

Exploring the Dungeon

Heritages

Many of the species that dwell in Underland's winding caverns are little known on the surface world. Only the most well-traveled mycelials, ooze-folk, rockborn, or motley have seen the light of the sun. Ratlings and doppelgangers, on the other hand, are familiar to, though rarely welcomed by, aboveground communities.

Doppelganger

Doppelganger Traits

Characters with the doppelganger heritage share the following traits:

Age. Doppelgangers age much as humans do, typically living a century or less. Their apparent age is a matter of choice.

Size. In their true form, doppelgangers can stand anywhere from 3 to 6 feet tall, but they can adopt the size and build of any Small or Medium humanoid. Your true size is Small or Medium.

Speed. 30 feet.

Darkvision. You have darkvision out to 60 feet.

Shapeshifter. As an action, you can change your form and your voice to that of any Small or Medium humanoid creature you have seen before, or back into your true form. Your clothing and equipment are not transformed. You revert to your true form if you die.

Doppelganger Gifts

In addition to the traits found in your doppelganger heritage, select one of the following gifts.

Mindsight

You gain an expertise die on Deception and Insight checks.

Telepathy

You can speak telepathically to any creature within 30 feet of you that you can see. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

Doppelganger Paragon

When you reach 10th level, you gain the following paragon gift.

Read Thoughts

As an action, you can magically read the surface thoughts of one creature within 60 feet that you can see. Additionally, until the end of your next turn, you have advantage on attack rolls and Deception, Insight, Intimidation, and Persuasion checks against the creature. You can use this trait a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Suggested Cultures

While you can choose any culture for your doppelganger character, the following cultures are linked closely with this heritage: cosmopolitan, faceless, itinerant, kithbáin halfling, Underlander.

Mycelial

Mycelial Traits

Characters with the mycelial heritage share a variety of traits in common with one another.

Age. Mycelials grow from spores and mature quickly. In mycelial communities, a sporeling is considered an adult by the age of 3. They usually live about 30 years, although mycelials who form bonds with longer-lived creatures have been known to live as long as the creatures they're bonded with.

Size. Small.

Speed. 30 feet.

Darkvision. You have darkvision out to 60 feet.

Plant. You are a plant in addition to a humanoid. So long as rocks and soil are available, you can sustain yourself without other sources of food, although you still require water. While exploring, you consume 1 Supply every other day before suffering fatigue.

Soft Bodied. You can squeeze or contort through spaces as if you were one size category smaller than you are.

Spore Cloud. Mycelials naturally produce poisonous spores, which they can use to attack or defend themselves.

You can use a bonus action to release a puff of poisonous spores in a 5-foot-radius area centered on you. The spores lightly obscure the area and linger in air or water for 1 minute or until dispersed by a strong wind or current. Non-plant creatures that enter the area for the first time on a turn or start their turn there must make a Constitution saving throw. On a failure, the creature takes 1d6 poison damage and is poisoned until the end of its next turn. The DC for this saving throw equals 8 + your proficiency bonus + your Constitution modifier. The poison damage increases to 2d6 at 4th level, 3d6 at 9th level, 4d6 at 14th level, and 5d6 at 19th level.

Once a creature has been affected by the spores, it is immune to this effect for 24 hours. You can use this trait a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Mycelial Gifts

Choose one of the following heritage gifts.

Adaptability

You can change your body to survive various environments. You gain resistance to poison damage. In addition, whenever you finish a long rest, you can choose one of the following forms:

- **Amphibious.** You can breathe underwater and gain a swim speed equal to your walking speed.
- **Arboreal.** You gain a climb speed equal to your walking speed. When you fall, you can use your reaction to float gently to the ground, taking no damage from the fall.
- **Cold Adapted.** You gain resistance to cold damage.
- **Heat Adapted.** You gain resistance to fire damage.

You remain in your new form until you use this ability again. You can benefit from only one form at a time.

Overactive Enzymes

You can release a splash of digestive enzymes to harm your foes. You gain the *acid splash* cantrip, which you can cast without requiring components. Your spellcasting ability for this cantrip is your choice of Charisma, Constitution, Intelligence, or Wisdom.

You can also use your digestive enzymes to dig. You have a burrowing speed of 10 feet and

can move through nonmagical earth and stone, but not solid rock. You don't leave a tunnel behind unless you spend time and effort to shore up the tunnel, reducing your burrow speed to 5 feet every 15 minutes.

Mycelial Paragon

When you reach 10th level, you are an exemplar of mycelial-kind. You gain the following paragon gift.

Specialized Spores

Creatures affected by your Spore Cloud no longer become immune to it. Additionally, once per day when you create the cloud you can choose one of the following conditions:

- Charmed
- Confused
- Frightened

While poisoned by your spore cloud, a creature is also affected by the chosen condition.

Suggested Cultures

While you can choose any culture for your mycelial character, the following cultures are linked closely with this heritage: meld-member, Underharvester, Underlander.

Oozefolk

Oozefolk Traits

Characters with the oozefolk heritage share the following traits:

Age. An oozefolk's alien mind develops rapidly, soaking up knowledge like a sponge and reaching maturity in only half a year. However, the consciousness that holds together their slimy body can sustain the effort only so long. The oldest known oozefolk lived for 50 years, but most die after only a few decades.

Size. Your height and weight are determined by your first Hit Die. If your first Hit Die is a d6 or a d8, you stand between 2 and 3 feet tall, weigh anywhere from 70 to 130 pounds, and are Small. Otherwise, you are between 4 and 7 feet tall, weigh 200 to 500 pounds, and are Medium.

Speed. 30 feet.

Darkvision. You have darkvision out to 60 feet.

Immutable Form. You have advantage on saving throws against effects that would alter your form.

Telepathy. You can speak telepathically to any creature within 30 feet of you that you can see. The creature understands you only if the two of you share a language. You can speak telepathically in this way to one creature at a time.

Oozefolk Gifts

Choose two of the following:

Amorphous Body

While you are unarmored and not carrying any items, you can pass through an opening as narrow as 1 inch wide without squeezing.

Jelly-Faced

You gain an expertise die on Deception checks. In addition, expertise dice you gain on Deception checks can be upgraded from a d8 to a d10 or from a d10 to a d12.

Psychic Resistance

You have resistance to psychic damage. Additionally, you gain proficiency with Intelligence saving throws.

Oozefolk Paragon

Starting at 10th level, you become a paragon of oozekind. You can use your climb speed even on difficult surfaces and

upside down on ceilings. In addition, you gain one of the following traits.

Corrosive Body

You can use a bonus action to bubble corrosive liquids to the surface of your body or to draw them back in. While corrosive, a creature that touches you or hits you with a melee attack while within 5 feet of you takes acid damage equal to your proficiency bonus. In addition, your natural weapons and unarmed strikes deal an extra 1d4 acid damage.

Transparent Body

Your body is made of a substance as clear as water. You gain the following traits.

Invisible Focus. You can use an action to focus, spreading your transparent qualities to your equipment and any items you are carrying. You become invisible for 1 minute or until you lose concentration (as if concentrating on a spell). Once you have used this trait, you can't use it again until you finish a short or long rest.

Transparent. While you are unarmored, you have advantage on Stealth checks made to hide from creatures unaware of your presence.

Suggested Cultures

While you can choose any culture for your oozefolk character, the following cultures are linked closely with this heritage: kithbáin halfling, lone wanderer, nomad, outcast collective, Underhavester, Underlander, wildling.

Ratling

Ratling Traits

Characters with the ratling heritage share the following traits:

Age. Descended relatively recently from a short-lived species, ratlings live quickly and with gusto. They mature to adulthood around age 14 and can live as long as 60 years.

Size. Small.

Speed. 30 feet.

Darkvision. You have darkvision out to 60 feet.

Keen Smell. You have proficiency in Perception and gain an expertise die on Perception checks that rely on smell.

Poison Tolerance. You are immune to ingested poison.

Ratling Gifts

In addition to the traits found in your ratling heritage, select one of the following gifts.

Bottomless Appetite

Your appetite is insatiable. Although you enjoy fine cuisine as much as anyone else, you can also eat foods that others can't stomach. Even when you're at death's door, food restores your strength and vitality.

Grab a Quick Bite. You can eat and digest huge quantities of food in seconds. If you have sufficient food for one day (1 Supply), you can eat it as an action. When you do so, you gain temporary hit points equal to twice your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Strength in Numbers

You are adept at working in a team. Whether in combat or in other pursuits, you are quick to exploit any advantage your companions create.

Group Tactics. You can make an ability check with advantage as part of a group check. Once you use this trait, you can't use it again until you've taken a short or long rest.

Rat Swarm. Once on your turn, you can reroll an attack roll against a target within 30 feet if another creature has made a melee attack against the same target since the end of your last turn. You can use this trait a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Ratling Paragon

When you reach 10th level, you gain the following paragon gift. When you make a saving throw that you are not proficient in, you can add an expertise die to the save.

Lucky Escape

You are adept at avoiding the negative consequences of others' hostility and your own unwise actions. Whenever you make a saving throw you are not proficient in, you gain a bonus to the roll equal to half your proficiency bonus (rounded down).

Suggested Cultures

While you can choose any culture for your ratling character, the following cultures are linked closely with this heritage: circusfolk, cosmopolitan, mischief maker, sewer rat.

Rockborn

Rockborn Traits

Characters with the rockborn heritage share the following traits:

Age. Physically, rockborn are fully formed from their first moment of consciousness. However, rockborn children may take a century or more to fully mature. Some say that rockborn are immortal, but in truth most live only 1,000 years before they crumble and return to the earth from which they sprang.

Size. Medium.

Speed. 30 feet.

Darkvision. You have darkvision out to 60 feet.

Rock. As a being made from stone, you are immune to the petrified condition.

Roll. You can use a bonus action to curl into a boulder, or an action to uncurl. While in boulder form your Speed is reduced to 0, and you cannot use a shield, make attacks, use your arms, or cast spells with seen components.

While in boulder form you can use an action to roll yourself in a straight line up to 30 feet, or 60 feet down a decline. While rolling you can attempt to enter the spaces of creatures up to one size larger than you, forcing each to make a Dexterity saving throw against your maneuver DC. On a failure, a creature or object takes bludgeoning damage equal to 1d4 + your Strength modifier. If a creature succeeds on its saving throw, you do not enter its space and your movement stops.

Rockborn Gifts

Choose one of the following.

Rockamouflage. You are proficient with Stealth. You gain an expertise die on Stealth checks made to hide in a rocky environment. Your companions also gain this expertise die, provided you can see them and they are within 30 feet of you.

Stone Armaments. Stone speaks to you in a way that's hard to describe. You can repair stone weapons and armor by making a DC 15 mason's tools check. In addition, if you have an expertise die on an attack roll made using a stone weapon, you increase that die one step (from 1d4 to 1d6, 1d6 to 1d8, and so on).

Rockborn Paragon

Starting at 10th level, you become a paragon of rockborn-kind. You gain the following paragon gift.

Rocking Roll. The damage dealt by your Roll trait increases to 1d12 + your Strength modifier. Objects take double damage from your Roll, and a creature that fails its saving throw is also knocked

prone. In addition, once on your turn while rolling you can make a DC 15 Acrobatics or Athletics check, changing the direction of the rest of your movement up to 180 degrees.

Stonemeld. You gain a burrow speed equal to half your Speed. You can burrow only through nonmagical, unworked earth and stone, but your movement does not disturb the ground.

Suggested Cultures

While you can choose any culture for your rockborn character, the following cultures are linked closely with this heritage: carven, collegiate, cosmopolitan, deep dwarf, deep gnome, lone wanderer, nomad, stoneworthy, tunnel halfling, Underharvester, Underlander.

Motley

Motley Traits

Age. Natural-born motley mature quickly. After 7 to 10 years, they reach adulthood and choose a name unique to them. Some are said to live for centuries before dying of old age, but on average a motley's lifespan is around 200 years.

Size. Medium.

Speed. 30 feet.

Darkvision. You have darkvision out to 60 feet.

Motley Senses. You are proficient in Perception and gain an expertise die on Perception checks.

Natural Weapon. You gain a natural weapon, such as claws, horns, or teeth. Choose slashing, piercing, or bludgeoning damage. Your unarmed strikes deal 1d6 + Strength modifier damage of that type.

Motley Gifts

Select one of the options below.

Long Arms

During your turn, your reach with melee weapons is 5 feet greater than normal.

Long Legs

Your Speed increases to 40 feet. In addition, you gain an expertise die on saving throws made to resist being knocked prone.

