rock that attacks with a melee weapon scores a critical hit on a roll of 19 or 20. Blood rock has no effect on abilities that allow a creature to score a critical on a number less than 20, such as the Champion's *improved critical* ability.

Blood and other fluids quickly drain from creatures that die on blood rock, leaving dried husks behind in a matter of days.

Bone Fungus

This bulbous, ivory-colored fungus grows on bones left behind in damp underground places. If the fungus is disturbed, it releases spores in a 10-foot radius. Any breathing creature with bones in the area must succeed on a DC 12 Constitution saving throw or, after 1d4 hours, the creature becomes poisoned as the spores begin to infest the creature's bones. While poisoned, the creature is vulnerable to bludgeoning damage and their base speed is decreased 5 feet as their bones partially dissolve.

At the end of each long rest, an infested creature must attempt another saving throw. On a successful save, the creature has shrugged off the disease. For each failed saving throw, their base speed drops an additional 5 feet. If the creature's speed drops to 0, their bones dissolve and they die.

Deadwood

Similar to blood rock, deadwood is infused with necrotic energy. The timber becomes gray and spotted with tiny flecks of red. Undead creatures standing on deadwood gain advantage on saving throws against any effect that turns undead.

Elementum

Powerful magic or a quirk of planar geometry gives solidity to a type of energy (acid, cold, fire, lightning, or thunder), allowing it to be formed into floors or walls. Any creature standing on elementum is infused with that energy, suffering 2d6 damage at the beginning of their turn and causing their successful melee attacks to deal an extra 1d6 damage of the same type as the elementum.

Grasping Mud

This thick, cloying mud has a purple tinge and reaches for those who pass through it, climbing up and binding their limbs. Creatures move through grasping mud at one-quarter speed (moving 1 foot in this extremely difficult terrain costs 4 feet of speed).

Mage Crystal

This iridescent, shimmering crystal is coveted by those who cast spells. When embedded in stone, mage crystal sheds coruscating colors of dim light in a 5-foot radius and increases the DC of spells cast while standing on it by 1.

Scatter Stone

Scatter stone forms in areas of planar instability or locations where powerful teleportation magic has been used. Usually not larger than 40 feet across, scatter stone causes creatures to move in erratic directions. The creature expends its movement as normal, but their movement becomes a series of 5-foot teleportation jumps until their movement has been used up.

While moving through an area infused with scatter stone, randomly determine the direction of a creature's movement every 5 feet. A successful DC 10 Wisdom saving throw allows a creature to choose the direction of every other 5-foot jump. Those deeply in tune with chaos (DM's discretion), such as slaadi and chaos sorcerers, make this saving throw with advantage.

Tremorstone

This pitted rock forms difficult terrain studded with green nodules. The stone is sensitive to vibration and explodes with great force if disturbed. Moving through an area of tremorstone causes the nodules to shatter, flinging dangerous shrapnel for 15 feet around the triggering creature. Creatures in the area suffer 3d6 piercing damage. A successful DC 10 Dexterity save halves the damage.

Once an area of tremorstone has detonated, it takes a week for the nodules to reform.

Moving Around Undermountain

Undermountain is a location that comprises many and varied environments. Adventurers may encounter towering cliffs, yawning chasms, underground lakes, enormous caverns, and twisting tunnels. Hazards and obstacles abound. Dungeon delving heroes will need a diverse set of skills in order to master these challenges!

Climbing

There are many places in Undermountain where an adventurer might need to climb a slope or wall. The *Player's Handbook* states that each foot of climbing movement costs 1 extra foot (2 extra feet in difficult terrain), unless you have a climbing speed. Climbing difficult slopes may require a successful Strength (Athletics) check, at the DMs discretion.

Following are some guidelines and optional rules for climbing.

Climbing DCs. The following table gives suggested DCs for climbing difficult surfaces, based on the conditions you are likely to encounter in Undermountain.

Condition	DC
Easy slope (<45 degrees)	5
Steep slope	10
Vertical slope	15
Smooth surface	+5
Very rough surface	-5
Slippery	+5

Ability Check Frequency. The DM not only decides the DC of the climb, but also how often an ability check needs to be made. There are three common approaches:

- Make a single ability check per climb.
- Make an ability check for especially difficult parts of the climb (such as an overhang).
- Make an ability check every round.

The DM may decide to reduce the DC slightly if more checks are being required, since making more checks increases the chance of a failure.

Dash Action. You may take the dash action while climbing.

Falling. See *Falling* rules below.

Climber's Kit. The *Player's Handbook* details the climber's kit, which includes special boots, gloves, pitons, and other items that assist with climbing. A climber's kit enables you to create anchor points as you climb. Rather than requiring you to specify where the anchor points are, it is simpler to rule that you can't fall more than 25 feet if you are using a climbing kit. You also have advantage on climbing-related ability checks.

