

# TREASURES OF THE UNDERDARK

40 MAGICAL AND UNIQUE ITEMS

Items of power and malevolence from the Underdark,  
for use in the world's greatest roleplaying game.



# TREASURES OF THE UNDERDARK

40 MAGICAL AND UNIQUE ITEMS



## A Dungeon Rollers Product

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# CHAPTER 1: INTRODUCTION

The Underdark is a dire place, filled with malevolent beings, brutal monsters, and inhospitable landscapes. This tome contains 40 unique magical items inspired by the people, places, and creatures that make this unique domain what it is.

These items are designed to fit seamlessly into the **Out of the Abyss** module, your own adventure in the Underdark, or having made their way into the wider world.

Magic items are an integral part of DUNGEONS AND DRAGONS and there is nothing quite as fun as a player as receiving a mystical item that helps bring the world to life. By using thematic items, such as those presented here, your characters will feel the environments and races around them come to life.

This book contains a multitude of varied items, from common potions made from the blood of the barbarous Ixitxachitl, to The Word of Graz'zt, a sentient weapon used as a tool by the Dark Prince himself. There is something for all levels of campaign, from your first steps in the world to those looking to face off against the very Gods themselves.

Additionally you will find a variety of tables, allowing you to distribute magic items at convenient story points, matching items to various races that exist in the Underdark.

Finally, you will find a section regarding common magical properties of items found in the Underdark. This will allow you to create your own unique thematic items on the go.



# CHAPTER 2: ITEM REWARD TABLES

These tables are designed to allow you to randomly generate rewards for your parties, based on the types of challenges overcome.

## Magic Item Table A: The Derro

d100	Magic Item
01 - 20	Icon of Dread
21 - 40	Biting Blade
41 - 50	Barb of the Derro
51 - 80	Fungal Rations
81 - 100	Manacles of Agony

## Magic Item Table B: The Drow

d100	Magic Item
01 - 10	Insignia of Menzoberranzan
11 - 20	Band of Melarn
21 - 40	Queens Thread Rope
41 - 60	Light of the Gods
61 - 65	Collar of the Drow
66 - 70	Harp of the Scout
71 - 75	Bloodtithe
76 - 80	Mask of Hidden Truths
81 - 86	Signet of Melee-Magthere
87 - 93	Signet of Arach Tilinith
94 - 99	Signet of Sorcere
100	Deathblade

## Magic Item Table C: The Duergar

d100	Magic Item
01 - 10	Girdle of Mockery
11 - 20	Potion of the Mines
21 - 40	Miners Tar
41 - 55	Duergar Battle Armor
56 - 70	Candle of the Caverns
71 - 80	Bracers of Geomancy
81 - 85	Armor of the Stone Guard
86 - 100	Gavel of Tenebrosity

## Magic Item Table D: Creatures of the Underdark

d100	Magic Item
01 - 10	Figurine of Wondrous Power (Jade Spider)
11 - 20	Figurine of Wondrous Power (Pyrite Bats)
21 - 25	Figurine of Wondrous Power (Diamond Drake)
25 - 40	Ixitachitl Blood
41 - 45	Chittering Carapace
46 - 60	Myoconid Spore
61 - 70	Charm of the Doppelganger
71 - 80	Arachnids Blessing
81 - 85	Eyes of the Beholder
86 - 95	Claw of the Deep Dragon
96 - 99	Robes of the Illithid
100	Word of Graz'zt

## Magic Item Table E: Potions & Single Use Items

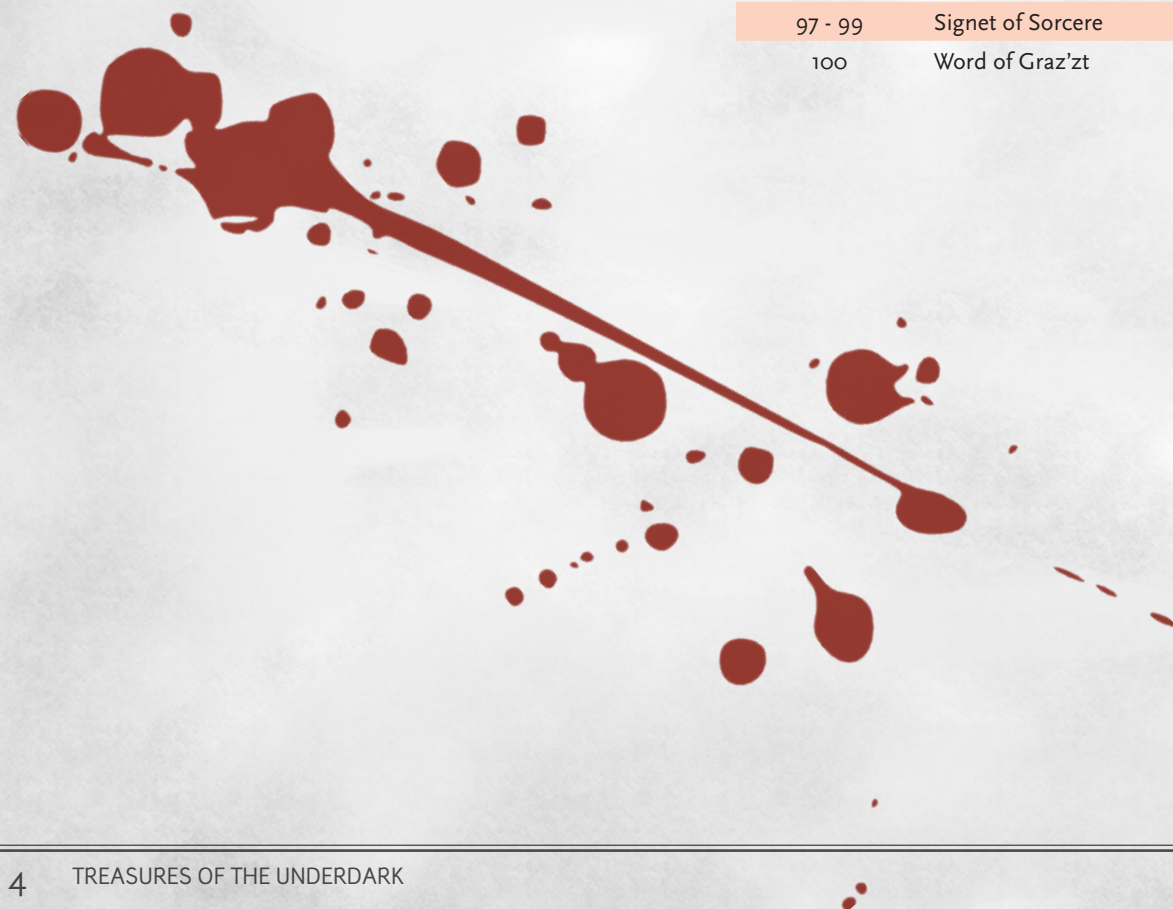
d100	Magic Item
01 - 10	Candle of the Caverns
11 - 35	Fungal Rations
36 - 50	Ixitachitl Blood
51 - 65	Light of the Gods
66 - 70	Miner's Tar
80 - 94	Myoconid Spore
95 - 100	Potion of the Caverns