Prehensile Tail

You have a tail that grants you an expertise die on checks made to balance, climb, or make Sleight of Hand checks. Your tail can carry objects weighing up to 5 pounds, but it can't wield a weapon or use a shield. In addition, you gain advantage on saving throws to avoid falling.

Motley Paragon

Starting at 10th level, you become a paragon of motleykind. You gain the following benefit.

Mutation. You gain a second Motley Gift.

Additionally, you gain one of the following traits.

Brachiator

You gain a climb speed equal to your Speed and an expertise die on Athletics checks.

Predator Weapons

The damage from your unarmed strikes increases to 1d8 + your Strength modifier, and your unarmed strikes are magical. When you hit a creature your size or smaller with your unarmed strike, you can choose to grapple that creature.

Fishkind

You grow gills and are able to breathe both water and air. In addition, you develop fins and gain a swim speed equal to your Speed.

In addition, you are slippery. You gain an expertise die on checks and saving throws made to escape a grapple.

Suggested Cultures

While you can choose any culture for your motley character, the following cultures are linked closely with this heritage: caravanner, forgotten folk, forsaken, itinerant, lone wanderer, nomad, outcast collective, tyrannized, Underharvester, Underlander, wildling.

Cultures

The following cultures are more often encountered beneath the earth than above it. Some of these cultures are closely identified with a particular heritage, while others are more general. No heritage is monocultural, however; any culture may include creatures of any heritage, and vice versa.

Carven

Characters raised in the carven culture share a variety of traits in common with one another.

Rock Training. You gain proficiency with rocks as improvised weapons, and in your hands a Tiny rock deals 1d6 + your Strength modifier bludgeoning damage and has the thrown property (40/80 feet).

Stonecarver. You are proficient with mason's tools and gain an expertise die on checks made to carve stone.

Stonecunning. Whenever you make a History check related to the origin of stonework, you are considered proficient in the History skill and gain an expertise die.

Tough. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Languages. You can speak, read, write, and sign Common and Terran.

Faceless

Characters raised in the Faceless culture share a variety of traits in common with one another.

Quick Change. You can change clothes, assume a disguise, or doff armor as an action.

Secret Lives. By asking around, you can learn the identities of any Faceless operating in a community, and whether the activities of a non-Faceless shapechanger are suspected. Furthermore, you make

Investigation checks to gather rumors with advantage.

Stealthy Enchantment. You know the *friends* cantrip. Once you reach 3rd level, you can cast *charm person* once per long rest. You can cast these spells without components, and when casting them your spellcasting ability is your choice of Intelligence, Wisdom, or Charisma.

Subtlety. You are proficient with your choice of either Deception, Insight, Sleight of Hand, or Stealth.

Languages. You can speak, read, write, and sign Common and three other languages.

Grimlock

Characters raised in the grimlock culture share the following traits:

Grimlock Training. Choose two of the following:

- **Maintenance.** You gain proficiency in the Engineering skill and with tinker's tools.
- **Medic.** You gain proficiency in the Medicine skill and with herbalist's kits.
- **Security.** You gain proficiency with the Stealth skill and with shortswords and shotguns.

Whatever's At Hand. You gain proficiency with improvised weapons.

Lightless Expertise. You never suffer disadvantage for being unable to see while making skill checks, so long as one of your other senses (such as touch or hearing) can compensate.

Languages. You can speak Common and Undercommon and you can read Grimlock texture writing, which uses the words and grammar of Undercommon. Because most grimlocks lack traditional sight, blind members of their society are not taught the written or signed forms of the languages they use to communicate. Grimlocks with darkvision learn the written and signed forms of Common and Undercommon normally.

Additionally, many grimlocks (especially those of human, halfling, or dragonborn heritage) do not have eyes; their faces are smooth where their eyes would usually be, and their skulls lack eye sockets. The following traits are most commonly seen in grimlocks whose heritages lack the darkvision ability. If you wish, you gain the following traits:

Blind. You are permanently blind and can't see beyond the range of your blindsight. You can't benefit from any ability or magical effect that would grant you visual sight or darkvision.

Your inability to see, however, is not without its advantages. You are immune to any illusion spell that relies on vision, such as *blur*, *darkness*, or *invisibility*, and you are also immune to attacks and effects that require meeting a creature's eyes, such as a medusa's petrifying gaze. Additionally, you gain an expertise die on Perception checks that don't rely on sight.

Echolocation. While you are not deafened, you have blindsight with a range of 60 feet. You count as being able to see targets within the range of your echolocation.

Sensitive Ears. Any time you take thunder damage, you make a Constitution save against a DC of 10 or half the damage taken, whichever is higher. On a failure, you are deafened until the end of your next turn.

Meld-Member

Characters raised in the meld-member culture share a variety of traits in common with one another.

Cautious Approach. You gain proficiency in Stealth. As long as you don't move more than 10 feet in a turn, you gain an expertise die on Stealth checks.

Songs of the Circle. You gain proficiency in History and Performance, and with one musical instrument of your choice.

Superior Darkvision. You have darkvision out to a range of 60 feet. If you already had darkvision, its range increases to 120 feet instead.

Spore Fortitude. You have advantage on saving throws against poison, and you have resistance to poison damage.

Languages. You can speak, read, write, and sign Common, Undercommon, and Mycelial

Mischief Maker

Characters raised in the mischief maker culture share a variety of traits in common with one another.

Follow My Lead. When you are involved in a group skill check, you are treated as proficient in the skill if anyone in the group is proficient in the skill.

Sudden Retreat. When a creature makes an opportunity attack against you, it does so with disadvantage.

Table for One. If you are Small, you can make a Deception check or use a disguise kit to appear to be Medium while standing on another Small humanoid's shoulders.

Tricks of the Trade. You are proficient in Deception, Performance, or Sleight of Hand, or with disguise kits (your choice).

Languages. You can speak, read, write, and sign Common and two other languages.

Motley Crew

Characters raised in the motley crew culture share a variety of traits in common with one another.

Expert Cooperator. When you use the Help action to aid another creature make an ability check, they also gain an expertise die.

Mimicry. You can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful Insight check against a DC of 8 + your proficiency bonus + your Wisdom modifier.

Steady Nerves. You are immune to the rattled condition.

Motley Weapon Training. You have proficiency with the light hammer, maul, warhammer, and war pick.

Superior Darkvision. You have darkvision out to a range of 60 feet. If you already had darkvision, its range increases to 120 feet instead.

Languages. You can speak, read, write, and sign Common and Undercommon

Sewer Rat

Characters raised in the sewer rat culture share a variety of traits in common with one another.

Dirty Rat. You make saving throws against disease with advantage.

Maze Runner. You can't become lost while retracing a route within 10 feet of a wall or cliff.

Sewer Born. You gain either a swim speed or a climb speed (your choice) equal to your Speed.

Sewer Sneak. You are proficient with thieves' tools and your choice of the Arcana, Acrobatics, Athletics, or Stealth skill.

Languages. You can speak, read, write, and sign Common and one other language.

Sunless Mariner

Characters raised in the sunless mariner culture share a variety of traits in common with one another.

Resilient Lungs. Repeated underwater forays have strengthened your lungs. You can hold your breath for twice as long as normal.

Lightless Perception. You have darkvision out to a range of 60 feet. If you already had darkvision, its range increases to 120 feet instead.

Strong Swimmer. You gain an expertise die on Athletics checks related to swimming.

Sailor. You gain proficiency with water vehicles.

Water Magic. You know the *mending* cantrip. Once you reach 3rd level, you can cast *gust of wind* once per long rest. You can cast these spells without components, and when casting them your spellcasting ability is your choice of Intelligence, Wisdom, or Charisma.

Languages. You can speak, read, write, and sign Common and Undercommon. You can also read and write Grimlock texture writing.

Underharvester

Characters raised in the Underharvester culture share a variety of traits in common with one another.

Expert Forager. Once per long rest, you can spend 4 hours of time to locate Supply for yourself and one other creature, or magical reagents worth up to 5 gold.

Shroomfinder. You gain advantage on checks made to find and identify mushrooms, as well as on checks made to cook mushrooms or use them as alchemical ingredients. In addition, you gain an expertise die on attack rolls and saving throws against plant creatures.

Sporekeeper. You keep on your person a number of pouches filled with various kinds of mushroom spores. When you have access to these pouches and use a medicinal, the medicinal's duration is doubled.

Languages. You can speak, read, write, and sign Common and Undercommon.

Underlander

Characters raised in the Underlander culture share a variety of traits in common with one another.

Ear for Echoes. You have blindsight out to a range of 10 feet. If you already had blindsight, its range increases by 10 feet.

Eat Like a Bird. You can go a number of days equal to half your Constitution modifier without suffering any fatigue from lack of Supply.

Tunnel Finder. You have advantage on checks made to navigate underground.

Superior Darkvision. You have darkvision out to a range of 60 feet. If you already had darkvision, its range increases to 120 feet instead.

Underlander. You gain an expertise die on checks made for journey activities while in Underland.

Languages. You can speak, read, write, and sign Common and Undercommon.

Backgrounds

Deep Hunter

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Survival, and either Nature or Stealth.

Tool Proficiencies: Leatherworker's tools.

Suggested Equipment (Cost 12 gold): chalk, traveler's clothes, 2 hunting traps

Feature: Deep Lore. You always have a sense of how deep you are and which direction is north, provided that you've traveled in these regions before. You are also generally aware of the physical and political geography of the region (e.g., "the old dwarf colony is this way and those tunnels are part of the wererat pack's hunting grounds"). You know where relatively safe places to camp are located and you can usually find fresh sources of water.

Adventures and Advancement: Once you've collected a few trophies from your hunts, people start offering you money in exchange for help against the subterranean monsters plaguing their communities. After a few such bounties, you gain the free service of up to 4 scouts (or scout variants). You can ask them to adventure with you or dispatch them to gather information on distant areas.

Connection and Memento. Roll 1d10, choose, or make up your own.

Deep Hunter Connections

1. The hunter that saved your life.
2. The rival hunter that pursues the same beast.
3. The rival hunter that took credit for your kill and branded you a liar.
4. The intelligent monster that mocks you every time it escapes your grasp.
5. The community or family that depends on you.
6. The city alchemist that pays well for your trophies.
7. A community of fey, deep gnome, or shadow elves that owe you their lives.

8. A monster you have befriended and sworn to protect.

9. The surface world ruler from whom you're hiding.

10. The monster that hunts you.

Deep Hunter Mementos

1. A prized bow string, arrow, whetstone, or other piece of equipment that has never let you down.
2. A locket containing the picture of a subterranean monster's victim.
3. An astonishing assortment of unusual jerkies.
4. A scar from the monster that got away.
5. Clothing bedecked with a dozen grisly trophies.
6. A lucky coin you flip when you're not sure of the way forward.
7. The broken horn or tooth that nearly killed you.
8. A talking monster skull (you hear it talking, anyway).
9. A copper coin taken from a cavern filled with riches; you stumbled across the cavern while lost and have never found your way back.
10. A journal detailing your attempts to find a navigable passage to the Midnight Sea.

Dungeon Robber

Ability Score Increases: +1 to Intelligence and one other ability score.

Skill Proficiencies: History, and either Investigation or Religion.

Tool Proficiencies: Cartographers' tools.

Languages: Any six (three of them no longer spoken).

Suggested Equipment (Cost 18 gold):

Cartographers' tools, miner's pick, traveler's clothes, shovel.

Feature: Unreliable Intelligence. You know conspiracy theorists, armchair historians, disgraced academics, and other people with useful, if unreliable, knowledge. While in a city, once per day you can find an NPC who can make an Intelligence check with a +10 bonus to recall a fact. When you do so, the Narrator secretly rolls a d6. On a

1, your contact's information is dangerously inaccurate.

Adventures and Advancement: As you build your reputation, shady people approach you with requests to "discover" items of uncertain ownership. After enough successes, a legitimate organization, such as a wizard's college or esteemed museum, takes an interest in you. They offer you a position, which comes with funding granting a Wealthy lifestyle, access to free spellcasting services, and legal representation when you inevitably run afoul of the law.

Connection and Memento. Roll d10, choose, or make up your own.

Dungeon Robber Connections

1. A rival who always tries to steal what you rightfully find.
2. A rival who seeks powerful artifacts for evil ends.
3. A fence who can find a buyer for anything.
4. An underworld figure to whom you owe a staggering debt.
5. A master forger who can replicate plausible records of ownership, permissions to restricted areas, and so on.
6. An artist who can make perfect copies of artwork and paintings.
7. A collector who sends you after valuable curios.
8. Authorities who would like to question you about a relic's mysterious disappearance.
9. An admiring urchin who can get you anywhere in their city.
10. A rambling sage whose bizarre, shocking theories you half believe.