Combat. If you have a climbing speed, you can attack while climbing without penalty, otherwise you have disadvantage on attack rolls. If you take damage while climbing, the DM may require you to make a successful Strength (Athletics) check to prevent a fall.

Falling

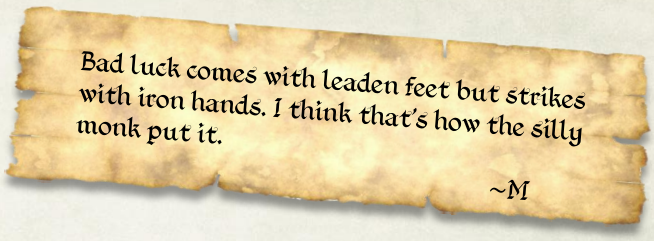
Falling from a height is a significant risk in certain parts of Undermountain. The *Player's Handbook* states that you take 1d6 bludgeoning damage for every 10 feet you fell, to a maximum of 20d6. You also land prone, unless you somehow avoid taking damage from the fall. Following are some guidelines and optional rules for falling.

Falling Height. When you are climbing and fall, it is sometimes unclear how far you have fallen. In those instances, you can roll percentile dice to determine how far up the climb surface you had progressed when the fall occurred.

Non-vertical Slopes. If falling down a steep slope (more than 45 degrees but less than 90 degrees), then the first 10 feet of falling does no damage, but after that falling damage is calculated as normal. If falling down an easy slope (45 degrees or less), the first 20 feet of falling does no damage.

Falling onto Yielding Surfaces. If falling onto a yielding surface (such as a patch of thick vegetation), the first 10 feet of falling does no damage.

Falling into Water. If falling into water, the first 40 feet of falling does no damage.



Swimming

Underground lakes and streams abound in Undermountain, and adventurers should expect to get wet. The *Player's Handbook* states that each foot of swimming movement costs 1 extra foot (2 extra feet in difficult terrain), unless you have a swimming speed.

After each hour of swimming, if you do not have a swimming speed you must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. If you do not have a swimming speed, you have disadvantage on weapon attacks unless using a dagger, javelin, crossbow, shortsword, spear, or trident.

Following are some guidelines and optional rules for swimming.

Heavy Armor. You can swim while wearing heavy armor, but you have disadvantage on your hourly Constitution saving throw.

Difficult Terrain. Difficult terrain while swimming indicates especially rough water.

Floating. You may decide to float in the water rather than swim. In that case, the DC 10 Constitution saving throw is required every two hours.

Rope Use

A good rope is one of the most perennially useful items a party will possess, especially in the hazardous world of Undermountain. Following are some guidelines and optional rules for rope use.

Grappling Hooks. Throwing a grappling hook and securing it to an anchor point requires a successful Strength (Athletics) check. For distances of up to 20 feet, use DC 10. Increase the DC by 2 for every additional 10 feet of distance. If the target anchor point is especially difficult to hit (for example, a single iron rod sticking out of a cliff), the roll is made with disadvantage.

Climbing with a Rope. Rope-assisted climbing checks are made with advantage.

Lasso. An ordinary rope may be turned into a lasso. A lasso is a ranged martial weapon with the following properties:

Name	Cost	Damage	Weight	Properties
Lasso	5 sp	-	2 lb.	Special, thrown (range 10/20)

A Large or smaller creature hit by a lasso is Restrained until it is freed. A lasso has no effect on creatures that are formless, or creatures that are Huge or larger. Treat a completely stationary target as having AC 10.

A creature caught by a lasso can use its action to make a DC 10 Dexterity check, freeing itself or another creature within its reach on a success. Dealing 3 slashing damage to the lasso (AC 10) also frees the creature without harming it, ending the effect and turning the lasso into a cut rope.

Walking a Tightrope. Walking along a piece of rope stretched tightly between two points requires a successful Dexterity (Acrobatics) check. For distances of up to 50 feet, use DC 20. Increase the DC by 1 for every additional 10 feet of distance. If you fail the check, you lose your balance and must make a successful DC 10 Dexterity saving throw to grab the rope and prevent a fall. A second rope strung across at waist height or chest height gives you advantage on the initial ability check and any saving throw in case of falling.

Crawling a Tightrope. Easier than walking a tightrope is to hang below it, gripping it with your legs and arms and crawling along upside down. For distances of up to 50 feet, a DC 12 Strength (Athletics) check is required. Increase the DC by 1 for every additional 10 feet of distance. If you fail the check, you lose your grip with either hands or legs and must make a successful DC 10 Strength saving throw to cling on.