### Magic Item Table F: Uncommon and Rare Items

d100	Magic Item
01 - 05	Blessing of the Prince
06 - 10	Bracers of Geomancy
11 - 15	Candle of the Mines
16 - 20	Collar of the Drow
21 - 25	Divining Rods
26 - 30	Duergar Battle Armor
31 - 35	Figurine of Wondrous Power (Jade Spider)
36 - 40	Figurine of Wondrous Power (Pyrite Bats)
41 - 50	Fungal Rations
51 - 55	Gavel of Tenebrosity
56 - 60	Girdle of Mockery
61 - 70	Ixixachitl Blood
71 - 75	Light of the Gods
76 - 80	Manacles of Agony
81 - 85	Miner's Tar
86 - 90	Myoconid Spore
91 - 95	Queens thread rope
96 - 100	Standing Rope

### Magic Item Table G: Very Rare and Legendary Items

d100	Magic Item
01 - 03	Arachnids Blessing
04 - 06	Armor of the Stone Guard
07 - 12	Band of Melarn
13 - 18	Barb of the Derro
19 - 24	Biting Blade
25 - 29	Bloodtithe
30 - 34	Charm of the Doppelganger
35 - 38	Chittering Carapace
39 - 42	Claw of the Deep Dragon
43 - 46	Cloak of Abhorrent Light
47	Deathblade
48 - 50	Eyes of the Beholder
50 - 55	Figurine of Wondrous Power (Diamond Drake)
56 - 58	Harp of the Scout
59 - 62	Icon of Dread
63 - 66	Insignia of Menzoberranzan
67 - 70	Mask of Hidden Truths
71 - 80	Potion of the Caverns
81 - 85	Raft of the Rapids
86 - 90	Robes of the Illithid
91 - 93	Signet of Arach Tinilith
94 - 96	Signet of Melee-Mag there
97 - 99	Signet of Sorcere
100	Word of Graz't



# CHAPTER 3: TREASURES OF THE UNDERDARK

## ARACHNIDS BLESSING

Staff, very rare (requires attunement by a cleric, druid, sorcerer, warlock, or wizard)

An obsidian staff embedded with rubies and covered in dark symbols which exude a malevolent glow when in the presence of Lolth, or her followers.

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While holding it, you gain a +1 bonus to spell attack rolls. You may not be disarmed.

When a follower of Lolth or any spider is within 50ft. the staff glows with a warm red glow. You gain a climbing speed equal to your walking speed, and may move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You gain resistance to poison damage and immunity to the poisoned condition.

Once per short rest you may use an action to invoke the *Arachnids Blessing* for one of the following effects:

- **Poison.** All enemies within 20ft. must make a DC 15 Dexterity saving throw or suffer d6 poison damage and become poisoned for one minute.
- **Summon.** You cast *conjure animals*, selecting two Giant Spiders.
- **Web.** You cast the *web* spell, the spell save DC is 15.
- **Speak.** You cast *Speak with animals*, targeting any Spider.



## ARMOR OF THE STONE GUARD

Armor (scale mail), very rare

On first looks, this set of armor appears to be a finely crafted set of Dwarven armor. To those knowledgeable enough however it is clearly of Duergar design. The armor emits an aura of fel energy, with the recesses appearing to trap the light inside and reflecting out an amethyst glow. Upon equipping this set of Scale Mail the bearer's skin, over the course of the following weeks, starts slowly turning ashen grey, and their hair white.

While wearing this armor, you gain a +1 bonus to AC and you gain the following traits:

**Duergar Resilience.** The bearer has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Sunlight Sensitivity.** While in sunlight, the bearer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

The armor has 5 charges for the following properties. The armor regains 1d4 charges daily at dawn. You can expend a number of charges for the following effects:

- you cast *enlarge/reduce* on yourself, using only the spell's enlarge option (1 charge)
- you cast *invisibility* on yourself (2 charges)
- you can sense sunlight, allowing you to find your way out of the caves. You immediately know the closest opening of any underground system you are in, within 1 mile. (1 charge)

## BAND OF MELARN

Wondrous item (ring), very rare

The bearer may twice per day disguise their presence from any target that they can see .

You may spend an action to become invisible to up to one target that you can see for 10 minutes. All other creatures are able to see you as normal. The target cannot see the bearer, including any items or equipment they are wearing or carrying as long as the item is no larger than a 5ft. cube. The ability ends if you attack or cast a spell. This ability may be used twice and refreshes on a long rest. Between each long rest the target must remain the same.

*Spiders large and small thrive in the Underdark, revered by the Drow as blessed of the God Lolth, many adventurers have met their demise to these beasts of nightmare.*

## BARB OF THE DERRO

Weapon (javelin), very rare

This barbed javelin, forged from crystallized obsidian has a thin black chain allowing the bearer to attach the weapon to themselves and use it to drag enemies towards them.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

If the target is no more than one size larger than you, after a successful attack at short range perform a grapple check, if successful you can pull the target 15ft., the Barb of the Derro stays attached. The target may use an action in their turn to attempt to escape by succeeding an grapple check against the wielder. Whilst the Barb of the Derro is attached neither you nor the target are able to move more than 30ft. from the other.