Dungeon Robber Mementos

1. A mysterious idol whose origin you seek.
2. A cultural item from @@Equipment.
3. A treasure map with no obvious connection to any known land mass.
4. An ancient piece of machinery that is undoubtedly very powerful, although all it currently does is light up.
5. A rare book that grants an expertise die on checks related to a specific civilization.

6. A gold coin bearing the face of a king who never existed.

7. Identification papers from the institution that has kicked you out.

8. A tablet carved with indecipherable glyphs.

9. A giant-sized key to an unknown door.

10. One piece of a seven-part artifact.

Escapee from Below

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Stealth, and either Perception or Survival.

Tool Proficiencies: Thieves' tools.

Suggested Equipment (Cost 25 gold): Common clothes, thieves' tools.

Feature: Alien Culture. Your prolonged captivity has granted you insight into the culture that kept you. You understand their customs, traditions, religion, political ties, and to some extent how they think. You are regarded as an expert in this culture and can usually recall some useful detail when you and your companions face a challenge involving this culture.

Adventures and Advancement: You find yourself drawn to the lands you once escaped. When you return there, you may have an opportunity to right wrongs or take revenge for past injuries. When you do, other escapees may look to you for leadership.

Connection and Memento. Roll d10, choose, or make up your own.

Escapee from Below Connections

1. The friend and fellow escapee from whom you were separated.
2. The family members who remain in captivity.
3. The cruel overseer who tortured you.
4. Members of an Underland resistance movement.
5. An evil commando squad that hunts escapees.
6. The kindly merchant who took you in when you first reached the surface.

7. A fellow prisoner, still in captivity, who claimed to be an heir to royalty.
8. The prominent merchant or politician you saw making deals with evil creatures in the Underland.
9. A mighty Underland creature with ambitions to conquer the surface world.
10. A ship captain who sails the Midnight Sea.

Escapee from Below Mementos

1. A partial map of your escape route.
2. Broken shackles or chains.
3. A precious heirloom, still hidden somewhere in Underland.
4. A delicious recipe (which no one would eat if they knew the ingredients).
5. A compass that points back where you came.
6. Twelve days worth of rations (dried mushrooms).
7. A tattoo that conceals the hidden routes and passwords you used to gain your freedom.
8. A trophy taken from the guard you overcame.
9. A strange board game or toy designed for hands with too many fingers.
10. A telepathic rat or other unusual pet.

Imposter

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Deception, and either Perception or Survival.

Tool Proficiencies: Disguise kit.

Suggested Equipment (Cost 25 gold): Common clothes, disguise kit.

Feature: Cover Story. Whenever you struggle to maintain the masquerade that you are who you say, a surprising number of people are willing to help you through your “lapses of memory.” They might be deluding themselves, or perhaps they know your secret but provide you cover for reasons of their own. So long as you don’t act completely out of character or get caught in an outrageous lie, you can usually find someone willing to cover for you. This cover

most commonly takes the form of excuses for your strange behavior.

Adventures and Advancement: Each of your double’s former acquaintances must be won over, until they like you more than they did your original. Even once that’s accomplished, you won’t truly be free of your past until you have reckoned with it. When evidence of your true nature surfaces—or when the person you are impersonating reappears—you must triumph in the court of public opinion. Once you have done so, you will have permanent, legal access to your former self’s belongings, inheritance rights, and so on.

Connection and Memento. Roll d10, choose, or make up your own.

Imposter Connections

1. The accomplice who knows your secret and helps you for their own reasons.
2. The spouse or lover of your other self, whom you must win over.
3. The enemy of your other self, whose hatred you inherit.
4. Your other self’s rich or noble relative, from whom you may inherit a fortune.
5. Your crooked former partner, who still searches for you, unaware of your new identity.
6. The Underland compatriot who knew both you and the person whose identity you stole.
7. The suspicious priest who noticed a change in your personality.
8. An acquaintance whose “inside joke” you pretend to understand.
9. The family pet that doesn’t recognize you.
10. The person you left behind when you abandoned your old life.

Imposter Mementos

1. The precious diary containing your original self’s secrets.
2. The locket or signet ring that proves your identity.
3. The scar that matches the one your original self had.
4. An anonymous blackmail letter.
5. An item that proves your real identity, which you keep hidden.

6. The fingerbone that whispers hints to you at opportune times.
7. The heirloom weapon you fraudulently wield.
8. Your trusty *hat of disguise*.
9. Your trusty *ring of mind shielding*.
10. The implements (useless to you) of your original self's magical training.

Archetypes

Adept: Arachnid Guardian

Guardian's Arsenal

Starting at 3rd level, you become proficient with hand crossbows, longbows, rapiers, scimitars, shortbows, and whips. These weapons count as adept weapons for you.

You also gain proficiency with poisoner's kits. When you use a poisoner's kit to harvest poisons, you do not poison yourself on a failed roll (though you still do not collect any poison).

Lurking Spider

Also at 3rd level, you gain some of the sneakiness and vigilance of a spider. You become proficient with the Stealth and Perception skills, and you can move through magical and mundane webs without treating them as difficult terrain or risk of becoming stuck.

Finally, you gain tremorsense with a range of 10 feet.

Wall Crawler

Starting at 6th level, you gain a climb speed equal to your Speed, as well as the ability to walk on walls and upside down on ceilings.

Ambush Predator

Also at 6th level, once per turn when you hit a creature that is unaware of your presence with an unarmed strike or weapon attack made with an adept weapon, you can spend exertion to deal additional damage to it.

Each point of exertion you spend increases the additional damage you deal by an amount equal to your martial arts die. When

you use this ability, you can spend a number of exertion points up to your proficiency bonus.

Web Spinner

At 11th level, you gain the ability to spin ropes and nets from magical spider silk. As a bonus action, you can spend 1 exertion point to conjure one of the following magical webs:

- **Rope:** You conjure a 50-foot-long rope made of magical spider silk. The rope weighs 1 pound but can support up to 8,000 pounds. It has an AC of 14, 10 hit points, and can be burst with a Strength check equal to 10 + your proficiency bonus.
- **Net:** You conjure a net made of webs. It weighs 1 pound and functions as a normal net weapon, with the following modifications: It has a range of 20/60, can trap creatures of up to Huge size, and has an AC of 14 and 20 hit points. The DC of the Strength check to escape the net is equal to 10 + your proficiency bonus. You can create a stronger net by spending more exertion; for every additional point you spend, the net's hit points increase by 10.
- **Whip:** You conjure a whip made of spider silk. The whip functions as a +1 *whip*.

Regardless of what form your webs take, they dissolve after 1 hour.

From Nowhere

At 17th level, as a bonus action, you can spend 3 exertion points to shift to the Ethereal Plane. At the end of every minute you remain on the Ethereal Plane, you must spend 1 exertion point; otherwise, you immediately shift back to the Material Plane. You can return to the Material Plane deliberately as a bonus action, and doing so costs no exertion.

Bard: Sound Sculptor

Sound Sculptor's Tools

When you select this archetype at 3rd level, you gain proficiency with the Performance skill and two musical instruments of your choice. If you are already proficient in Performance, you gain an expertise die instead. You also learn the *message*, *minor illusion*, and *thaumaturgy* cantrips, and they do not count against your maximum cantrips known.

Eyes of the Ears

At 3rd level, you learn to use sound to locate objects and creatures around you. As an action, you can sing, chant, or play a musical instrument, concentrating on your music as if it were a spell. Until the start of your next turn, any creature within 300 feet of you that can hear you automatically detects your presence, but you also gain blindsight with a range of 30 feet. If you already have blindsight, its range increases by 30 feet.

Blast of Sound

At 6th level, you learn to use sound not just as a tool, but as a weapon. As an action, you can emit a powerful blast of sound in a 15-foot cone. Creatures caught in the blast must make a Constitution save against your spell save DC. On a failed saving throw, the target takes 2d8 thunder damage and is deafened until the end of its next turn. On a success, the target takes half damage and isn't deafened. The damage increases to 3d8 at level 11. At 17th level, the damage increases to 4d8 and the blast becomes a 30-foot cone.

Wall of Sound

At 14th level, you gain the most potent sound sculptor ability: the creation of walls of sound. As an action, you can create a

wall of solid sound. The wall is composed of twenty 5-foot-square, 10-foot-tall sections of solid sound. The sections must be contiguous, and all sections must be within 120 feet of your position; otherwise, you can form the wall in any shape you desire. The wall's space is difficult terrain, and reverberations in the air make objects on the opposite side of the wall lightly obscured. Ranged attacks fired through the wall are made at disadvantage. A creature that enters the wall's space for the first time on a turn or that starts its turn inside the wall must make a Constitution saving throw against your spell save DC. On a failed save, the target loses concentration (if applicable) on any spell or effect they are concentrating on and is deafened for one minute. On a success, the target has disadvantage on Perception checks relying on hearing until it exits the section of wall, but is not deafened and does not lose concentration. You must concentrate to maintain the wall (as if concentrating on a spell), and it vanishes if you lose concentration. You can use this feature a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

Berserker: Troll Slayer

Trolls, particularly cave trolls, are reasonably common in Underlands, and so too are troll slayers. This much is known. What enjoys less consensus is whether "troll slayer" means "one who slays trolls" or "one who slays in the manner of a troll." There is plenty of evidence to support both interpretations. Certainly, a troll slayer's flaming weapons and acidic blood make short work of trolls, but their ability to manifest troll-like physical traits (such as rapid healing, claws, and a keen sense of smell) show an affinity, not an animus, for troll-kind. What everyone agrees upon, however, is that these berserkers are exceedingly dangerous.

Trollrage

When you select this archetype at 3rd level, you gain the ability to channel your fury in a manner that trolls find both terrifying and familiar. You learn a maneuver from the Tooth and Claw tradition that you meet the prerequisites for, and it does not count against your maneuvers known. When you enter a rage, choose one of the following options:

Fiery Armaments

Your melee weapon attacks deal an additional 1d6 fire damage. This damage increases to 2d6 at 15th level.

Troll Claws

You grow long, sharp claws like a troll, which allow your unarmed strikes to deal 1d6 slashing damage and count as weapons with the finesse and dual-wielding properties. At 10th level, the damage of your claws increases to 1d8. While your claws are manifested, Tooth and Claw maneuvers have their exertion cost reduced by 1, to a minimum of 1.

When you reach level 11, you can manifest both effects simultaneously.

Keen Smell

Also at 3rd level, you have advantage on Perception checks that rely on smell.

Acidic Blood

At 6th level, your very blood becomes anathema to the regenerative abilities of trolls. You gain immunity to acid damage. In addition, whenever a creature damages you with a bite attack, it takes 3d6 acid damage from your acidic blood.

Self-Knitting Flesh

Also at 6th level, you become extraordinarily resilient, gaining powerful healing abilities and allowing you to shrug off effects that would make harm done to you persistent. You are immune to effects that would prevent you from regaining hit points or that would lower your hit point maximum.

While you are raging, you can use a bonus action to expend one of your hit dice, rolling it and recovering hit points equal to the roll's result + your Constitution modifier. Any hit points gained in excess of your normal hit point maximum are converted to extra rage hit points instead. This does not increase the number of rage hit points you can have at one time.

Withering Wrath

At 10th level, your fury magically suppresses the regenerative abilities of your foes. While you are raging, a creature with a regeneration ability that starts its turn within 10 feet of you regains only half as many hit points as normal (rounded down).

You also gain the supernatural ability to devour life force from downed foes. When you reduce a creature to 0 hit points with a melee attack, you recover one expended hit die. For you to do so, the creature's CR must be at least half your character level (rounded down).

Troll Slayer Apotheosis

At 14th level, when you rage, the reach of your melee weapon attacks increases by 5 feet. In addition, other creatures can no longer detect you using their sense of smell.

Cleric: Labyrinth Priest

TABLE: LABYRINTH PRIEST SPELLS

CLERIC LEVEL	SPELLS
1	<i>floating disk, skeletal hands (DDG)</i>
3	<i>knock, magic map (DDG)</i>
5	<i>gaseous form, passwall</i>
7	<i>stone shape, thunder bolt (DDG)</i>
9	<i>escape (DDG), passwall</i>

Light Step

When you choose this archetype at 1st level, your Speed increases by 10 feet while you are unarmored or wearing light armor. Also, armor you wear does not impose disadvantage on your Stealth checks.

Inspired Explorer

Also at 1st level, you always know which direction is north. You gain proficiency in Survival, and you gain an expertise die on Survival checks you make to navigate through mazes.

Additionally, whenever you cast a divination spell of 1st-level or higher, you gain an expertise die that you can apply to one Intelligence or Wisdom ability check you make within the next 10 minutes. You can possess only one expertise die gained in this way at a time.