Excavation

If you are equipped with shovels and/or miner's picks, you have a burrowing speed of 1 foot while digging in dirt or loose rock. An exception is dwarves, who have a burrowing speed of 2 feet. You cannot dig through solid stone using these tools.

Spells

Yer gonna need magic to make it out of Undermountain in one recognizable piece. Be sure yer spellcasters come prepared to really help out and not just toss around the odd fireball.
~M

Class Spell Lists

Bard Spells

2nd Level
Cloud of Bewilderment
Nightmare Lullaby

4th Level
Stone Splinter

5th Level
Cacophonic Burst

Cleric Spells

1st Level
Light of Lunia
Veil of Shadow

2nd Level
Rapid Burrowing

3rd Level
Armor of Darkness
Withering Palm

6th Level
Sarcophagus of Stone

Druid Spells

Cantrips
Melf's Malicious Gravel

1st Level
Fist of Stone
Sandblast
Tenser's Expedient Pit

2nd Level
Rapid Burrowing

3rd Level
Melf's Exploding Icicle

4th Level
Stone Spiders
Stone Splinter

6th Level
Stone Tell

Paladin Spells

1st Level
Light of Lunia

3rd Level
Angelskin
Flashburst

Ranger Spells

1st Level
Fist of Stone
Tenser's Expedient Pit

2nd Level
Rapid Burrowing

Sorcerer Spells

Cantrips
Melf's Malicious Gravel

1st Level
Corrosive Grasp
Fist of Stone
Light of Lunia
Sandblast
Tenser's Expedient Pit
Veil of Shadow

2nd Level
Cloud of Bewilderment
Force Ladder
Malevolent Miasma
Rapid Burrowing

3rd Level
Flashburst
Melf's Exploding Icicle

4th Level
Blast of Flame
Stone Splinter

5th Level
Cacophonic Burst

7th Level
Power Word Blind

Warlock Spells

1st Level
Corrosive Grasp

2nd Level
Cloud of Bewilderment
Malevolent Miasma

3rd Level
Withering Palm

Wizard Spells

Cantrips
Melf's Malicious Gravel

1st Level
Corrosive Grasp
Fist of Stone
Light of Lunia
Sandblast
Tenser's Expedient Pit
Veil of Shadow

2nd Level
Claws of Darkness
Cloud of Bewilderment
Force Ladder
Malevolent Miasma
Rapid Burrowing

3rd Level
Flashburst
Melf's Exploding Icicle

4th Level
Blast of Flame
Stone Spiders
Stone Splinter

5th Level
Cacophonic Burst

7th Level
Power Word Blind

Spell Descriptions

Angelskin
3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute

You touch a willing creature and its skin takes on a soft, golden glow. Until the spell ends, the target has resistance to all damage inflicted by the following types of creatures: aberrations, elementals, fiends, and undead.



Armor of Darkness
3rd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 8 hours

You touch a willing creature and it is enveloped by a shroud of swirling, dark shadows that make it difficult to see, although the target can see through the shadows clearly. Until the spell ends, the target's AC can't be less than 18, regardless of what kind of armor it is wearing. The target also has advantage on Dexterity (Stealth) checks in areas of dim light or darkness.

Blast of Flame
4th-level evocation

Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a bit of wick soaked in oil)
Duration: Instantaneous

Thick sheets of flame blast out from your hands. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 7d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Cacophonic Burst
5th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

A burst of low, discordant noise erupts from a point you choose within range. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw. A target takes 8d6 thunder damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

Claws of Darkness
2nd-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your arms and hands elongate into enormous, shadowy black claws. When you cast the spell, and as an action on your subsequent turns, you can use your claws to make a melee spell attack against a creature you can see within 20 feet of you. On a hit, the target takes 2d10 necrotic damage. Alternatively, you may attempt to grapple a creature you can see within 20 feet of you with the claws, using your spellcasting ability modifier to resolve the grapple.

The arms and claws are an extension of your body and may be attacked like any other part of yourself.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Cloud of Bewilderment
2nd-level conjuration

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S, M (a rotten egg)
Duration: Concentration, up to 1 minute

You exhale nauseating vapors which form a 10-foot-radius cloud around you. Until the spell ends, the cloud moves with you, centered on you, and its area is lightly obscured. When a creature enters the cloud for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. On a failed save, it is poisoned until the end of your next turn. You are unaffected by the vapors.

Corrosive Grasp
1st-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Your hand becomes momentarily coated with a thick layer of acid. Make a melee spell attack against a creature you can reach. On a hit, the target takes 4d6 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Fist of Stone
1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a pebble inscribed with a stylized fist)
Duration: 1 minute

Your hand transforms into living stone. For the duration, your unarmed strikes deal bludgeoning damage equal to 1d6 + your Strength modifier and you are proficient with your unarmed strikes. Attacks with your stone fist are considered magic weapon attacks.