In your following turns, whilst attached you can use your bonus action to pull the target up to 15ft., or you can detach the javelin and return it to you.

## BITING BLADE

Weapon (shortsword), very rare (requires attunement)

This viciously shaped barbed shortsword is designed by the Derro to cause as much pain as possible to those who are struck, and stop them from fleeing in combat. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

In addition when you make a successful melee attack with the Biting Blade, the target must make a Constitution saving throw, with a DC equal to 10 or half the damage taken, whichever number is higher. On a failed save the targets movement speed is reduced to 0 whilst you remain within 5ft. or until the beginning of the your next turn. This effect only works against creatures of an equal or smaller size than the bearer.

## BLESSING OF THE PRINCE

Wondrous item, uncommon

A tattoo bearing the symbol of the Demogorgon is ritually marked onto your forehead, displaying to all that you are devoted follower of the Master of the Spiraling Depths. The tattoo is permanent, though if the skin it is marked upon is removed all benefits will be lost and the mark will never reappear, even if you are targeted by regenerate or similar. Additionally some priests will be able to remove this, though it requires severe additional markings of the skin. Though uncommon this symbol is often recognized and in the civilised world can bring trouble for those who openly display it.

You permanently gain the benefits of Devil's Sight (Player's Handbook, page 110). In bright light you suffers from disadvantage on perception checks, and have vulnerability to radiant damage.

## BLOODTITHE

Weapon (longsword), very rare (requires attunement)

This blade crafted from blood infused steel shimmers with a claret sheen, with the edge appearing impossibly fine.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition you score a critical hit on a roll of a 19 or a 20.

When you score a critical hit, Bloodtithe sinks deeply into the target, drinking deeply. In this round, and each following round where you attack this opponent with Bloodtithe, you deal an additional 2d6 necrotic damage, with the bearer gaining half of this damage back as health. The effect ends if the target is ever more than 20ft. away from the wielder and can only occur once against each target.

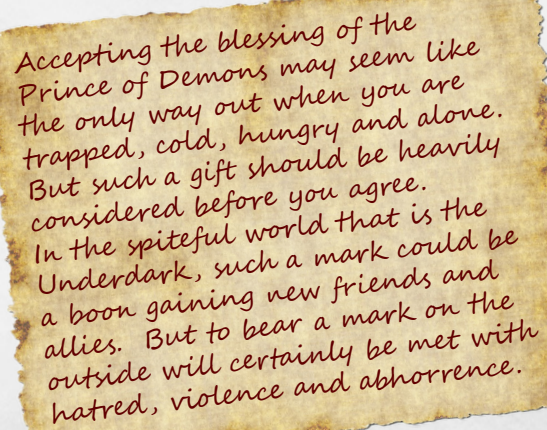
Each time you score a critical hit with Bloodtithe you suffer 1 level of exhaustion. Each time that a killing blow is delivered by Bloodtithe you recover one level of exhaustion.

## BRACERS OF GEOMANCY

Wondrous item, rare (requires attunement)

You can move and mold stone using nothing but their hands, you can use an action to cast *mold earth* at will.

When you hit with an unarmed attack, the bracers store some of the impact inside them. Each time you make a successful unarmed melee attack gain one charge. When the bracers have 5 charges you can release this power on an unarmed strike dealing an additional 3d6 force damage. If the target is nonliving material you deal maximum damage on this attack.



Accepting the blessing of the Prince of Demons may seem like the only way out when you are trapped, cold, hungry and alone. But such a gift should be heavily considered before you agree. In the spiteful world that is the Underdark, such a mark could be a boon gaining new friends and allies. But to bear a mark on the outside will certainly be met with hatred, violence and abhorrence.





Throughout the Underdark the minions of Lolth have squeezed into every crevice, crack and hole awaiting unsuspecting prey to meet its demise.

## CHITTERING CARAPACE

*Armor (breastplate), very rare (requires attunement)*

This breastplate, fashioned from the carapace of a Giant Spider, continues to emit the beast's haunting chitter whenever worn. Fresh webs wrap around the carapace, binding it in an adhesive mesh, weapons striking it run the risk of staying there. All those who hear it feel the scratch of arachnids crawling over their body.

Once per short rest, when attuned to the armor, at the start of your turn you can spend your bonus action to amplify the sounds coming out of the armor. Any creatures within 5ft. must make a Wisdom saving throw DC 15. If they fail you have advantage on any attacks against them this turn. As an action you may target one creature that failed this check, they become frightened for 1 minute, these effect ends if you are ever more than 30ft. apart.

A creature can attempt to overcome the sound by using an action to make a DC 15 Wisdom check. On a success, the creature ceases to be affected by the noise.

When a creature makes a melee attack against you and fails, you may make a DC 20 Strength check. If you succeed, they are disarmed as the webs latch on to the weapon and pull it from the attacker's grasp

## CLAW OF THE DEEP DRAGON

*Weapon (any sword), very rare (requires attunement)*

A blade, shaped from the claw of a monstrous deep dragon. In sunlight the blade shimmers with a amethyst glow, but as the light fades it turns a deep black, wrapping any last remaining light around it.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Twice per day you can spend a reaction when a melee attack against you misses to cast *stoneskin* on yourself. The spell does not require concentration and lasts for 10 minutes, or until there are no enemies within 5ft. of you.

Once per long rest you may unleash the force within the sword to perform a breath weapon attack in a 15ft. cone. All enemies hit suffer 6d6 (18) psychic damage, with a DC 17 Wisdom saving throw for half damage. Any humanoid that fails this saving throw is charmed by you for 1 minute, or until someone in your party is hostile towards it. At the beginning of each of their turns a charmed creature makes a DC 17 Wisdom saving throw, if successful the effect end and the creature knows it has been charmed. This ability may not be used in direct sunlight.