Channel Divinity: Forge Ahead

Starting at 2nd level, you can use your Channel Divinity to remove afflictions from creatures you can see. As an action, you present your holy symbol and call out for guidance that removes the blinded, charmed, deafened, and frightened

conditions, or one level of fatigue or strife, from one creature you choose within 30 feet of you.

Blessed Exploration

At 6th level, you gain darkvision to a range of 90 feet. Additionally, choose one of the following benefits:

Minotaur's Memory

You can perfectly recall any route you have traveled.

Shadow Sustenance

If you haven't been in an area of sunlight for 24 hours, your body begins to fade and you no longer need to eat. This benefit ends when you enter an area of sunlight.

Insightful Knack

At 8th level, you can spend 1 minute studying your environment and attempt a DC 15 Insight check. On a success, you notice something of significance, such as a coded message, a secret door, a hidden chest, or the tracks or other signs of a nearby creature. The nature of the information you intuit depends on the location you are in—the Narrator can always decide there is nothing for you to intuit about your current location or may offer a clue leading to a more relevant location instead. Once you have used this feature, you must finish a long rest before you can do so again.

Labyrinth

Starting at 17th level, you can expend one use of your Channel Divinity to cast the *maze* spell.

Druid: Decomposer

Life at the Bottom

At 2nd level, you are immune to ingested poisons. This also allows you to eat and drink spoiled provisions without consequence. In addition, whenever you would make a Survival check to forage, you can make the check with advantage. If you do, any food you find is rotting and spoiled, making it inedible for most creatures.

In the Cracks

Also at 2nd level, you can use a bonus action to assume a wild shape. In addition, you gain an additional form you can assume using your Wild Shape feature: a Medium swarm of Tiny beasts. When you adopt this form, you don't gain temporary hit points, and while in this form you can't gain hit points or temporary hit points. In this form, you can move through other creature's spaces and pass through any space a Tiny creature could without squeezing. The only actions you can take while in this form are the Dash, Disengage, or Dodge actions. Your game statistics are unchanged, except for one of the following benefits, which you choose when you shift:

- You have resistance to bludgeoning, piercing, and slashing damage.
- You don't provoke opportunity attacks when moving out of a creature's reach.
- You have a climb speed equal to your Speed, and you can walk on walls and upside down on ceilings.
- You have a fly speed equal to your Speed.
- When you enter a creature's space for the first time on a turn, that creature must make a Dexterity saving throw against your spell save DC, taking piercing damage equal to your level + your Wisdom modifier on a failure, or half damage on a success.

If you revert to your normal form before 1 minute has passed, you regain the use of Wild Shape you expended to take this form.

Decomposing Touch

At 6th level, you learn to use your unique connection to the cycle of death and rebirth to your advantage. While in your normal form or swarm form, you can use an action to touch the corpse of a Medium or larger creature that has been dead for 10 days or less and magically regain one expended spell slot. The spell slot you regain can't be higher than 5th level or half your character level, whichever is lower. When you use this ability, the corpse you touch rapidly decomposes and becomes unrecognizable. You can't use this feature again until you finish a short or long rest.

Virulent

At 10th level, you can repurpose disease as a tool of decomposition. When you would contract a nonmagical disease, you can choose to become a carrier of the disease instead. You can be a carrier of only one disease at a time. While you are a carrier of a disease, the disease does not affect you, but it remains dormant in your system. When you touch a bloodied creature or hit it with a melee weapon attack, you can force the creature to make a Constitution saving throw against your spell save DC. On a failure, the creature contracts the disease you carry.

Additionally, you always have the *contagion* spell prepared, and you can cast it without expending a spell slot. Once you've cast *contagion* in this way, you must finish a long rest before you can do so again. When you cast *contagion*, you can choose to spread the disease you're carrying, instead of one of the diseases presented in the spell's description.

Vermin Master

At 14th level, adopting swarm form no longer expends a use of your Wild Shape, and you gain all the listed benefits, instead of choosing one. Additionally, you can cast spells while in swarm form even if they don't have a range of Touch or Self.

Fighter: Dungeoneer

Close-Quarters Fighting

Starting at 3rd level, you have adapted to the confined conditions found in dungeons, and you fight best with a wall at your back.

Choose one of the following benefits:

Back to the Wall

While within 5 feet of a solid wall, you add your proficiency bonus to damage rolls with weapon attacks.

Tunnel Guardian

While within 5 feet of a solid wall, you gain +2 AC.

Dungeoneering Traditions

Also at 3rd level, you gain proficiency in one of the following combat traditions of your choice: Adamant Mountain, Razor's Edge, Tempered Iron. When you gain this feature you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower from your newly chosen combat tradition.

Dungeon Crawler

Starting at 7th level, your experience exploring dungeons has made you a veteran of the depths, able to smash your

way through common obstacles with ease or endure whatever hazards you encounter.

Choose one of the following options:

Aggressive Delving

- You make Dexterity saving throws to avoid or resist traps with advantage.
- You have advantage on ability checks to break objects such as locked or jammed doors and locked chests, and your attacks deal double damage to objects and constructs.

Defensive Delving

- You make Constitution saving throws to avoid or resist traps with advantage.
- You can hold your breath for a minimum of 5 minutes + your Constitution modifier before checking for suffocation or drowning.
- You have resistance to falling damage.

Shadow Sense

Starting at 10th level, you are at home in pitch darkness and fight even more effectively without light.

- You gain blindsight with a radius of 10 feet.
- You gain an expertise die to attack rolls while in darkness.

Close-Quarters Veteran

Starting at 15th level, you have mastered the art of fighting in cramped environments both offensively and defensively.

- If you selected **Back to the Wall** as your Close-Quarters Fighting feature, your damage bonus increases to 2 + your proficiency bonus.
- If you selected **Tunnel Guardian** as your Close-Quarters Fighting feature, your bonus to AC increases to +3.
- You gain the Close-Quarters Fighting feature you did not select at level 3.

Dauntless Delver

Starting at 18th level, when you take damage, you can use your reaction to gain resistance to bludgeoning, piercing, and slashing damage, as well as to acid, necrotic, and poison damage, until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

Herald: Stone Warden

Tenets of the Stone Warden

All stone wardens hold similar tenets, regardless of the deity they serve.

- **Enduring Stone.** Those you defend must be able to trust in your resilience.
- **Stable as Stone.** You must be consistent, dependable, and fair in your dealings. Let no hint of caprice or pique cloud your judgment, but cleave to what is right.
- **Strong as Stone.** You must be willing to shoulder far more than your “share” to walk this path.

- **Will of Stone, Not Heart of Stone.** You must be incorruptible, implacable, and uncompromising, but this must be tempered with empathy and compassion. Strength without goodness is worse than weakness.

Archetype School

Add the protection school of magic to your list of herald spells.

Channel Divinity

When you choose this archetype at 3rd level, you gain the following two Channel Divinity options.

Earthen Resolve. When you are subjected to an effect that would alter your behavior, (such as becoming charmed, confused, or frightened) or that would allow another creature to dictate your actions (such as the command spell), you can use your reaction to negate that effect on you.

Rock Skin. You can use an action to cover yourself in a magical layer of gray stone plates. You gain temporary hit points equal to your herald level + your Charisma modifier (minimum of 1). The temporary hit points last up to 1 hour. While the temporary hit points remain, critical hits against you are treated as normal hits.

Rooted Defense

At 7th level, while you are standing on a solid surface, you can use a bonus action to root yourself in place. While rooted, your Speed becomes 0, but whenever an effect would move you or knock you prone, you ignore that effect, and the ground within 10 feet of you becomes difficult terrain. In addition, while you are rooted, a creature you hit with a melee weapon attack must make a Strength save against a DC of 10 +

your proficiency bonus. On a failure, the creature's Speed is reduced to 0 until the end of its next turn. You can end your rooted state as an action.

Shield of the Vulnerable

At 15th level, when a creature you can see damages you or a creature within 5 feet of you with a weapon or spell attack, you can use your reaction to reduce the damage by an amount equal to 1d6 + half your herald level (rounded down). You must be using a shield to use this feature.

Immovable Object

At 20th level, you can become a living fortification—immovable and unbreakable. You can use a bonus action to become an immovable object, gaining the following benefits for the next minute:

- You gain resistance to all damage.
- You can't be moved unless you choose to be, even if targeted by an effect that would teleport you or if the surface you are standing on gives way. If this results in you standing in midair, you gain a fly speed of 5 feet until the effect ends. If you are still in the air when the effect ends, you fall normally.

Marshal: Expedition Leader

Lead By Example

When you select this archetype at 3rd level, choose one of the following benefits:

On Guard

When you use your Rallying Surge to allow a creature to regain hit points, that creature also gains an expertise die on one saving throw it makes in the next minute. The creature chooses whether or not to

use the expertise die before making the save, and the die is wasted if not used before the effect ends.

On the Watch

Allies within the radius of your Commanding Presence gain an expertise die on ability checks made to avoid, locate, or disable traps.

Got Your Back

Starting at 7th level, when an ally falls unconscious while within range of your Commanding Presence, that ally has advantage on the next death saving throw they make (either as a result of taking damage or at the end of their next turn).

Explorer's Code

Also at 7th level, you learn to communicate with your allies using coded language, allowing you to hide additional messages in normal conversation. During the light activity portion of a long rest, you can teach this code to any friendly creature with which you share a language. It takes twice as long to convey a message this way. Observers might be able to detect that you're speaking in code, but only creatures who've been taught the explorer's code understand it.

Follow the Leader

At 11th level, choose one of the following benefits:

Mindfulness

You attune your breathing to the vibrations of the world around you, increasing your ability to sense your immediate surroundings. You and creatures you choose within the radius of your Commanding Presence gain tremorsense to a range of 10 feet.

Speed Run

If an ally starts their turn within the radius of your Commanding Presence, you and that ally increase your Speed by 10 feet until the end of your next turn.

No Adventurer Left Behind

Starting at 15th level, creatures you choose that stabilize while within the radius of your Commanding Presence also regain hit points equal to your marshal level.

Team Tactics

Starting at 18th level, you can coordinate devastating combos with your companions. When you use your Commanding Presence to allow an ally to make an attack, that ally has advantage on the attack if targeting a creature you have already attacked this turn.

Ranger: Tenebrous Stalker

Pierce the Dark

At 3rd level, your senses sharpen to allow you to perceive your lightless environment. If you have the ability to see, you gain darkvision to a range of 120 feet and the ability to see through magical darkness. If you have blindsight, the range of your blindsight increases by 30 feet.

Embrace the Dark

Beginning at 7th level, you can enshroud yourself in darkness. As an action, you can activate your shroud of darkness. Your shroud remains active for 1 hour, until you fall unconscious, or until you use a bonus action to deactivate it. While your shroud is active, light within 30 feet decreases from bright light to dim light, from dim light to

darkness, or from darkness to magical darkness. You can use this feature a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

Wield the Dark

Starting at 7th level, when you start your turn in an area of darkness or magical darkness, you gain a Darkness die, a d6. You can have only one Darkness die at a time. At any time, you can roll your Darkness die and apply the result to one of the following: your AC against one attack made by a creature you can see, an attack or damage roll you make with a weapon, or a Stealth skill check. You can apply your Darkness die even after making an attack roll or after the result of a creature's attack roll is declared.

At 15th level, your Darkness die increases to a d8.

Dark Resolve

At 11th level, you gain proficiency in Wisdom saving throws.

Call the Dark

At 15th level, you can summon darkness at will. You can use a bonus action to cast the *darkness* spell without components. You can use this feature a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

Rogue: Shadow Stalker

Hidden Attacker

Starting at 3rd level, you excel at staying hidden from your enemy's sight even when on the attack. If you start your turn hidden from one or more creatures, you can activate this power to remain hidden from

them until the start of your next turn. Attacking does not reveal your position, and you do not need cover to remain hidden. You can use this ability a number of times equal to your proficiency bonus, regaining all uses when you finish a short or long rest.

Shadow Stealth

Also at 3rd level, you are nearly undetectable when in the shadows, cloaking yourself in inky darkness and dampening the sounds of your movements. You gain advantage on Stealth checks when in darkness.

Deadly Blades

Starting at 9th level, you specialize in dealing killing blows when you catch your enemy unaware or on the back foot. You deal an additional 2d6 Sneak Attack damage when you hit a creature with a melee weapon and have advantage on the attack roll.

Stash the Evidence

Also at 9th level, you are adept at disposing of the corpses of your victims and squirreling away valuables you find on your adventures. Perception and Investigation checks made to find items you have hidden are made with disadvantage.