Flashburst
3rd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of clear quartz)
Duration: Instantaneous

Dazzling white light flashes in a 20-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature is blinded for 1 minute. On a successful save, it isn't blinded by this spell.

A creature blinded by this spell makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Force Ladder
2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a miniature silver ladder)
Duration: 10 minutes

You create a ladder made entirely of force energy. The ladder is 2-feet wide with rungs spaced 1 foot apart. You must specify the length when you cast the spell, up to 100 feet. The ladder is transparent but can be faintly seen in bright light. Regardless of its length, it weighs 1 pound and can carry up to 1000 pounds of weight.

Light of Lunia
1st-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You begin to glow with the silvery radiance of Lunia, the first layer of Celestia. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can use an action to fire a ray of silver light toward a creature within range. Make a ranged spell attack against the target. On a hit, the creature takes 2d6 radiant damage. Firing the ray shrinks your silvery radiance by half. You can then use an action to fire a second ray of silver light like the first. Your silvery radiance then disappears.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Malevolent Miasma
2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (three polished gray stones)
Duration: 1 round

You create a 15-foot-radius sphere of toxic gray fog centered on a point you choose within range. The fog spreads around corners. Its area is lightly obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 3d6 poison damage on a failed save, or half as much damage on a successful one. On a failed save, the creature is also poisoned until the end of your next turn. Creatures are affected even if they hold their breath or don't need to breathe.

Melf's Malicious Gravel
Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Clouds of loose stones and debris hurl themselves at a creature you can see within range. The target must make a Dexterity saving throw. On a failed save, a creature takes 1d10 bludgeoning damage, or half as much damage on a successful save. This spell cannot be cast if there is no small debris within 10 feet of the target.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Melf's Exploding Icicle
3rd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a glass splinter)
Duration: Instantaneous

A large icicle forms in your hands and streaks to a point you choose within range before exploding into a maelstrom of icy shards. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 3d8 cold damage and 2d6 piercing damage on a failed save, and its speed is halved until the start of your next turn. A target takes half as much damage on a successful save and its speed is not halved.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by 1d8 for each slot level above 3rd.

Nightmare Lullaby

2nd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You sing a disturbing lullaby to one creature of your choice within range. The target must make a Wisdom saving throw. On a failed save, the target enters a strange, surreal state like a waking nightmare. The target feels surrounded by dangerous threats and attacks a randomly determined target within reach. A deafened creature automatically succeeds on the save.

At the end of each of its turns, an affected creature can make a Wisdom saving throw. If it succeeds, the effect ends.

Power Word Blind

7th-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You speak a word of power that causes one creature you can see within range to become blinded. If the target has more than 200 hit points, the spell has no effect.

The blinded target must make a Wisdom saving throw at the end of each of its turns. A successful save ends the blindness.

Rapid Burrowing

2nd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (a mole claw)
Duration: Concentration, up to 10 minutes

Your hands become large, mole-like paws, and you gain a burrowing speed of 20 feet for the duration.

Sandblast

1st-level evocation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

As you sweep your hands in an arc, a scouring blast of sand sprays from your fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d6 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Sarcophagus of Stone

6th-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

Raw stone erupts from the ground, enclosing a creature you choose within range in a natural sarcophagus. The target must be Large or smaller and must be standing on the ground for the spell to take effect. The target must succeed on a Dexterity saving throw with disadvantage to avoid being trapped.

The sarcophagus is exactly large enough to hold the trapped creature. It is completely airtight with enough air to last one hour. While in the sarcophagus, the target has a speed of 0 but can otherwise take actions. The sarcophagus has AC 17 and 50 hit points per side, and it is immune to poison and psychic damage.

Stone Spiders

4th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (one pebble per creature created)
Duration: Concentration, up to 1 hour

You transform two pebbles into enormous spiders made from stone. These creatures have the statistics of regular **giant spiders** except with AC 16. A stone spider reverts to a pebble when it drops to 0 hit points or when the spell ends. The stone spiders are friendly to you and your companions. They obey any verbal commands that you issue to them (no action

required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional stone spider for each slot level above 4th.

Stone Splinter
4th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point your finger at a stone object or stone creature you can see within range and cause it to split apart, taking 10d6 force damage. A stone creature may make a Constitution saving throw, taking half damage on a successful save.

Stone Tell
6th-level divination

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 10 minutes

You touch a stone object or surface, granting it an Intelligence of 8 and the ability to speak one language you know. The stone remembers the previous 24 hours and can describe any creatures that were in the vicinity, what they did, and any other noteworthy events that took place. The stone cannot describe the contents of any conversations unless they were in the language you have given it.