## CANDLE OF THE CAVERNS

*Wondrous item, uncommon*

When lit this candle appears to not to emit a light, however the candle melts down as normal.

When lighting this candle target up to 10 friendly characters within 30ft. After the candle remains motionless for one minute, it appears to these characters that the candle produces light equal to that of a small campfire, providing bright light in a 30-foot radius and dim light for an additional 30 feet. No other creature can see this light.

If the candle is moved it the effects are cancelled, and are returned again after the candle has been motionless for one additional minute. The candle burns for 8 hours.

## CHARM OF THE DOPPELGANGER

*Wondrous item, very rare (requires attunement)*

A small iron charm with no discernible shape. If you look long enough at the charm you can see it slowly shifting, taking on the loose forms of the various inhabitants of the Underdark.

Once per long rest you can use an action, speaking the command word to cast *polymorph* targeting yourself. When you cast this spell you are restricted to small or medium humanoids that you can see.

Additionally once per day you can transform into a beast. You can use an action to cast *polymorph*, selecting from the following options; Giant Spider, Spider, Bat, Darkmantle, or Rust Monster



## CLOAK OF ABHORRENT LIGHT

*Wondrous item, very rare (requires attunement)*

This cloak absorbs sunlight, seemingly drinking it in. Shadows wrap around the wearer, with any clothes they wear appearing muted.

The bearer gains advantage on stealth checks and counts as being obscured when viewed from 60ft. or further, if they would already be obscured they count as heavily obscured.

After being in direct sunlight for four hours the Cloak of Abhorrent light gains a charge, to a maximum of 4 charges. You can use an action to expend 1 or more of the cloaks charges to cast one of the following spells centered on the cloak: *Light* (1 charge), *Daylight* (2 charges).

**Release Light:** You can use an action to whip the cloak towards a target and expend 1 charge to blind a foe. Choose one creature that you can see within 15ft. to make a Constitution saving throw (DC 15). If it fails, the target is blinded for 1 minute. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the target is no longer blinded.

## COLLAR OF THE DROW

*Wondrous item, rare*

This heavy iron band worn around the neck gives you the ability, at will, to change their appearance to that of a Drow. You can use an action to transform your appearance, though any distinguishing features will remain, the effects remain for up to six hours and you can spend an action to reverse the effects.

In addition the user may give themselves or any ally within 30ft. advantage on a saving throw versus being charmed. The ability may be used once and refreshes on a long rest.

## DEATHBLADE

*Weapon (dagger), legendary (requires attunement by a character with a Dexterity score of 16 or greater)*

Wielded by Iilinear Shadowdark, is the ultimate assassins tool, guiding its bearers hand as it strives to ascend Drow society to rule all the worlds.

Once attuned Deathblade will in secret reveal its true identity to you. It believes that the Drow should rule the world and all those who stand before its goals should be executed. It will not allow you to attack any Drow, unless from the shadows and in secret. In addition, should the blade believe that you wielder is not working towards its intended goals it will not assist you until you perform an action in its interests. During this period and will lose all its benefits and act as a mundane dagger.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

You gain the ability to use an action to silently cast *invisibility* (twice per day) or *pass without trace*, targeting yourself (at will).

You can spend 1 minute to extract a poison from the below list, it seeps out through small pockets in the blade coating it in a metallic ichor. Each poison remains on the dagger for 4 hours or until a new poison is applied, each poison can only be applied once per day. The first time you make a successful melee attack against a character they suffer the effects of the poison, each character can only be effected one time per extraction:

- **Sluggishness.** The creature must pass a DC 18 Constitution save or become slowed for 1 minute. It gains disadvantage on Dexterity saving throws, their movement speed is halved and they gain vulnerability to slashing, bludgeoning and piercing damage.
- **Blinding.** The creature must pass a DC 18 Dexterity saving throw or become blinded for 1 minute. It may spend an action to attempt to break this effect at the beginning of each of its turns.
- **Poison.** That creature must succeed on a DC 18 Constitution saving throw or take 4d10+10 poison damage and become poisoned for 1 minute.
- **Paranoia.** The creature sees visions of the wielder all around them and suffers disadvantage on attack rolls against the bearer for 1 minute.

If Deathblade is wielded by a Rogue, the Sneak Attack dice increases to d8 from d6. If the bearer is not a Rogue, they gain the sneak attack rule (2d6).

**Sentience.** Deathblade is a sentient chaotic evil dagger with an Intelligence of 10, a Wisdom of 12, and a Charisma of 10. It has hearing and darkvision out to a range of 120 feet. The dagger communicates by projecting a wicked, harsh voice out loud when the bearer is alone.

## DIVINING RODS

Wondrous item, rare

A pair of perfectly straight, and immaculately smoothed iron rods, bearing an embossed Svirfneblin water rune at one end. When the sticks are struck together a high pitched ringing will echo around the area, audible to a 150 foot. After a few moments the Rods will begin to point toward the nearest sources of water. If there are multiple each rod will direct to a different source.

## DUERGAR BATTLE ARMOR

Armor (plate), rare (requires attunement)

Heavily resembling the Dwarvish armor commonly seen through the Forgotten Realms, this heavy set suit of armor is inscribed with Duergar runes of protection. Whilst wearing the armor you draw power from those who wore it before you, gaining the following benefits:

**Duergar Resilience.** You have advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Solid as a Rock.** You cannot be knocked prone or pushed back by any non-magical effect.



## EYES OF THE BEHOLDER

Wondrous item, very rare (required attunement)

This amulet is shaped like a beholder, with each of its 8 eyestalks inset with a differing gem. Expending a gem will unleash a unique ability.