Vanishing Words

Starting at 13th level, your words have the power to make people forget their interactions with you. As an action, you can make a Deception check contested by the Insight of one creature who can hear and understand you within 30 feet. If you win the contest, the target forgets anything you have said over the last 5 minutes. You can

choose for the target to believe instead that you were either silent the entire time or engaged in meaningless small talk. The first time a bystander reminds the target of your interaction with them, the target can make a Wisdom saving throw to recall the conversation. The DC of this saving throw is 8 + your proficiency bonus + your Charisma modifier.

Once you've used this ability, you must finish a long rest before you can do so again.

Erase from Memory

Starting at 17th level, you can draw on the power of darkness to literally disappear and make your enemies forget you were ever there. You can use a bonus action to magically become invisible for 1 minute. Attacking does not break this invisibility.

In addition, each creature within 60 feet that sees you use this ability must make a Wisdom saving throw. The DC of this saving throw is 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature's memories of you over the past hour are erased; while they still remember the basic events of that time, their memories have been altered not to include you. The target's memories of actions you take after you use this ability are not affected.

Once you've used this ability, you must finish a long rest before you can do so again.

Sorcerer: Stoneheart

TABLE: STONEHEART ARCHETYPE SPELLS

SORCERER LEVEL	SPELLS
1	<i>earth barrier, longstrider, mage armor, thunderwave</i>
3	<i>deadweight, force of will, shatter, spike growth</i>
5	<i>crushing haymaker, meld into stone, slow, speak with plants</i>
7	<i>conjure minor elementals, mindshield, stone shape, stonewood</i>
9	<i>conjure elemental, hold monster, passwall, wall of stone</i>

Earthen Flesh

you choose this archetype at 1st level, your hit point maximum increases by 1, and increases by 1 again whenever you gain a level in this class. In addition, when you choose this archetype, choose either bludgeoning, piercing, or slashing damage. If you end your turn without moving, you gain resistance to nonmagical damage of that type until the start of your next turn.

Stonestrider

Also at 1st level, you ignore difficult terrain caused by stone or earth. Additionally, standing up from prone costs you no movement when you're on unworked ground.

You can speak, read, write, and sign the Terran dialect of Primordial.

Quake

At 6th level, the very earth on which you walk reacts to your magic. When you cast a

spell of 1st level or higher, you can choose one of the following:

- Choose a point you can see within 60 feet. Large or smaller creatures on the ground within 5 feet of that point must make a Dexterity saving throw against your spell save DC, falling prone on a failure.
- Sprouting rock formations erupt around you in a 5-foot radius. The ground in this area is difficult terrain for creatures other than you until the end of your next turn.
- Choose a Large or smaller creature you can see within 30 feet that is on the ground. The creature must make a Strength saving throw against your spell save DC. On a failure, its speed is reduced to 0 until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, regaining all uses when you finish a long rest.

Glide

At 14th level, you can pass effortlessly through natural stone. You gain a burrowing speed equal to half your walking speed. You can burrow through nonmagical, unworked earth, and when you burrow in this way, you leave no tunnel behind you. If you're burrowing through stone and you end your movement inside the stone, you take bludgeoning damage equal to your level as it attempts to crush you.

Additionally, stone in all its forms is no longer a hindrance to you. You ignore difficult terrain caused by molten rock, can walk on it as though it were solid, and take no damage from it unless submerged. Finally, your spells that manipulate stone can now be used on worked stone.

Heart of the Mountain

At 18th level, when you cast a spell from the earth school (or that has "earth" or "stone" in its name) that has a casting time of 1 action, you can cast it as a bonus action instead.

Additionally, you gain tremorsense to a range of 60 feet. If you are touching unworked stone, you can use an action to expand your consciousness through it, increasing your tremorsense to a range of 500 feet until the start of your next turn. This provides you with insight into the layout of nearby caves and any creatures on the ground in that area.

Finally, you can use an action to magically petrify yourself. While petrified in this way, you are aware of your surroundings and immune to all damage. You do not age, nor do you need to eat, sleep, or drink. While petrified in this way, you aren't incapacitated, but you can't take actions or reactions except to end this petrification as an action. You can't be petrified by any other effect, unless you choose to be.

Warlock: Fatewoven

Tangled Destiny

When you take this archetype at 1st level, your connection to the weave of fate begins to manifest in tangible ways. You learn the *guidance* cantrip and choose one of the following:

Destined Curse

You can use a bonus action to place a curse on a creature you can see within 30 feet. The curse lasts for 1 minute and ends early if you or the target dies, if you are incapacitated, or if you use another bonus action to end the curse. The curse has the following effects:

- When you deal damage against the cursed creature, it takes an additional 1d4 force damage. This extra damage increases by 1d4 at

10th level, and again at 15th and 20th level.

- You gain a pool of destiny dice, which begins empty. Each destiny die represents a small adjustment you can make to the web of fate. Whenever the cursed creature rolls with advantage or disadvantage, add one destiny die to this pool. When a creature other than you that you can see rolls a d20, you can spend a destiny die (no action required) to add 1d4 to the roll or subtract 1d4 from it. The pool disappears when you finish a short or long rest.

Once you have used this feature, you must finish a short or long rest before you can do so again.

Step Through the Web

You can use a bonus action to teleport up to your walking speed to an unoccupied space you can see. You can use this ability a number of times equal to your proficiency bonus, regaining all uses when you finish a short or long rest.

Cautious Premonition

At 6th level, you can focus your connection to fate to determine the outcome of an action you are about to take. After you declare your action but before you resolve it, you can choose to have a premonition. Roll a d20. This roll will be used as the first attack roll or ability check you make during the action, if you perform the action. You can then decide whether to proceed with the planned action, accepting the rolled result, or take a different action, discarding the result.

If you choose not to proceed with the action, you can either take a completely different action (casting a spell or making an

ability check instead of making a weapon attack, for example) or do nothing, but you can't take another action of the same type (such as casting a different spell or attacking with a different weapon). Your premonition only reveals the result of a single d20 roll; if you roll with advantage or disadvantage, you learn the result of only one of the two dice. Similarly, if you have an ability that would allow you to reroll, you do not get to see the reroll.

You can use this feature a number of times equal to your proficiency bonus, but never more than once per turn. You regain all uses when you finish a long rest.

Overwhelming Visions

At 10th level, you can open a creature's senses to the full scope of possibilities before it. As an action, you force vivid visions of discarded pasts and possible futures into the mind of a creature you can see within 60 feet. The target must make a Wisdom saving throw against your spell save DC. On a failed save, the target takes 8d8 psychic damage and is stunned until the end of your next turn. On a success, the target takes half damage and isn't stunned. Furthermore, a creature that successfully saves against the effect finds the wash of possibility insightful, gaining advantage on the next ability check or saving throw it makes before the end of your next turn. Once you have used this ability, you must finish a long rest before you can do so again.

Pluck the Strands

At 14th level, you gain the ability to influence fate directly. As a bonus action, you can select a number of creatures that you can see up to your spellcasting modifier. Until the start of your next turn, the creatures you choose have advantage on attack rolls, ability checks, and saving throws. Once you have used this ability, you must finish a long rest before you can do so again.

Wizard: Oozemancer

Ooze Familiar

When you choose this archetype at 2nd level, you master the conjuration of tame oozes. You add the *find familiar* spell to your spellbook. When you cast the spell, you can choose one of the normal forms for your familiar or choose a **gray ooze**. When you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

In addition, oozes you summon move extremely quickly, increasing their Speed to 25 feet.

Ooze Within

Also starting at 2nd level, your body becomes more ooze-like, allowing you to thwart attackers. Whenever you are subjected to a critical hit, the hit is treated as a normal hit instead. In addition, you are immune to Sneak Attack damage from class features or traits. Finally, you have advantage on ability checks and saving throws you make to escape a grapple.

Improved Ooze Familiar

Starting at 6th level, when you cast *find familiar*, you can choose to summon a **gelatinous cube** or **ochre jelly**. At 9th level, you can summon a **euphoria cube** (DDG) or **flash jelly** (DDG).

Liquid Form

At 10th level, you learn revolting arcane secrets that allow you to transform your body into slime. As a bonus action, you can adopt a liquid form. You revert to your normal form after 1 minute, if you are incapacitated, or if you use another bonus action to end the effect early. Once you have used this ability, you must finish a short or long rest before you can do so again. In liquid form, your statistics are

unchanged except for one of the following options, which you choose when you transform:

- You liquefy your bones, organs, and equipment to gain an amorphous form. While you are amorphous, you can pass through an opening as narrow as 1 inch wide without squeezing. While in this form, you can't use or gain any benefit from your equipment.
- You liquefy your skin, causing your body and equipment to become covered with a viscous, sticky slime. While you are coated in this way, you leave slimy, wet prints on objects and surfaces you touch or walk upon. You gain a climb speed equal to your Speed and can walk on walls and upside down on ceilings. Additionally, when a creature within 5 feet hits you with a melee attack, it is covered with slime. The creature has disadvantage on the next attack it makes before the end of its next turn.

Ooze Without

Starting at 14th level, while you are bloodied, you can use a bonus action to cause your viscous blood to coalesce into a **black pudding** that appears in an unoccupied space within 5 feet of you. This ooze takes its turn immediately after yours and obeys your verbal commands. Without such commands, the ooze only defends itself. It disappears after 1 hour, when reduced to 0 hit points, or if it can't sense another creature at the end of its turn. Once you use this ability, you must finish a long rest before you can do so again.

Equipment

Uses for Existing Equipment

Climbing Kit. This is the gold standard for parties venturing into underground environments. Not only are caves rife with surfaces that must be navigated by climbing, the individual components of a climbing kit are useful in their own right. In particular, a climbing kit contains crampons and pitons.

Crampons. Crampons is the more technical name for the spiked “boot tips” mentioned in the climbing kit. While wearing crampons, you are unaffected by difficult terrain caused by ice. Crampons can also deliver a nasty kick; once per turn when you make an unarmed strike while wearing crampons, the attack deals 1d6 piercing damage. Crampons are awkward when walking on flat surfaces, however. While wearing crampons, you have disadvantage on Stealth checks and you cannot use the Dash action.

Pitons. These heavy-duty metal spikes have a myriad of uses. They can be driven into the seams of doors to jam them shut or used to hang various things (such as pulleys or anything one wants kept dry in a flooded area). They can also be used to secure tripwires or as anchor points for tie downs.

Hammer or Miner’s Pick. In addition to being suitable improvised weapons, these tools can be used to carve handholds, drive pitons, or even create makeshift ladders or stairs, though this process is both noisy and slow. Hammers and picks are also highly effective at smashing locks, doors, and similar objects. When used as improvised weapons, these implements are considered

to have the Breaker property, dealing double damage to unattended objects.

Waterskins. As long as they don’t leak, waterskins can be used as impromptu air bladders. A typical 1-gallon waterskin holds enough air to allow a Medium or smaller humanoid to catch their breath twice.

New Equipment

Air Bladder. An air bladder is similar to a waterskin but can hold up to 2 gallons of air when fully inflated, allowing for four breaths. It has a valve at the opening, eliminating the need for removing and replacing a cover or cap. When at least half inflated, an air bladder can also function as a flotation device, granting a creature holding it advantage on Athletics checks to avoid sinking.

Alchemical Weapon Oils. These oils can be applied to a weapon, increasing the damage the weapon deals and sometimes providing other benefits. Applying an alchemical weapon oil requires an action, and the effect lasts for 1 hour.

- **Corrosive Oil.** A weapon coated with this pungent green liquid deals an additional 2d6 acid damage.
- **Frigid Oil.** A weapon smeared with this bluish-white paste deals an additional 1d6 cold damage.
- **Glaring Oil.** Sometimes called “portable sunlight,” this cloudy, silvery-white oil sheds bright light in a 20-foot radius and dim light for an additional 20 feet. A weapon treated with glaring oil deals an additional 2d6 radiant damage.
- **Lifebane Oil.** This viscous black liquid trails thin, mist-like tendrils of darkness at all times. A weapon coated with lifebane oil deals an additional 1d8 necrotic damage.
- **Scorching Oil.** This thin red oil ignites when exposed to air. A weapon coated with scorching oil

deals an additional 1d6 fire damage and sheds bright light in a 10-foot radius and dim light for an additional 20 feet.

- **Shocking Oil.** This vibrant yellow oil arcs with a powerful electrical current. A weapon coated with shocking oil deals an additional 1d4 lightning damage and sheds dim light in a 20-foot radius.

Ascender/Descender. These small metal devices allow better control of ropes when climbing up (ascender) or sliding down (descender), granting a creature using them an expertise die on Athletics checks to move in the corresponding direction. Despite their similar names, ascenders and descenders work differently. Ascenders are mechanical devices that assist in climbing. Descenders are small metal loops that facilitate better control of ropes while rappelling. A creature can use only one of these devices at a time. The listed price is for a set of one of each device.