Tenser's Expedient Pit
1st-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute

You create a magical pit in an unoccupied space of your choice within range. The pit must be anchored to a solid surface such as a floor, wall, or ceiling. It may not be created in mid-air or on a liquid surface that isn't frozen over. The pit is 10 feet wide, 10 feet across, 10 feet deep, and lasts for the duration.

The interior of the pit exists in an extradimensional space, so the pit can't be used to enter a lower cave, room, or tunnel from above. When the pit disappears, any creatures or objects still in the pit are safely ejected to an unoccupied space nearest to the place on which you cast the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the size of the pit by a 10-foot cube and the duration by 1 minute for each slot level above 1st.

Veil of Shadow
1st-level illusion

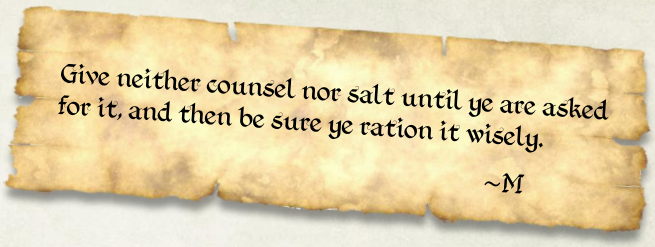
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

Swirling wisps of purple darkness rise from the ground, concealing you from sight. For the duration, you have advantage on Dexterity (Stealth) checks. In addition, if you do not move or take actions in an area of dim light or darkness, you become invisible.

Withering Palm
3rd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Your palm glows with a nauseating green light and can suck the life force from your enemies. Make a melee spell attack against a creature you can reach. On a hit, the target takes 4d10 necrotic damage and suffers one level of exhaustion.



New Magic Items

New Magic Items

Item	Rarity
Anklet of Hobbling	Rare
Anklet of Walking	Uncommon
Armband of Healing	Rare
Armband of Strength	Rare
Arrow of Holding	Rare
Badge of Freedom	Rare
Balance of Power	Rare
Cane of Armament	Rare
Cane of Detection	Uncommon
Cape of Disguise	Uncommon
Cape of Protection	Uncommon
Chalice of Detection	Uncommon
Drum of Silence	Uncommon
Drums of Panic	Uncommon
Dust of Sleeping	Uncommon
Fan of Dancing	Rare
Flute of Courage	Uncommon
Flute of the Faerie	Rare
Greenstone Amulet	Very rare
Handkerchief of Length	Uncommon
Harp of Assistance	Rare
Harp of Silence	Uncommon
Hasp of Locking	Uncommon
Heart of Stone	Rare
Leaf of Falling	Rare
Lens of Perspicacity	Rare
Libram of Evaluation	Uncommon
Log of Burning	Common
Mirror of Divination	Rare
Mirror of Reading	Uncommon
Muzzle of Training	Uncommon
Nail of Pointing	Uncommon
Nightcap of Vision	Uncommon
Oars of Rowing	Common
Ointment of Soothing	Rare
Pipe of Smoking	Uncommon
Rake of Smoothing	Rare
Rattle of Death	Very rare
Rattle of the Elements	Rare
Ring of Gargoyles	Rare
Saw of Cutting	Uncommon
Scepter of Light	Uncommon
Twisted Claw	Very rare
Wax of Hearing	Uncommon
Wheel of Burning	Rare
Whistle of Beasts	Uncommon
Whistle of Stopping	Uncommon
Xylophone of Xenomorphy	Rare
Yoke of Obedience	Rare
Zoster of Zeal	Rare

Magical gear can be useful, but make sure you know what you got before you drop in and expect it to save yer life. Also, don't be afraid to check the expiration on that staff o' healing yer pal's got.

~M

Anklet of Hobbling

Wondrous item, rare

Any creature wearing this delicate golden anklet has its speed reduced by half. It can only be placed on an unwilling creature if the creature is incapacitated. The anklet can only be removed by the creature who attached it, or by a *remove curse* spell.

Anklet of Walking

Wondrous item, uncommon

While wearing this anklet, you can stand on and move across any liquid surface as if it were solid ground.

Armband of Healing

Wondrous item, rare

This copper armband bears the insignia of two snakes entwined about a staff. While wearing this armband, any healing spell you cast cures the maximum possible damage. Once you have used this property of the armband, it can't be used again until the next dawn.

Armband of Strength

Wondrous item, rare (requires attunement)

Your Strength score is 20 while you wear this armband. It has no effect on you if your Strength is 20 or higher without it.