When you discover the amulet 4 random gems are missing, for each missing gem there is a 20% chance that the stalk it sits on is depleted and can never be used. You can use an action and speak the command word to expend a gem, gaining one of the following benefits:

**Anti Magic Field.** You cast *silence*, centered on yourself

**Charm.** You cast *charm person*.

**Disintegrate.** You can disintegrate as much as one 10-foot cube of nonliving matter, as per the *disintegrate* spell.

**Fear.** A character within 15ft. must pass a DC 17 Wisdom saving throw or be frightened of you for 1 minute.

**Finger of Death.** A character you can see within 30ft. must pass a DC 17 Constitution save or suffer 3d6 + 12 points of damage

**Sleep.** You cast *sleep*

**Slow.** You target one creature within 40ft. That creature must make a DC 17 Dexterity saving throw. If they fail they are slowed for one minute, as if affected by the *Slow* spell.

**Telekinesis.** You cast *levitate* on yourself

Gem Type	Cost	Effect
Bloodstone	50gp	Finger of Death
Diamond	150gp	Anti-Magic Field
Lapis Lazuli	100gp	Disintegrate
Obsidian	30gp	Charm
Pyrite	25gp	Telekinesis
Quartz	25gp	Fear
Star Ruby	50gp	Slow
Topaz	25gp	Sleep

A gem can be replaced by attempting an DC 15 arcana check, with advantage if proficient with a Jewelers Kit.

The cost in the table above shows the value of the gem's required. A gem is not consumed on a failed repair attempt however there is a 50% that the eye stalk is permanently depleted, meaning it may not be used at all in the future.

*Beholders, beset by paranoia, build deadly traps filled with wealths of treasure throughout the Underdark for those brave enough to seek them out.*

## FIGURINE OF WONDROUS POWER

*Wondrous item, rarity by figurine*

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

**Jade Spider (Rare).** This jade statuette is of a Giant Spider. It can become a Giant Spider for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

**Pyrite Bats (Rare).** This pyrite statuette is about 3 inches high and displays three bats in mid flight. It can become a Swarm of Bats for up to 3 hours. Once it has been used, it can't be used again until 5 days have passed.

**Diamond Drake (Very Rare).** This small, 1 inch, diamond statuette is of a Guard Drake (Volo's Guide to Monsters, page 158). It can become a guard drake for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

The DM chooses the Guard Drake type created, or determines it randomly:

d100	Drake Type
01 - 50	Guard Drake
51 - 60	Black Guard Drake
61 - 70	Blue Guard Drake
71 - 80	Green Guard Drake
81 - 90	Red Guard Drake
91 - 100	White Guard Drake

## FUNGAL RATIONS

*Wondrous icon, uncommon*

A heavy iron box filled with dark dense funghi, dried and preserved to provide nutrition in the Underdark. When discovered, the box contains 3d6 mushrooms. When consumed each funghi gives the benefit of having consumed a goodberry, in addition roll a d10 and apply the following effect:

d10	Effect
01 - 02	You become violently ill, take 2d6 poison damage, and suffer one level of exhaustion
03 - 04	You feel refreshed and revitalised, gaining +5 to any initiative rolls and advantage on Acrobatics and Athletics checks. This effect lasts until after your next long rest.
05 - 06	Your skin becomes tinged with purple and hard. You gain +1 AC but have disadvantage on any checks using Charisma. This effect lasts until after your next long rest.
07 - 08	You gain 2d8 + 2 temporary hit points that last until your next short or long rest.
09 - 10	Your senses are enhanced. You gain advantage on Strength, Dexterity and Constitution saving throws and gain +5 to any ability checks (not including attacks) using these statistics until you complete a long rest.

## GAVEL OF TENEBROSITY

*Weapon (any hammer), rare*

You gain a +1 bonus to attack and damage rolls made with this magic weapon in dim light, this increases to +2 in darkness.

You gain +5 to stealth checks in dim light or darkness





*When you are hungry in the Underdark there is very little an adventurer will not eat. A questionable looking fungus will seem like a blessing compared to their normal meals.*

## GIRDLE OF MOCKERY

*Wondrous item, rare*

A leather girdle, clasped with an Duergar visage crafted from roughly polished iron. When worn, the eyes on the girdle track those who attempt to strike the wearer, hurling insults and abuse.

Whilst wearing this belt, each time you are targeted by an unsuccessful melee attack the belt gains a charge. When the belt reaches 5 charges you can, as a reaction, release a torrent of mockery from the belt and receive one of the below benefits:

- Gain 2d8 temporary hit points
- Target one opponent within 15ft. who made an unsuccessful attack generating a charge, they gain disadvantage on all attacks until the end of their next turn
- Target an ally within 15ft. they gain advantage on all attacks until the end of the next round, you can target yourself with this ability

## HARP OF THE SCOUT

*Wondrous item, very rare (requires attunement by a bard)*

This instrument was used by the Drow in their first forays into the Underdark to prevent attacks from the creatures than lurk in the dark.

You can use this instrument to mimic the sound of any beast you have encountered. To do so you must use an action to tease the animalistic noise out of the strings, make a DC 15 Charisma (performance) check. On a success the noise is successfully mimicked.

You can play music to try and fend off beast attacks. As an action you may make a Charisma (performance) check, all beasts within a 50ft. radius must make a Wisdom saving throw against this value or be charmed. Whilst charmed the beasts are placated and will not attack the performer or their allies unless provoked. This effect continues until you stop playing. If you play continuously for 5 minutes the charm effect will last for 1 hour.

Once per day you can use an action to cast Dominate Beast.

## ICON OF DREAD

*Wondrous item, very rare*

Used by the Derro to interrogate those found wandering the Underdark, the *Icon of Dread* projects the subjects darkest fears into their reality. Normally taking the shape of a small carved spider, this icon is placed upon the forehead of an unconscious or sleeping foe. Inflict horrendous nightmares of the creatures biggest fear, the icon passes these visions back to the user allowing them to leverage this information.

When attuned to this icon you can spend an action to speak the command word upon placing the Icon on a creatures forehead, who must be either sleeping or unconscious.

If the icon remains for at least one hour, if passes you information of the creatures deepest fears, and if the target is sleeping they will not gain any benefits from this rest, and suffer one level of exhaustion. Within 5 days of using the *Icon of Dread*, you can once, as an action, unleash these fears onto the subject. As long as the target is within 200ft., it must make a DC 15 Wisdom saving throw or be frightened for one minute and take 3d6 psychic damage. Once the icon delves into a new targets mind, this ability will no longer work on previous targets.