Boat, Collapsible. When deployed, this two-person boat resembles a kayak or canoe. It can hold up to 500 pounds without sinking and can fold up enough to be carried by a single humanoid. (While folded, the boat has the Bulky property; a creature can carry a number of bulky items equal to one plus its Strength modifier.) Setting up the boat (which comes with two folding paddles) or collapsing and packing it takes 20 minutes.

Cave Tent. This tent has a padded base and anchor points at the peak. It dampens sound and minimizes the vibrations produced by its occupants, which many underground predators use to hunt. Creatures sleeping or performing light activities inside the tent are invisible to tremorsense. However, a cave tent can keep out rain for only an hour before it starts to leak.

Luminescent Compass. The needle and directional markings of this compass are

treated with a luminescent compound. It can be read easily in dim light or darkness.

Pole (10-foot), Collapsible. This lightweight but sturdy metal pole can telescope to a length of 10 feet but can also be locked at 3, 5, and 7 feet if desired. At its 5- and 7-foot lengths, it functions as a quarterstaff. At its 3-foot length, it functions as a club.

Rope Ladder. This collapsible ladder is made from two ropes connected to a series of rungs, with a pair of hooks at the top to anchor it. Rope ladders are easier to climb while carrying a lot of gear and can be used by creatures who lack the strength or coordination to scale a rope. A rope ladder must hang from a solid anchor point to be useful.

Basic Rope Ladder. This rope ladder has hempen ropes and wooden rungs. It is 10 feet long when deployed and can support up to 500 pounds of weight without breaking.

Heavy-Duty Rope Ladder. This model has silk rope and metal rungs. It is 25 feet long and can support up to 750 pounds, but thanks to the lighter materials it weighs the same as the 10-foot model.

Snorkel. This sturdy, angled tube allows a creature swimming beneath the surface of a body of water to breathe, provided the snorkel can poke above the water level. Snorkels are invaluable for cave swimming, where there may be pockets of air but the ceiling is too close to the water for a swimmer to position their head above the surface.

Spore Netting. Based on mosquito netting, spore netting is made from giant spider silk, allowing for an even finer weave. It can keep out toxic fungus spores as well as biting insects.

Spring Holster. This bracer-like device allows a creature to draw a very small weapon such as a dagger, shuriken, or derringier from a concealed position up the

creature's sleeve. Drawing a weapon from a spring holster requires a reaction but can be done at any time.

Underwater Lantern. This sturdy metal lantern uses bioluminescent fungus in a sealable glass box to shed bright light in a 5-foot radius and dim light for an additional 10 feet. As long as the fungus is tended once every 7 days, it remains useful indefinitely.

Underwater Lantern, Alchemical. Using the same compounds as alchemical torches, this lantern can burn for 1 hour, shedding bright light in a 10-foot radius and dim light for an additional 20 feet. It can be refueled for 25 gp.

Wand Bracer. This leather bracer has several channels (the usual number is five) along the underside. Each channel is sized to hold a wand or similarly shaped item, such as a throwing dagger or an individual lockpick. Once on your turn, you can draw an item stored in the bracer without using an action or interacting with an object. Stowing an item in the bracer requires an action.

TABLE: EQUIPMENT PRICES

Item	Cost	Weight
Air Bladder	8 sp	1 lb.
Alchemical Corrosive Oil	2,000 gp	—
Alchemical Frigid Oil	500 gp	—
Alchemical Glaring Oil	2,200 gp	—
Alchemical Lifebane Oil	600 gp	—
Alchemical Scorching Oil	500 gp	—
Alchemical Shocking Oil	400 gp	—
Ascender/Descender	50 gp	3 lbs.
Boat, Collapsible	100 gp	50 lbs.
Cave Tent	1 gp	10 lbs.

Luminescent Compass	65 gp	½ lb.
Pole (10-foot), Collapsible	1 gp	7 lbs.
Rope Ladder, Basic	2 gp	6 lbs.
Rope Ladder, Heavy-Duty	30 gp	6 lbs.
Snorkel	3 sp	—
Spore Netting	4 gp	½ lb.
Spring Holster	4 gp	½ lb.
Underwater Lantern	15 gp	1 lb.
Underwater Lantern, Alchemical	30 gp	1 lb.
Wand Bracer	5 gp	½ lb.

Cultural Equipment

Underground dwellers carry specialized gear that helps them carve out an existence in the unforgiving depths. Aboleth, deep dwarves, shadow elves, grimlocks, sewer ratlings, and tinker gnomes all create unique equipment that they rarely share with outsiders.

An adventurer with the appropriate culture can buy cultural equipment during character creation. Beyond that, cultural equipment is available at the Narrator's discretion, either for sale from a friendly settlement or as treasure wrested from foes.

Aboleth Equipment

Adventurers with the sunless mariner background can buy aboleth equipment during character creation.

Gill Symbiote. This bizarre, collar-like mask fits like a sleeve over the user's lower face and neck. It extends tendrils down the user's throat when donned, a process that requires the wearer to make a DC 11 Wisdom save to avoid gaining a level of strife. Once in place, the symbiote allows the user to breathe air and water, but it also distorts the wearer's voice. Whenever the wearer speaks, other creatures must make

a DC 10 Intelligence check to understand what they are saying. In addition, a creature wearing a gill symbiote must make a DC 10 Intelligence check to cast a spell with vocalized components. On a failure, the creature expends the spell slot to no effect.

Octopack. This bulbous, fleshy mass attaches itself to the wearer's back and can sprout four tentacles on demand. The tentacles aren't able to hold items, but they grant advantage on checks to maintain a grapple and grant an expertise die on Athletics checks related to climbing.

Parasite Launcher. This bracer-shaped creature has ray-like skin and several rows of glowing, fluid-filled membranes on its "back," which typically sits atop the user's forearm. Swimming in the fluid are small, snake-like creatures with nasty, tooth-filled maws. The launcher is a ranged weapon with a range of 30/60. It is fired via mental commands rather than a physical trigger. On a hit, the parasite deals 1d4 piercing damage. A creature hit by the parasite launcher can use its reaction to make a DC 13 Dexterity saving throw. On a success, the target tears off the parasite before it gains purchase. If the creature does not remove the parasite, the parasite begins burrowing into the target's flesh, dealing 1d4 piercing damage and 1d4 psychic damage at the start of each of the target's turns. A creature can use action to cut out the parasite, dealing 2d6 slashing damage to the target but ending the piercing and psychic damage. Unless removed, the parasite continues to burrow for a number of rounds equal to the proficiency bonus of the creature that fired the launcher. The parasite then dies inside the target, and the target suffers a level of strife from the trauma of the experience. The parasite launcher does not cover the user's hand, leaving it free to wield other devices or weapons. A parasite launcher can be fired from an arm that is wielding a weapon, but not a shield. The launcher holds eight parasites, and the "ammunition" regrows after 24 hours.

Sleepless Mask. This disturbing, fleshy mask covers the upper half of the wearer's face and features three, vertically placed eyes in the manner of an aboleth. While the mask is worn, each eye takes an 8-hour turn sleeping while the others remain awake, effectively sleeping for the wearer and allowing them to stay awake indefinitely. The wearer must still sleep or meditate to receive the benefits of a long rest. In addition, the tendrils that the mask sends into its wearer's brain subtly influence them toward obedience to aboleths. The wearer suffers a -1d4 penalty on saving throws against aboleth abilities and the Sea Change disease.

TABLE: ABOLETH EQUIPMENT

Item	Cost	Weight
Gill Symbiote	50 gp	2 lbs.
Octopack	25 gp	5 lbs.
Parasite Launcher	500 gp	3 lbs.
Sleepless Mask	125 gp	1lb.

Grimlock Equipment

Air Ink. An odorless, pitch-black gas that blocks light, air ink is usually deployed in grenade form. As an action, a creature can throw an air ink grenade up to 30 feet at a point it can see. When it lands, the grenade detonates, filling a 10-foot-radius area with inky darkness.

Two varieties of air ink exist: a "safe" version that merely blocks light and a "dangerous" version that also interferes with breathing. A creature inside an area of dangerous air ink must hold its breath or it begins to suffocate. In either case, the air ink lasts for 10 minutes. While the ink remains, the area it fills is heavily obscured. Only blindsight can penetrate the ink; even creatures with traits such as Devil's Sight can't see through it.

De-Scenting Powder. Available in either a shaker or a “bomb” that fills a 10-foot square, de-scenting powder rapidly absorbs scents from everything it touches, making creatures to which the powder has been applied impossible to detect or track by scent for up to 1 hour. A shaker contains 10 uses, each enough to cover a Medium or smaller creature.

Portable Telegraph. This boxy device is usually worn on a belt clip. When activated, it emits a high-frequency sound that most humanoids can’t hear. Grimlocks use these telegraphs as either echolocation devices or communication tools. When used for echolocation, the range of the grimlock’s echolocation or blindsight increases by 10 feet, provided the grimlock doesn’t move more than 10 feet on their turn. When used for communication, the telegraph can produce a sequence of long and short beeps, similar to those of traditional telegraphs. When used in this manner, the telegraph can transmit messages up to 500 feet. An experienced operator can use an action to transmit up to six words that only by grimlocks or other creatures with echolocation-based blindsight can hear.

Sonic Tripwire. Made up of two small metal boxes, a sonic tripwire can be used to trigger any trap or alarm that a normal tripwire could. Between the boxes, the device emits a beam of high-frequency sound that grimlocks can hear but most other creatures cannot. The tripwire triggers when the beam is interrupted.

TABLE: GRIMLOCK EQUIPMENT

Item	Cost	Weight
Air Ink Grenade, Dangerous	150 gp	½ lb.
Air Ink Grenade, Safe	100 gp	½ lb.
De-Scenting Powder Bomb	40 gp	2 lbs.
De-Scenting Powder Shaker	10 gp	½ lb.
Portable Telegraph	75 gp	½ lb.
Sonic Tripwire	50 gp	2 lb.

Deep Dwarf Equipment

All-Purpose Pick. This pick is obviously well-made, but the shape of its head and handle are a bit unusual. The wielder can treat the pick as a war pick or a miner’s pick as they choose.

Folding Armor. This finely made plate armor is designed to work in conjunction with the wearer’s size-altering magic. If the wearer is subjected to the enlarge effect of an *enlarge/reduce* spell, in addition to altering its size, the armor deploys vicious spikes concealed in the unfolding mechanisms, gaining an improved version of the Spiked property: a creature that begins its turn grappling or grappled by the wearer takes 1d4 piercing damage.

If the wearer is subjected to the reduce effect of an *enlarge/reduce* spell, the armor instead folds in on itself, reinforcing vulnerable areas and raising its AC bonus by 1.

Stone of Resolve. This brittle, cloudy orange crystal is found only in the deepest mines, but it is widely coveted for its mind-stabilizing properties. A creature can use an action to crush the crystal and inhale

the dust, gaining advantage on saving throws against fear for 1 minute.

TABLE: DEEP DWARF EQUIPMENT

Item	Cost	Weight
All-Purpose Pick	20 gp	6 lbs.
Folding Armor	3,000 gp	70 lbs.
Stone of Resolve	50 gp	—

Ratling Equipment

Food Cannon. Named for its most common ammunition, this tube-shaped weapon uses black powder charges to fire whatever is packed into it. When loaded with foodstuffs or dirt, the food cannon blasts everything in a 15-foot cone with the contents of its barrel. Each creature in that area must make a DC 13 Dexterity save or be blinded until the end of its next turn. A creature can use an action to scrape off the debris from an affected creature, ending the condition early. The cannon isn't powerful enough to deal severe damage, but if hard debris is packed among the soft shot, each target also takes 1d4 bludgeoning, piercing, or slashing damage, depending on the nature of the debris.

Thing-Thing. One of the most distinctly ratling pieces of gear is the thing-thing, a generic name for two items combined into one. Examples include the quarterstaff-ladder (a quarterstaff with pop-out rungs) and the dagger-lockpick (thieves' tools on strings packed into the hilt of a dagger), but the possibilities are endless and frequently seem nonsensical to non-ratlings. A thing-thing costs as much as both items combined and weighs as much as its heaviest component. If one item is smaller than the other, the smaller item may be unobtrusive, requiring a DC 18 Perception check to find. Neither piece of a thing-thing can be consumable.