Arrow of Holding

Weapon, rare

If a creature takes damage from this arrow, it must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. This does not affect the undead. At the end of each of its turns, the paralyzed target can make another Wisdom saving throw. On a success, the effect ends on the target.

Badge of Freedom

Wondrous item, rare (requires attunement)

This silver pin has gilt edges and is shaped like a pair of tiny wings. While wearing it, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Balance of Power
Wondrous item, rare
When a gem worth at least 500gp is placed on the right-hand tray of this brass scale, the gem is destroyed, and one ability score selected by the user is raised to 20 for a period of 24 hours. Once you have used this property of the balance, it can't be used again until the next dawn.

Cane of Armament
Wondrous Item, rare (requires attunement)
This item appears to be an ordinary walking cane. While holding it, you can use a bonus action to transform it into a *rapier +1*, or to transform it back into a walking cane.

Cane of Detection
Wondrous item, uncommon (requires attunement)
If you tap this walking cane on a wall, floor, or door, it will cause any traps built into that structure to glow faintly for one minute. Upon detecting a trap, the cane expends a charge. It has 3 charges, and it regains 1d3 expended charges daily at dawn.

Cape of Disguise
Wondrous item, uncommon (requires attunement)
While wearing this plumed crimson cape, you can use an action to cast the *disguise self* spell at will. The spell ends if the cape is removed.

Cape of Protection
Wondrous item, uncommon (requires attunement)
While wearing this tattered green cape, you can use an action to cast the *stinking cloud* spell.

Chalice of Detection
Wondrous item, uncommon
This chalice is made of beautiful crystal. If it is filled with water and brought within 5 feet of poison, the water turns a sickly green hue. Poisonous monsters, gasses, weapons, and traps all trigger this effect. The water remains green even if the chalice is moved more than 5 feet away from the poison. The chalice must be emptied and refilled before it is reused. Once you have used this property of the chalice, it can't be used again until the next dawn.

Drum of Silence
Wondrous item, uncommon
While you hold this small hand drum, you can use an action to strike it and cast the *silence* spell with the area of effect centered on yourself. Once you have used this property of the drum, it can't be used again until the next dawn.

Drums of Panic
Wondrous item, uncommon
When you use an action to play these small hand drums, each creature within 30 feet that is hostile toward you and hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute.

A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these drums for 24 hours. Once you have used this property of the drums, it can't be used again until the next dawn.

Dust of Sleeping
Wondrous item, uncommon
Usually found in a small leather sack, this powder resembles fine, white sand. There is enough of it for one use. When you use an action to throw a handful of the dust into the air, each creature that needs to breathe within 10 feet of you must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute until the sleeper takes damage or someone uses an action to shake or slap the sleeper awake. You are immune to the effect.

Fan of Dancing
Wondrous item, rare
While holding this fan, you can use an action to wave it at one creature within 10 feet. The target begins a comic dance in place for 1 minute. Creatures that can't be charmed are immune to this effect.

A dancing creature has a speed of 0 feet and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the effect ends.



Once you have used this property of the fan, it can't be used again until the next dawn.

Flute of Courage

Wondrous item, uncommon

You must be proficient with wind instruments to use this flute. If you play the flute as an action, each humanoid that can hear you in a 20-foot-radius sphere is immune to being frightened for up to 1 minute. Once you have used this property of the flute, it can't be used again until the next dawn.

Flute of the Faerie

Wondrous item, rare

You must be proficient with wind instruments to use this flute. If you play the flute as an action, you summon fey creatures that appear in unoccupied spaces that you can see within 90 feet.

Roll on the following table to determine what appears:

d10	Fey
1	8 boggles*
2	8 blink dogs
3	8 pixies
4	8 sprites
5	4 darklings*
6	4 satyrs
7	2 dryads
8	2 quicklings*
9	1 darkling elder*
10	1 sea hag

* These creatures are from *Volo's Guide to Monsters*.

Greenstone Amulet

Wondrous item, very rare (requires attunement)

This green gemstone is fist sized and glows faintly when attuned to you. While bearing this item, you are immune to psychic damage, any effect that would sense your emotions or read your thoughts, divination spells, and the charmed condition.

The item even foils *wish* spells and spells—or effects of similar power—used to affect your mind or to gain information about you.

Handkerchief of Length

Wondrous item, uncommon

This item appears to be a normal silk handkerchief. However, when you place it in your pocket and speak the command word, you can then pull from your pocket a 50-foot long line of multicolored handkerchiefs tied to each other. This functions exactly like a regular piece of rope.

When you stuff the handkerchief rope back in your pocket, it reverts to the original handkerchief.

Harp of Assistance

Wondrous item, rare

When you use an action to play this small lap harp, you cast the *planar ally* spell. Once you have used this property of the harp, it can't be used again for a tenday.