## INSIGNIA OF MENZOBERRANZAN

*Wondrous item, very rare (requires attunement by a creature of evil alignment)*

A symbol of thanks, gifted to those who have risked their life to impress the Lords of Menzoberranzan. Not only does the insignia allow the bearer to walk unmolested through the City of Spiders, it contains the magics known innately to all D row.

When attuned to the *Insignia of Menzoberranzan*, you gain the ability to cast the following Spells, the spellcasting ability is Charisma, requiring no material components:

- *Dancing lights* at will
- *Darkness*, once per day
- *Faerie fire*, once per day

If the Insignia is used in direct sunlight, there is a 50% chance that any spell it generates fails.

## IXITXACHITL BLOOD

*Potion, uncommon*

The blood of the vampiric Ixitxachitl, drained and bottled, is viscous and contains flecks of solid plasma. It takes a brave hunter to stalk their prey in the lakes and caverns of the Underdark for these creatures, but they are well rewarded for when harvested and treated properly the blood can bestow the strength of the Ixitxachitl onto those who drink it.

When you drink this potion you gain the ability to regenerate for one minute. At the start of each of your turns roll a D10. On a 3-10 gain you regain 10 hit points. On the roll of a 1 or a 2 suffer d10 damage and the effect of the potion ends.

## LIGHT OF THE GODS

*Wondrous item, rare*

This finely wrought vial houses two separate chambers, separated by a delicate glass wall. Often taken into the Underdark by wealthier adventurers it is considered a leveller against the creatures that scuttle in the dark, turning their sharp eyes against them.

The vial can be thrown up to 30ft and upon contact with a creature or object will break causing the liquids to mix and flash in an explosion of pure light. Any creature hit takes 2d6 radiant damage. Any creature within a radius of 20ft. who is looking directly at the explosion must take a DC 15 Constitution check or be blinded for one minute, creatures with darkvision roll this save at disadvantage.

A creature affected by this ability makes another Constitution saving throw at the end of its turn. On a successful save, the effect ends for it.



*The Drow of Menzoberranzan are renowned for unmatched cruelty and malice. If you find yourself in the City of Spiders, I fear it is already too late.*

## MANACLES OF AGONY

*Wondrous item, rare (requires attunement)*

These barbed manacles have vicious spined teeth that pierce into the skin of whatever creature is forced into wearing them. Attaching to the hands and feet of the target, these act as regular manacles (Player's Handbook, page 152). However, when attuned you can use an action to speak the command word, sending a wave of agony through the target until you speak the command word again to make it cease. The effects depend on the time period this effect is held for:

- **At least 10 seconds.** +5 on intimidation and persuasion checks - 10% chance to fall unconscious
- **At least 20 seconds.** +10 on intimidation and persuasion checks - 30% chance to fall unconscious
- **30 seconds or greater.** +10 on intimidation and persuasion checks, and the subject is charmed. 50% chance to fall unconscious.

A DM may deem a creature is too weak to survive the wave of pain caused by these manacles. If such a creature is forced unconscious due to usage of the manacles, there is a 50% chance they will instead die.

Once used, these manacles cannot effect the same target until the following day or they will immediately fall unconscious. You may not attune to these manacles whilst wearing them.

## MASK OF HIDDEN TRUTHS

*Wondrous item, very rare*

You gain advantage on persuasion and deception checks whilst wearing the mask.

Once per day you can use an action to target a humanoid within 30ft. with whom you share a common language. The mask learns a deep secret belonging to the target and they choose one of the following:

- the mask will speak the secret aloud; or
- they succumb and are charmed by you for one hour.

**Curse.** The mask is cursed. Equipping the mask curses you until you are targeted by the *remove curse* spell or similar magic, *zone of truth* will also remove this curse. You are unable to tell the truth or remove the mask until the curse is removed.

## MINER'S TAR

*Wondrous item, rare*

Used for moving large amounts of rock, or clearing pathways in enclosed spaces this tar was developed by the Duergar as they expanded into the Underdark. This small white clay jar is filled with a foul smelling viscous black liquid. When found a container contains 1d6+1 applications.

One application of tar can cover a 1-foot square surface. When painted onto a surface it sets within seconds to a rubbery sheen. Anything that impacts a painted surface will be repelled with five times the force. The covering has a 10% chance to deteriorate each impact, rendering it useless.

## MYOCONID SPORE

*Potion, rare*

A spore can be shared by up to three people. For 1 hour after eating the spore you can communicate telepathically with anyone who ate the same spore. In addition for this period you gain damage immunity to poison and cannot be blinded, charmed, frightened, paralyzed or poisoned.

If any creature who ate the same spore enters direct sunlight, the effects cease for all creatures who ate from that spore.

## POTION OF THE CAVERNS

*Potion, very rare*

A murky dark grey liquid that pours slowly when upturned.

When you drink this potion you turn to stone, your body warping and stretching until you become indiscernible from a boulder of a similar size. The type of stone is determined by the closest non-hewn stone when you drink this potion. You gain the petrified condition, however you are aware of your surroundings. The potions effects remain for 8 hours, though you may spend an action to stop the effect early.

## QUEENS THREAD ROPE

*Wondrous item, rare*

Spun from the finest web produced by the Giant Spiders of the Underdark this rope is both unfeasibly strong and impossibly fine. A length of such rope is considered an outstanding token of affection in some circles, a fact which has led many a would be suitor to an unfortunate end.

Lighter and stronger than traditional rope, 50ft. of *Queens Thread Rope* can fit comfortably in a pocket. Any perception tests made to detect the rope, or traps constructed from it, are made with disadvantage.

*Queens Thread Rope* has 5 hit points and can be burst with a DC22 Strength Check.

## RAFT OF THE RAPIDS

*Wondrous item, very rare*

Developed to help settlers to traverse the Underdark this craft resembles an early Duergar boat. Open topped with boards to sit on, the craft measures roughly 15ft. in length, being large enough for 5 medium sized creatures to travel in. The enchanted runes embossed along the edges of the vehicle emanate a cerulean glimmer when placed in water, as a transparent force-field covers those seated inside.