TABLE: RATLING EQUIPMENT

Item	Cost	Weight
Food Cannon	4 gp	8 lb.
Thing-Thing	special	special

Tinker Gnome Equipment

Some tinker gnome inventions are automata that can move on their own. Each automaton comes with a necklace or other piece of jewelry that can be used to control it. A creature wearing the jewelry can use a bonus action to make an automaton move up to its Speed or perform an action listed in its description. An automaton is an object that is immune to fire, poison, and psychic damage. It automatically fails all saving throws, but it is immune to all conditions except prone. An automaton's AC, hit points, and Speed are listed on the table below. A creature proficient in Engineering or with tinker's tools can restore all hit points to a damaged automaton during a long rest.

Clockwork Mule (Automaton). About 6 feet long and 4 feet wide, this automaton is little more than a Large cart with tracked treads. It has a carrying capacity of 1,000 pounds and is most often used to haul equipment, freeing up adventurers to carry only their most important gear.

Life Detector. This hand-held device helps answer one of the most important questions an adventuring party can ask: "*What's behind that door?*" As an action, a creature can use the device to detect creatures that aren't constructs or undead within 60 feet, displaying their current locations on a crystalline matrix. The device can penetrate barriers, but 2 feet of rock, 2 inches of metal, or a thin sheet of lead blocks it. This device is an exception to other tinker gnome items, as it is powered by divination magic (and so can be disrupted by *dispel magic* or thwarted by *nondetection*). Once the life

detector has been used, it can't be used again for 4 hours.

Lock Master. This metal gauntlet has small probes and picks affixed to its fingertips. The wearer gains an expertise die on Dexterity checks made to open locks and disarm traps when using the lock master.

Map Minder (Automaton). Mapping the labyrinthine tunnels and passages of lost ruins is one of the most tedious yet vital jobs of an adventuring party. The map minder is a Small device that measures distances and directions, using parchment and an automated pen to map the surroundings it can see within 60 feet of it. Highly accurate, the map minder all but eliminates the chances of a party losing its way. It can be programmed to utilize special colors and symbols to indicate the location of doors, slopes, traps, and other features.

Rope Minder (Automaton). Rope is one of the most indispensable but cumbersome items in an adventurer's arsenal. A rope minder allows parties to venture into the unknown with a near-unlimited supply of rope and a solid base upon which to secure it. A Medium, quadrupedal cube, the rope master measures about 3 feet to a side and carries inside it a powerful winch outfitted with up to 2,000 feet of sturdy silken rope. Its sharp legs and arcano-mechanical hydraulic system allow the rope minder to scuttle up sheer surfaces and anchor itself in place. The rope minder can then dispense rope to its owners, allowing them to climb or descend.

Torchbearer (Automaton). A Tiny clockwork device typically shaped like a dog or cat, the torchbearer functions as a permanent mobile light source. The torchbearer emits a cone of nonmagical bright light from its eyes to a distance of 30 feet, and dim light for an additional 30 feet. The automaton's owner can use a bonus action to activate the light, dim it, or shut it off entirely. The light shines until it is shut off.

Trapmaster (Automaton). The trapmaster is unusual in that it is specifically designed to take damage and remain functional. Measuring 4 feet long, 3 feet wide, and 2 feet high, it is nothing more than a heavily armored, tracked automaton. The trapmaster can be sent forward to trigger traps, allowing parties to proceed safely. While it is of little use against trapped chests, locks, or other minor hazards, the trapmaster can be a true boon against more powerful traps, as its heavy armor is treated with alchemical substances that grant it resistance to acid, cold, force, lightning, necrotic, radiant, and thunder damage, in addition to the normal immunities of a tinker gnome automaton.

TABLE: TINKER GNOME EQUIPMENT

Item	A C	HP	Speed	Cost	Weight
Clockwork Mule	17	30	30	750 gp	1,000 lbs.
Life Detector	—	—	—	600 gp	3 lbs.
Lock Master	—	—	—	750 gp	2 lbs.
Map Minder	13	15	30	800 gp	50 lbs.
Rope Minder	18	20	30	800 gp	200 lbs.
Torchbearer	17	18	30	500 gp	10 lbs.
Trapmaster	24	50	20	2,000 gp	1,000 lbs.

Shadow Elf Equipment

Dark Iron. Found only in the most lightless depths of the world, dark iron is comparable to adamantite in many respects. Though incredibly durable, the metal has a critical weakness: it dissolves almost instantly in sunlight. Dark iron weapons or armor that spend 1 round in direct sunlight become pitted and obviously worn. A second round causes the item to acquire the broken condition (a broken weapon deals half damage and broken armor provides half its AC bonus, rounded down). A third round

causes the item to disintegrate to nothingness.

Mycelium Stakes. These stakes are just as effective at destroying vampires as those made of wood, but they have an additional benefit: when driven into the corpse of a creature, the mycelium in these stakes creates a fungal colony that slowly consumes the corpse, preventing it from returning as an undead. The fungus can consume the corpse of a newly dead creature in 1d6 days, but it works much faster on undead flesh, destroying such remains in a mere 1d4 hours.

Radiant Trap. This metal sphere is perforated with dark iron plugs and filled with pressurized holy water. When the sphere is rubbed with glaring oil, takes at least 1 point of radiant damage, or enters an area of natural or magical sunlight, the plugs dissolve, spraying holy water in a 10-foot radius around the trap. Undead and fiends in the area must make a DC 13 Dexterity saving throw, taking 2d6 radiant damage on a failed save or half the damage on a success.

Spider Silk. This incredibly light and strong cloth is made from woven spider silk. It can be used to create light armor and textiles. Cloth and rope made from spider silk has twice the usual number of hit points, and the AC and the DC to break spider silk rope

increases by 2. The difficulty of weaving with spider silk accounts for its high price.

Spiderweb Bomb. A creature can use an action to throw the bomb up to 30 feet at a point it can see. When it lands, the bomb detonates into a mass of sticky webs in a 10-foot radius. If there are at least two solid surfaces within 10 feet of the bomb, the strands adhere to them, creating a lightly obscured area of difficult terrain. The webs dissolve after 30 minutes. A creature in the bomb's detonation radius or that enters the area while the webs remain must make a DC 12 Dexterity save or be restrained. A restrained creature can escape the webs by using its action to make a DC 14 Strength check. Each 5-foot cube section of the webs can be hacked through (AC 11, 12 hit points, immunity to poison and psychic damage) or burned. A creature restrained by the webs when the webs are burned takes 2d4 fire damage.

TABLE: SHADOW ELF EQUIPMENT

Item	Cost	Weight
Mycelium Stake	15 gp	—
Radiant Trap	70 gp	2 lbs.
Spiderweb Bomb	60 gp	1 lb.

TABLE: SHADOW ELF MATERIALS

Material	Description	Cost	Properties	Repairability
Dark Iron	Comparable to adamantine in its physical characteristics, dark iron is an inky black metal with a faint purplish iridescence.	×4	Hardy, lightweight	Repair DC 25 smith's tools, access to a forge
Spider Silk	Spider silk is the spun webbing of giant spiders. It is incredibly light and strong. It can be used to make light armor.	800 gp + 10 × the usual price of the item	Comfortable, fortified	Repair DC 25 (sewing kit)

Material Properties

Comfortable. Armor with this property is comfortable enough to sleep in without penalty.

Fortified. Fortified armor increases the Armor Class it grants by 1.

Hardy. While wearing hardy armor, the first critical hit against you since your last short rest becomes a normal hit. You cannot use this feature again until you make adjustments to the armor during a short or long rest.

Lightweight. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the lightweight version of the armor doesn't.

Dungeon Mounts

While horses are poorly suited to dungeons and caverns, dungeon denizens tame and ride many other creatures. Besides mules and mastiffs, which can thrive as underground mounts, the following creatures can be used as mounts by those who can tame them. Their riders gain the advantage of their different forms of movement.

TABLE: DUNGEON MOUNTS

Mount	Cost	Speed	Carrying Capacity	Strength
Giant Lizard	100 gp	30 ft., climb 30 ft.	420 lbs.	14
Giant Spider	400 gp	30 ft., climb 30 ft.	420 lbs.	14
Giant Toad	200 gp	20 ft., swim 40 ft.	420 lbs.	14

Dungeon Vehicles

Underland boasts many of the same vehicles that ply surface roads and seas. Shadow elf couriers use giant spider-drawn chariots, and galleys sail the Midnight Sea. Safe from inclement weather, airships fly through mammoth caverns and miles-long ravines.

A few vehicles are unique to the Underland. Aboleth-built submarines ferry treasure and thralls to underwater cities. Armed with torpedoes, aboleth submarines fight a never ending war against the fleets of sunless mariners.

TABLE: UNDERWATER VEHICLE

Vehicle	Size	AC	HP	Speed	Crew	Cost	Supply/Ration Capacity	Special
Submarine	Gargantuan	16	600	60 feet/6 mph	12	50,000 gp	600	Submersible, armed (torpedo x4)

TABLE: SIEGE WEAPONRY

Weapon	Cost	Size	AC	HP	Range	Target	Damage
Torpedo	1,500 gp	Large	15	100	500/2,000 ft. *	One	8d10 bludgeoning damage

* Torpedoes can fire only through water. They cannot be launched above the surface.

Special Feature

Submersible. Submersible vehicles seal themselves and travel safely below the surface of the water, providing sufficient air and pressure protection to keep their crew safe from the hazards of undersea travel. They can move in three dimensions underwater or travel along the water's surface.

Dungeon Spells

Spell Lists

Bard Spells

2nd-Level

Magic Map (div): Create a map showing the route you've traveled.

3rd-Level

Invisible Object (ill): Turn objects invisible.

4th-Level

Arcane Mirror (div): Scry through a distant mirror.

Awaken Portal (tra): Impart sentience to a door.

Thunder Bolt (evo): Thunder deals damage and deafens.

5th-Level

Escape (con): Escape to the surface.

6th-Level

Metabolic Stasis (tra): Create a zone of immortality.

Cleric Spells

1st-Level

Skeletal Hands (nec): Skeletal hands grab at targets.

3rd-Level

Stonesense (div): Gain a preternatural understanding of stone.

4th-Level

Arcane Mirror (div): Scry through a distant mirror.

Awaken Portal (tra): Impart sentience to a door.

6th-Level

Conjure Aberration (con): Conjure a hideous being.

Metabolic Stasis (tra): Create a zone of immortality.

9th-Level

Antimagic Zone (abj): Negate magic permanently.

Druid Spells

2nd-Level

Magic Map (div): Create a map showing the route you've traveled.

3rd-Level

Stonesense (div): Gain a preternatural understanding of stone.

4th-Level

Thunder Bolt (evo): Thunder deals damage and deafens.

6th-Level

Ravaging Roots (evo): Roots smash stone and capture creatures.

Paladin Spells

3rd-Level

Stonesense (div): Gain a preternatural understanding of stone.

Sorcerer Spells

Cantrips

Amber Prince's Shocking Grasp (evo): Rare spell. Fire a shocking bolt.

1st-Level

Skeletal Hands (nec): Skeletal hands grab at targets.

3rd-Level

Invisible Object (ill): Turn objects invisible.
Stonesense (div): Gain a preternatural understanding of stone.

4th-Level

Thunder Bolt (evo): Thunder deals damage and deafens.

6th-Level

Ravaging Roots (evo): Roots smash stone and capture creatures.

Warlock Spells

1st-Level

Skeletal Hands (nec): Skeletal hands grab at targets.

2nd-Level

Magic Map (div): Create a map showing the route you've traveled.

3rd-Level

Invisible Object (ill): Turn objects invisible.

4th-Level

Arcane Mirror (div): Scry through a distant mirror.

6th-Level

Conjure Aberration (con): Conjure a hideous being.

Wizard Spells

Cantrips

Amber Prince's Shocking Grasp (evo): Rare spell. Fire a shocking bolt.

1st-Level

Skeletal Hands (nec): Skeletal hands grab at targets.

2nd-Level

Magic Map (div): Create a map showing the route you've traveled.

3rd-Level

Invisible Object (ill): Turn objects invisible.
Stonesense (div): Gain a preternatural understanding of stone.

4th-Level

Arcane Mirror (div): Scry through a distant mirror.
Awaken Portal (tra): Impart sentience to a door.
Thunder Bolt (evo): Thunder deals damage and deafens.

5th-Level

Escape (con): Escape to the surface.

6th-Level

Conjure Aberration (con): Conjure a hideous being.
Metabolic Stasis (tra): Create a zone of immortality.

9th-Level

Antimagic Zone (abj): Negate magic permanently.