Harp of Silence

Wondrous item, uncommon

When you use an action to play this small lap harp, you cast the *silence* spell with the area of effect centered on yourself. Once you have used this property of the harp, it can't be used again until the next dawn.

Hasp of Locking

Wondrous item, uncommon

When you place this hasp on a closed door, window, gate, chest, or other entryway, it becomes locked. Only you can remove the hasp, although casting *knock* on the object suppresses the magic of the hasp for 10 minutes. Otherwise, the locked object cannot be opened except by breaking it.

Heart of Stone

Wondrous item, rare (requires attunement)

While holding this small, heart-shaped piece of granite, you cannot be frightened.

Leaf of Falling

Wondrous item, rare (requires attunement)

This charm is shaped like a small silver leaf. When you fall while wearing this charm, you descend 60 feet per round and take no damage from falling.

Lens of Perspicacity

Wondrous item, rare (requires attunement)

This crystal lens fits over one eye. While wearing it, you can speak a command word and have truesight out to 120 feet for the next 10 minutes. Once you have used this property of the lens, it can't be used again until the next dawn.

Libram of Evaluation

Wondrous item, uncommon

This small book has an embossed leather cover and is filled with a comprehensive index of gemstones and art objects alongside the market value of each. Any such object possessed by the adventuring party is magically listed in the book and can be found with a few minutes' searching.

Log of Burning
Wondrous item, common
This small log may be set on fire with a single spark. It is not consumed by the flames and continues to burn forever until doused.

Mirror of Divination
Wondrous item, rare
While holding this hand mirror, you can ask a single question concerning a specific goal, event, or activity to occur within a tenday. A ghostly face appears in the mirror and offers a truthful reply, which might be a short phrase, a cryptic rhyme, or an omen. Once you have used this property of the mirror, it can't be used again until the next dawn.

Mirror of Reading
Wondrous item, uncommon
While holding this hand mirror, you can use an action to speak its command word and activate it. It remains activated for one hour, during which time you understand any written language that you see reflected in the mirror's surface. Once you have used this property of the mirror, it can't be used again until the next dawn.

Muzzle of Training
Wondrous item, uncommon
This leather muzzle can be placed on any creature of the beast type that has a snout, with the muzzle magically growing or shrinking to fit correctly. While a creature is wearing the muzzle, any Wisdom (Animal Handling) checks made against it have advantage.

Nail of Pointing
Wondrous item, uncommon
This object appears to be a common carpentry nail. However, you can command the nail to point to any nonmagical object, and it will turn and point toward the object for 10 minutes. There is no limit to the nail's range, but the object must be on the same plane of existence. The nail can only be used to point at inanimate, non-magical objects. It can't point to living, undead, or constructed creatures. Once you have used this property of the nail, it can't be used again until the next dawn.

Nightcap of Vision
Wondrous item, uncommon
Wearing this nightcap grants you darkvision. You can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Oars of Rowing
Wondrous item, common
These items look like regular boat oars and are usually found in pairs. When you attach these oars to the oarlocks of a boat, you can speak a command word and cause the oars to row the boat on their own at a speed of 2 mph for up to 12 hours. Speaking the command word again causes the oars to cease.

Ointment of Soothing
Wondrous item, rare
This tin jar, 2 inches in diameter, contains 1d4 + 1 doses of a thick pink mixture that smells faintly of lavender. As an action, one dose of the ointment can be applied to the skin, and it removes any exhaustion you are suffering and cures any disease or poison affecting you.

Pipe of Smoking
Wondrous item, uncommon
When you light and puff this pipe, you create a 20-foot-radius sphere of thick gray smoke centered on yourself. The sphere spreads around corners, and its area is heavily obscured. Each creature other than yourself that is completely within the smoke at the start of its turn must make a DC 10 Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

The smoke lasts for one hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once you have used this property of the pipe, it can't be used again until the next dawn.

Rake of Smoothing
Wondrous item, rare
When you drag this rake behind you it obliterates all tracks and other traces of your passage. You can't be tracked except by magical means.

Rattle of Death
Wondrous item, very rare
As an action, you can point and shake this wooden rattle at one creature you can see within 60 feet. Necrotic energy washes through the target, causing it excruciating pain. It must make a Constitution saving throw, taking 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this item rises at the start of your next turn as a **zombie** that is permanently

under your command, following your orders to the best of its ability.

Once you have used this property of the rattle, it can't be used again until the next dawn.

Rattle of the Elements

Wondrous item, rare

When you shake this tin rattle, you call forth an elemental servant. Choose an area of air, earth, fire, or water, which fills a 10-foot cube within range. An elemental of challenge rating 5 or lower, appropriate to the area you chose, appears in an unoccupied space within 10 feet of it. (For example, a fire elemental could emerge from a bonfire.) The elemental disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions and obeys any verbal commands that you issue to them.