Whilst the craft is placed on water, all passengers and any equipment they are touching treat the direction of down as the bottom of the craft, regardless of its orientation. This allows them to safely traverse waterfalls and steep rapids as the imbued powers allow them to safely travel to their destination.

## ROBES OF THE ILLITHID

*Wondrous item, very rare (requires attunement)*

The wearer has advantage on saving throws against spells and other magical effects.

Once per day you can attempt to delve into the consciousness of a creature you can see. You must concentrate on the target for 10 minutes, if you do so the creature makes a DC 17 Wisdom saving throw. If they fail, the bearer may ask one question regarding the creatures past. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

After doing so the creature suffers 4d6 psychic damage and one level of exhaustion.



## SIGNET OF ARACH TINILITH

*Wondrous item, very rare (requires attunement)*

This signet marks the wearer as a graduate of Arach Tinilith, the highest honor that can be achieved by a Drow. A delicate silver band topped with an obsidian spider symbol, any Drow bearing this ring commanded respect in Menzoberranzan society.

You are immune to poison damage, and the poison condition. Any time you deal spell damage, you can change the damage type to poison. You can communicate freely with any Spiders, who will never treat you as hostile and will follow any reasonable requests, including attacking your enemies.

**Spawn of the Dark Mother.** Once per day you can use an action to invoke a blessing of Lolth. All creatures within 20ft. of the bearer must pass a DC 15 Wisdom saving throw. On a failed roll the creature perceives spiders crawling their mouth, swarming their bodies. The creature cannot speak and is frightened for one minute. If creature does not have line of sight to you, it can use an action to make a DC 15 Wisdom saving throw, on a successful save, the spell ends for that creature.

This item may not be worn with the Signet of Melee-Magthere, or the Signet of Sorcere. Attempting to do so will render all items mundane permanently.

## SIGNET OF MELEE-MAGTHERE

*Wondrous item, very rare (requires attunement)*

This signet marks the wearer as a graduate of Melee-Magthere. Forged from hide as strong as dragons hide, any Drow bearing this ring commands respect in Menzoberranzan society.

You can use an action to cast the *levitate* spell on yourself at will.

Your reflexes are enhanced as though you had attended the Pyramid yourself. When you or an ally within 5ft is the target of a melee attack that misses, you can attempt to gain the upper hand by using your reaction to perform one of the following combat maneuvers:

- **Disarm.** Make a melee attack against the attacker, if successful the target takes no damage but is instead disarmed.
- **Riposte.** Make a melee attack against the attacker.
- **Trip.** Make a melee attack against the attacker, if successful the target must make a DC 15 Strength check or be knocked prone.
- **Wrestle.** Make a grapple attack against the attacker, if successful the target is grappled.

Each maneuver can only be used once per long rest.

This item may not be worn with the Signet of Arach Tinilith or the Signet of Sorcere. Attempting to do so will render all items mundane permanently.

*Tier Breche, the famed academy of the Drow consists of three pillars. The Arach Tinilith teaches the beliefs and dogmas of Lolth, it's students becoming priestesses of the Spider Queen. Melee-Magthere develops the finest warriors until the Grand Melee identifies one student with great promise. Sorcere, the school for wizards allows for males to achieve a high standing in the matriarchal society.*

## SIGNET OF SORCERE

*Wondrous item, very rare (requires attunement)*

This signet marks the wearer as a graduate of Sorcere. Forged from the banded elements of ice and fire woven together, any Drow bearing this ring commands respect in Menzoberranzan society.

When you first attune to this item you can learn one spell from any spell list of a level you can cast. You can cast this spell whilst wearing the signet. Each time you would attune to this item you relearn this same spell.

During a long rest you can store one spell you know in the signet, each time you cast this spell choose one of the following options:

- **Quicken Spell.** You can cast the spell as a bonus action, this can only target a spell with a casting time of one action.
- **Silent Spell.** You can ignore the verbal components of the spell
- **Alter Elements.** You can change the damage type of the spell to force.
- **Rigidity.** You make concentration checks whilst concentrating on the spell at advantage.

This item may not be worn with the Signet of Arach Tinilith or the Signet of Melee-Magthere. Attempting to do so will render all items mundane permanently.

## STANDING ROPE

*Wondrous item, rare*

This appears to be an ordinary bundle of hemp rope roughly 30ft in length. However, if you use an action to speak the command word the rope will slowly uncoil reaching upwards until it reaches its full length.

The *Standing Rope* is strong enough to climb, and can bear a maximum of 300lbs. at any time. When the command word is spoken again the rope will collapse, returning to its previous state.



## WORD OF GRAZ'ZT

*Staff, legendary (requires attunement by sorcerer, wizard or warlock)*

A finely crafted staff that is so polished as to work as a mirror, any creature who looks at their reflection will see the most beautiful version of themselves.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. When attempting to attune to this weapon, you will be approached by a vision of Graz'zt. The weapon will only attune if you swear fealty to Graz'zt and agree to carry out his bidding. If you agree over the following week six black half horns will appear your head, each protruding an inch from the skull.

The staff will push you to gather and carry out excess, with the bearer hearing a beautiful silken voice in their head they will be encouraged to gather more wealth, drink the finest Elvish wine, and throw extravagant parties.

You gain +2 Charisma (to a maximum of 20) and become physically more attractive, your best features being emphasised. You gain expertise in deception, intimidation and persuasion. Whilst in their possession all belongings owned by the bearer never get dirty and remain odorless.

Each day you are attuned to the *Word of Graz'zt* you suffer one of the madnesses shown below, driving your excess that day. Roll on the below table each day at dawn, you suffer this character flaw that day:

d100	Madness
01 - 20	Nothing is more important to me than admiring my own reflection. Anyone who doesn't appreciate my beauty is a fool.
21 - 40	Sex is a great solution to all of life's problems. Why doesn't anyone else get this?
41 - 60	My appetite for delicious, pleasurable substances knows no bounds. I'll do anything to get more.
61 - 80	Rumors spread easily, and I know many of them. Who cares if they're true?
81 - 90	To properly honor my dark, beautiful lord, I must prepare intricate, debauched rituals.
91 - 100	Anyone who doesn't do exactly what I say deserves no happiness.