Shocking Grasp rare spell: Amber Prince's Shocking Grasp

Cantrip (evocation; affliction, arcane, attack, lightning)

Classes: Sorcerer, wizard

Casting Time: 1 action

Range: 30 feet

Target: 1 creature

Components: V, S

Duration: Instantaneous

Electricity arcs from your hand to shock the target. Make a ranged spell attack (with advantage if the target is wearing armor made of metal). On a hit, you deal 1d8 lightning damage, and the target can't take reactions until the start of its next turn as the electricity courses through its body.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Antimagic Zone

9th-level (abjuration; arcane, divine, negation, planar, protection)

Classes: Cleric, wizard

Casting Time: 1 minute

Range: 10 feet

Area: 10-foot cube

Components: V, S, M (opal worth at least 1,000 gp, consumed by the spell)

Duration: Permanent until dispelled

A permanent, immovable zone of antimagic fills the area, suppressing all magical effects within it. At the Narrator's discretion, sufficiently powerful artifacts and deities may be able to ignore the zone's effects.

The zone is dispelled only if more than 10 percent of its area overlaps with that of another *antimagic zone* spell (which is also dispelled).

Area Suppression: When a magical effect protrudes into the zone, that part of the effect's area is suppressed. For example, the ice created by a *wall of ice* is suppressed within the zone, creating a gap in the wall if the overlap is large enough.

Creatures and Objects: While within the zone, any creatures or objects created or conjured by magic temporarily wink out of existence, reappearing immediately once the space they occupied is no longer within the zone.

Dispel Magic: The sphere is immune to *dispel magic* and similar magical effects, including *antimagic field* spells.

Magic Items: While within the zone, magic items function as if they were mundane objects. Magic weapons and ammunition cease to be suppressed when they fully leave the zone.

Magical Travel: Whether the zone includes a destination or departure point, any planar travel or teleportation within it automatically fails. Until the spell ends or the zone moves, magical portals and extradimensional spaces (such as that created by a *bag of holding*) within the zone are closed.

Spells: Any spell cast within the zone or at a target within the zone is suppressed and the spell slot is consumed. Active spells and magical effects are also suppressed within the zone. If a spell or magical effect has a duration, time spent suppressed counts against it.

Arcane Mirror

4th-level (divination; arcane, communication, divine, scrying, utility)

Classes: Bard, cleric, warlock, wizard

Casting Time: 1 minute

Range: Self

Target: A mirror on the same plane of existence as you

Components: V, S, M (mirror worth at least 500 gold)

Duration: Concentration (1 minute)

You choose a mirror you've seen on the same plane of existence as you. You create

a scrying sensor inside that mirror. You can instead name an area, such as a specific building or city: you create a scrying sensor inside a random mirror within that area. If there is no mirror in the area, the spell fails.

You can see and hear from the mirror as if you were within it. If there is at least one creature within sight of the mirror when you cast the spell, you can take control of that creature's reflection in the mirror. You can cause the reflection to act as you wish and to speak. Apart from the reflection's appearance in the mirror and the words it speaks, it has no effect on the real world.

Awaken Portal

4th-level (transmutation; arcane, architecture, divine, protection)

Classes: Bard, cleric, wizard

Casting Time: 1 hour

Range: Touch

Target: Huge or smaller door or window

Components: V, S, M (gold key worth at least 250 gp, consumed by the spell)

Duration: Until dispelled

You impart sentience to a door, window, gate, lid, or other object that can be opened, closed, and locked. You grant it an Intelligence, Wisdom, and Charisma of 10. The door retains its hit points, AC, and other characteristics, and is considered an object. If the door is reduced to 0 hit points, it is killed and the spell ends.

The door is able to open, close, lock, and unlock by itself, and can speak and understand one language that you know. If *arcane lock* is cast on the door, the door can activate and deactivate the spell at will. The door is friendly to you and follows your orders.

Conjure Aberration

6th-level (conjuration: arcane, divine, evil, planar, summoning)

Classes: Cleric, warlock, wizard

Casting Time: 1 hour

Range: Medium (60 feet)

Components: V, S

Duration: Concentration (1 hour)

You wrench open a hole in reality and summon a creature from the cracks between the planes. This creature uses the statistics of a conjured aberration (detailed below). In addition, roll 1d4 or choose the aberration's general appearance.

1. Squid-like
2. Writhing ball of body parts
3. Humanoid with featureless face
4. Translucent worm

The creature is friendly to you and your companions and takes its turn immediately after yours. It obeys your verbal commands. Without such commands, the creature only defends itself. The creature disappears when reduced to 0 hit points. If your concentration is broken before the spell ends, you lose control of the aberration, which becomes hostile and attacks you and your companions. An uncontrolled creature disappears 1 hour after you summoned it.

Cast at Higher Levels. For each slot level above 5th, the aberration's AC increases by 1, its hit points increase by 10, and when it deals damage with an attack it deals 1d4 extra damage.

Rare: Vornift's Ecstatic Conjure

Aberration. The conjured aberration has an additional 20 hit points and its attacks deal an additional 2d4 damage. However, when you first conjure it, you must immediately succeed on a DC 14 Constitution saving throw or lose control of the aberration.

CONJURED ABERRATION Challenge — LARGE ABERRATION

AC 13 (natural armor)

HP 90 (bloodied 45)

Speed 30 ft., fly 30 ft. (hover), swim 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 16 (+3) 12 (+1) 14 (+2) 12 (+1)

Proficiency your proficiency bonus;

Maneuver DC your spell save DC

Condition Immunities fatigue, paralyzed, petrified, strife, unconscious

Senses darkvision 60 ft., passive

Perception 12

Languages Deep Speech, telepathy 120 ft.

ACTIONS

Slam. Melee Weapon Attack: your spell attack bonus to hit, reach 10 ft., one target.

Hit: 18 (4d6 + 4) bludgeoning damage plus extra damage equal to spell slot level. If the target is a Medium or smaller creature, it is grappled (your spell save DC to escape).

Bite. Melee Weapon Attack: your spell attack bonus to hit, reach 5 ft., one target grappled by the aberration. **Hit:** 25 (6d6 + 4) piercing damage plus extra damage equal to spell slot level.

Escape

5th-level (conjuration; arcane, teleportation)

Classes: Bard, wizard

Casting Time: 1 action

Range: 10 feet

Target: You and up to 5 willing creatures

Components: V, S, M (silken cord)

Duration: Instantaneous

If you cast this spell while underground or inside a building, you teleport to the outdoor space you occupied most recently within the last 24 hours. You are teleported whether or not the destination is hazardous.

The spell fails if there is 100 contiguous feet of earth or stone or a thin layer of lead in a direct line between you and the destination.

Cast at Higher Levels. For each spell slot above 5th, you can teleport two additional creatures along with you.

Invisible Object

3rd-level (illusion; arcane, obscurement, shadow)

Classes: Bard, sorcerer, warlock, wizard

Casting Time: 1 action

Range: Touch

Target: One object

Components: V, S

Duration: 1 hour

A Medium or smaller object becomes invisible, as do any inanimate contents inside it when the spell is cast. Objects removed from the spell's original target become visible. Objects placed in or on the target after the spell is cast remain visible, and dirt, dust, and other markings may reveal the invisible object's location. The spell ends if the object deals damage.

Attacks made with an invisible melee weapon are made with advantage.

Cast at Higher Levels. When cast with a 5th-level spell slot, the duration is 1 day.

When cast with a 7th-level spell slot, the duration is permanent until dispelled.

Magic Map

2nd-level (divination; arcane, knowledge, nature)

Classes: Bard, druid, warlock, wizard

Casting Time: 1 action (ritual)

Range: Short (30 feet)

Area: Special

Components: S, M (blank parchment and special inks worth at least 25 gp, consumed by the spell)

Duration: Instantaneous

You create a map with yourself at the center, or update a map previously created with this spell. When creating a map, you choose its scale, from 100 by 100 feet to 100 by 100 miles. As part of the spell, you can make notes or other annotations on the map. The map only includes locations that you've seen and traveled through. The map doesn't show areas at a significantly different elevation from your current location. If you cast the spell while you are lost, the spell fails.

At the Narrator's discretion, some magical areas can't be mapped with this spell.

Metabolic Stasis

6th-level (transmutation; arcane, divine, nature, negation)

Classes: Bard, cleric, wizard

Casting Time: 10 minutes

Range: Short (30 feet)

Area: 50-foot cube

Components: S, M (diamond-dust-filled hourglass worth at least 1,000 gp, consumed by the spell)

Duration: Until dispelled

Creatures in the area when the spell is cast no longer age or require sustenance or Supply. The effect ends for a creature the first time it leaves the area.

Cast at Higher Levels. When cast with an 8th-level spell slot, affected creatures no longer need to breathe.

Ravaging Roots

6th-level (evocation; arcane, earth, nature, plants)

Classes: Druid, sorcerer

Casting Time: 1 action

Range: Long (120 feet)

Area: 30-foot square

Components: V, S, M (dried willow tree root)

Duration: Concentration (1 minute)

Roots erupt out of an earth or stone surface that you can see within range, swelling as they smash stone and displace earth. When the spell ends, the roots wither away, but the damage remains.

Creatures: A creature that starts its turn in the area makes a Dexterity saving throw or is restrained by the roots, taking 5d6 bludgeoning damage. A creature already restrained by the roots automatically fails this saving throw. A creature can use its action to make a Strength check against your spell save DC, freeing itself or another creature on a success.

Ground: Ground and floors in the area (and underneath ceilings in the area, if you cast the spell on a ceiling) become difficult terrain.

Walls and Ceilings: Constructed walls and ceilings in the area take 5d6 bludgeoning damage at the start of each of your turns while the spell lasts. A structure reduced to 0 hit points by this spell collapses. Most structures of worked stone have around 27 (5d10) hit points per 10-foot-square section, while natural walls and ceilings have half as many hit points.

When a wall or ceiling collapses, the spell ends early. Each creature in or directly beneath the spell's area makes a Dexterity saving throw. On a failure, it takes 5d6 bludgeoning damage, is knocked prone, and is buried by rubble. A creature buried by rubble that is underground is also unable to breathe. A creature can use its action to make a Strength check against your spell save DC, freeing itself or another creature on a success.

Skeletal Hands

1st-level (necromancy; arcane, control, divine, necrotic)

Classes: Cleric, sorcerer, warlock, wizard

Casting Time: 1 action

Range: Short (30 feet)

Target: 1 creature

Components: S, M (finger bone)

Duration: Concentration (1 minute)

Dozens of skeletal hands reach from a wall or other vertical surface to grasp a creature within 5 feet of the surface. Make a melee spell attack. On a hit, the target takes 1d8 necrotic damage and is restrained until the spell ends. A creature restrained by the hands can use a bonus action to make a Strength saving throw to escape, ending the spell early on a success. On a failure, the target takes 1d8 necrotic damage. When the spell ends, the hands withdraw into the wall.

Cast at Higher Levels. The spell's initial damage and damage on a failed escape

attempt increase by 1d8 per slot level above 1st.

Rare: Finor's Imprisoning Skeletal Hands. If you maintain concentration on the spell for the full duration, the target remains trapped by the hands until the magic is dispelled or you dismiss the spell as an action.

Stonesense

3rd-level (divination; arcane, divine, earth, nature)

Classes: Cleric, druid, paladin, sorcerer, wizard

Casting Time: 1 action

Range: Touch

Target: 1 creature

Components: V, S, M (a rough figure of an earth elemental)

Duration: 8 hours

You imbue the target with a preternatural understanding of stone. The target gains tremorsense out to a distance of 60 feet.

Whenever the target makes a History check related to the origin of stonework, it is considered proficient in the History skill and gains an expertise die on the check. If the target already has the Stonecunning trait, it makes the check with advantage.

Additionally, if the target is underground, it can make a DC 10 Intelligence check to correctly determine the distance between itself and the surface, or to perfectly recall any path it has traveled in the past week.

Thunderbolt

4th-level (evocation; arcane, attack, nature, sound, storm, thunder)

Classes: Bard, druid, sorcerer, wizard

Casting Time: 1 action

Range: Long (120 feet)

Area: 20-foot-radius sphere

Components: V, S, M (tiny sheet of metal)

Duration: Instantaneous

Saving Throw: Dexterity halves and negates deafness

A peal of thunder ripples from a point you can see within range. Each creature in the area takes 8d6 thunder damage and is deafened until the end of its next turn. If the area contains Large or larger nonmagical wood or stone objects, the objects take 8d6 thunder damage and creatures in the area that fail their saving throw take an additional 2d6 slashing damage from flying splinters. The thunderclap can be heard from 600 feet away.

Cast at Higher Levels. For every slot level above 3rd, the thunder and slashing damage increase by 1d6, and the thunderclap can be heard from an additional 100 feet away.

Rare: Elvatar's Thunderous Entrance. After the spell deals damage, you can teleport to the center of the area.