Once you have used this property of the rattle, it can't be used again until the next dawn.

Ring of Gargoyles

Ring, rare (requires attunement)

While wearing this ring, you use your action to summon a pair of **gargoyles** that appear in unoccupied spaces that you can see within range. A gargoyle summoned by this ring disappears when it drops to 0 hit points or after 1 hour.

The gargoyle is friendly to you and your companions, and it obeys any verbal commands that you issue to it (no action required by you). This property of the ring can't be used again until the next dawn.



Saw of Cutting

Wondrous item, uncommon

As an action, you can speak the saw's command word and for the next 10 minutes the saw can cut through any non-magical wood, metal, or stone, at the rate of 1 foot per minute. Once you have used this property of the saw, it can't be used again until the next dawn.

Scepter of Light

Wondrous item, uncommon

This short, gold-plated rod is capped by a clear crystal orb. As an action, you can speak the scepter's command word and for the next hour, a 60-foot-radius sphere of bright light spreads out from the orb. Dim light is shed for an additional 60 feet. If any of this lit area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Once you have used this property of the scepter, it can't be used again until the next dawn.

Twisted Claw

Wondrous item, very rare (requires attunement)

This small silver sculpture is shaped like a beast's twisted claw. You can use your action to point the claw at a target you can see within 60 feet of you. The target must make a DC 15 Constitution saving throw, becoming incapacitated with excruciating pain for 1 minute on a failed save.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends on the target. This property of the item can't be used again until the next dawn.

Wax of Hearing

Wondrous item, uncommon

This tin container, 2 inches in diameter, contains 1d6 + 1 applications of pale wax. As an action, you can take one application of the wax, roll it into two small balls, and insert them into your ears. This enables you to create an invisible sensor in a location up to a mile away that you have visited or seen before. The sensor remains in place for one hour, and it can't be attacked or otherwise interacted with. You can hear through the sensor as if you were in its space.

Wheel of Burning

Wondrous item, rare

This wheel is about two inches in diameter and is constructed from black iron. If you place it on the ground and use an action to speak its command word, a ringed wall of fire appears, 20 feet in

diameter, 20 feet high, 1 foot thick, with the wheel at the center. The wall is opaque and lasts for 1 minute.

Any creature that enters the wall or ends it turn there must make a Dexterity saving throw. On a failed save, the creature takes 5d8 fire damage, or half as much damage on a successful save.

Once you have used this property of the wheel, it can't be used again until the next dawn.

Whistle of Beasts

Wondrous item, uncommon

When you blow this tin whistle, you summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Choose one of the following options, or roll on the following table, to determine what appears:

d10	Beasts
1	4 apes
2	4 black bears
3	2 lions
4	2 tigers
5	2 brown bears
6	2 giant eagles
7	2 dire wolves
8	2 giant spiders
9	1 giant boar
10	1 saber-toothed tiger

Each beast is also considered fey, and it disappears when it drops to 0 hit points or after 1 hour. The summoned creatures are friendly to you and your companions, and they obey any verbal commands that you issue to them.

Once you have used this property of the whistle, it can't be used again until the next dawn.

Whistle of Stopping

Wondrous item, uncommon

When you blow this silver whistle, choose a humanoid that you can see within range. The target must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Once you have used this property of the whistle, it can't be used again until the next dawn.

Xylophone of Xenomorphy

Wondrous item, rare

This item comprises a wooden mallet and three small wooden bars affixed to a frame. If you use an action to strike the wooden bars, you may transform a creature you can see within 60 feet into a hideous new form. An unwilling creature must make a successful DC 18 Wisdom saving throw to avoid the effect.

The transformation lasts for 1 hour. The new form can be any aberration whose challenge rating is equal to or less than the target's challenge rating or level. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen aberration. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Once you have used this property of the xylophone, it can't be used again until the next dawn.

Yoke of Obedience

Wondrous item, rare

This round, flat piece of soft leather has a hole in the center that fits comfortably over the head. If you place the yoke on a sleeping humanoid, that creature is charmed by you for 1 hour upon waking. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, the target ceases to be charmed in this way. Once you have used this property of the yoke, it can't be used again until the next dawn.

Zoster of Zeal

Wondrous item, rare

This is a wide leather belt covered in bronze plates. Upon donning this item, you have a +2 bonus to all attack and damage rolls for one minute. Once you have used this property of the zoster, it can't be used again until the next dawn.

Well, I've said enough. And I've got my own business to attend to—after all, the ass that brays most eats least. Good luck to ye!

~M