The *Word of Graz'zt* has a maximum of 15 charges, and recovers 2d4 charges daily at dawn.

Periodically the staff will issue the bearer a task of excess, this could be keeping an artifact intended to be returned, or slaughtering a hostage you had planned to release. If this task is not carried out then the staff will lose d4 charges permanently. When the staff reaches zero charges it will summon Graz'zt, the Dark Prince, who will offer the bearer a place by his side or to surrender their entire wealth, including the *Word of Graz'zt*, and any equipment they own. Death is a third option.

**Spells.** While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *misty step* (2 charges), *crown of madness* (2 charges), *compulsion* (4 charges), *polymorph* (4 charges), and *true polymorph* targeting yourself only (9 charges). Casting *true polymorph* will cause the *Word of Graz'zt* to lose d4 charges permanently.

**Surrounded By Beauty.** You can use an action to expand 3 charges to enhance the beauty of all those around you, targeting all allies within 20ft. Any clothing or equipment being carried becomes clean, the ally themselves grows visibly more attractive and has an odor as though sprayed by a fine perfume. For the next hour you and these allies gain advantage on Charisma (Intimidation and Perception) checks.

**Madness of Graz'zt.** You can use an action and expend 5 charges to temporarily overwhelm a target within 30ft, they must share a common language with you. The target must pass a DC17 Wisdom saving throw. If this is failed their mind becomes filled with paranoia, target a random creature within 50ft. of them. Your target becomes convinced this creature is trying to kill them and will perceive them as the biggest threat they are currently facing. A creature affected by this ability makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

**Sentience.** The *Word of Graz'zt* is a sentient chaotic evil staff with an Intelligence of 10, a Wisdom of 10, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet. The staff communicates by speaking telepathically with its wielder.

# CHAPTER 4: COMMON MAGICAL PROPERTIES

If you wish to create your own magical items based on the Underdark, the below tables feature a variety of effects that can be combined or added to items and weapons to produce thematic items.

## Magical Properties A: Major Races

d100	Inspiration	Effect
01 - 10	Derro	<b>Hooked.</b> When dealt damage by this weapon you can attempt to trip the target who must succeed a DC 12 Strength saving throw or be tripped.
11 - 20	Derro	<b>Attrition.</b> You gain +1 to attack rolls and damage rolls against creatures two or more sizes larger than you.
21 - 30	Derro	<b>Insanity.</b> You gain advantage on saving throws against being charmed or frightened.
31 - 40	Drow	<b>Cruel.</b> You can spend an action to inflict disadvantage to a skill check on any creature with whom you share a common language, within 30ft.
41 - 50	Drow	<b>Proud.</b> You have advantage on Charisma (Intimidation and Persuasion) checks.
51 - 60	Drow	<b>Natural Magic.</b> You can cast <i>dancing lights</i> , <i>faerie fire</i> or <i>darkness</i> once per day.
61 - 70	Drow	<b>Absorbed Ancestry.</b> You gain advantage on saving throws against being charmed, and magic can't put you to sleep.
71 - 80	Duergar	<b>Affinity with the Dark.</b> This weapon gains +1 to attack rolls and damage rolls when in dim light or darkness.
81 - 90	Duergar	<b>Duergar Resilience.</b> You have advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.
91 - 100	Duergar	<b>Built of Stone.</b> You gain advantage on grapple checks and cannot be knocked down.

To represent the underground nature of these races, when applying the above traits to an item there is a 50% chance for one of the following effects to apply:

- **Sunlight Sensitivity.** When in sunlight, you have disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.
- The item will not work in direct sunlight.

## Magical Properties B: Creatures

d100	Inspiration	Effect
01 - 10	Spiders	<b>Poison Immunity.</b> You gain immunity to poison damage and the poisoned condition.
11 - 20	Spiders	<b>Web.</b> You can cast <i>web</i> once per day.
21 - 30	Spiders	<b>Spider Climb.</b> You gain a climbing speed equal to your walking speed.
31 - 40	Bats	<b>Keen Senses.</b> You gain advantage on Wisdom (Perception) checks that rely on hearing and you can hear twice as far as normal.
41 - 50	Mindflayers	<b>Mind Drain.</b> You can use an action to cause a creature within 30ft. to suffer disadvantage on Intelligence and Wisdom saving throws until the end of their next turn.
51 - 60	Beholders	<b>Lunacy.</b> At the beginning of each round you can modify your initiative by +5 or -5. You cannot be frightened.
61 - 70	Dragons	<b>Scaled Skin.</b> Your skins hardens and thickens, you gain +1 to your AC and resistance to bludgeoning damage.
71 - 80	Svirfneblin	<b>Opportunist.</b> Your attacks of opportunity, if successful cause an additional 2d6 damage.
81 - 90	Doppelganger	<b>Warping.</b> This item can take the form of any item of a similar size and material, a DC 15 Intelligence (investigation) check will show that something is not right.
91 - 100	Ixitxachtli	<b>Water Breathing.</b> You can breathe underwater.

## Magical Properties C: Curses

d100	Inspiration	Effect
01 - 20	Derro	<b>Deathwish.</b> You cannot use the disengage action in combat, and you trigger attacks of opportunity from 10ft.
21 - 40	Beholder	<b>Paranoia.</b> You cannot be charmed but gain disadvantage on Wisdom saving throws.
41 - 60	Drow	<b>Trespasser.</b> When viewed with darkvision you glow like a beacon.
61 - 80	Mindflayer	<b>Weak-Minded.</b> Your Intelligence score is lowered by 2, you have disadvantage on Intelligence skill checks, and saving throws.
81 - 100	Spiders	<b>Arachnophobia.</b> You gain vulnerability to poison damage and must make a DC 15 Wisdom saving throw the first time each day you see a spider or are frightened for one minute.