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The sun has been choked out of the sky with dust kicked up from a mile-wide meteor that scoured the continent. But the Undermountain serves as a refuge for the peoples who have sought shelter from the inhospitable surface. Life here is challenging. In addition to scarce resources, its pitch black conditions and abundance of unexplored crevices allow uncountable skittering horrors to fester in the deep.

By some act of dark providence, you've been plucked out of your life and placed here in the wild. You may choose to be restored to perfect health, eliminating all genetic conditions etc.

You've been granted a fighting chance. Select 2 artifacts to take on your journey. Selecting more will increase the threats you face (discussed below).



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#### Gluttonshard

A flesh infested greatsword that bears an unnatural hunger. Its edge constantly drips an acidic saliva and its eyes move about spasmodically. When the blade cuts flesh, it has a kind of lifesteal effect on its victims, healing your wounds and satiating you. For the unnatuned, a killing blow on anything larger than a wolf would heal a broken arm and feed you for a day. This lifesteal also repairs and upkeepes Gluttonshard. Careful, feed it too much and it may start to speak.



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#### Fiend's Blood

The blood of a powerful fiend. Mixing the scalding life essence with your own is excruciatingly painful, but allows you to tap into its instinctual power. In minutes, your endurance and strength

increase greatly, granting you resistance to disease, poison; allowing you to run for miles without breaking a sweat and lift twice your bodyweight. The fiend still lives however, and he whispers temptations into your mind. Deception and cruelty come easily to you, like a reflex. Take care not to let it become a habit.



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#### Ghostflame Lantern

An enchanted lantern that burns a freezing blue flame from the spirits of the bones inside. Some voyeurs of life, others hungry with vengeance, the ghostflame inside can feed off your vitality to empower itself. With concentration, you may raise the lantern and empower the cold within, quickly dropping the ambient temper to arctic levels. The lantern's magic protects you from the cold, but not the exhaustion from funneling your life force away. Initially, you can maintain the lantern's cold for 1 minute before collapsing, but this can be improved to 30 minutes with intense practice. Alternatively, you can expend 10 minutes of this time to conjure a ghostflame elemental from the lantern. It has the physical capabilities and size of a human with a freezing touch that can kill in moments. It is about as intelligent as an octopus and follows your mental commands to the best of its ability. The elemental remains for 10 minutes, but can be extended to 1 hour with practice.



[https://www.instagram.com/bonus\\_action/p/CT99nHzM4UJ/](https://www.instagram.com/bonus_action/p/CT99nHzM4UJ/)

#### Mentor's Hand

The moment you lay your hands on the ebony hilt of this fine rapier. An ethereal hand appears, adjusting your grip and posture. Thanks to the soul of a great duelist within the blade, you improve at swordplay supernaturally fast when practicing with this weapon. For one passably observant to her subtle lessons, 1 hour spent practicing is equivalent to 7. Not just in the heat of combat, the spirit whispers necessary advice to you about tactics and etiquette, watching your back in the process



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### Necklace of Comets

Infused with latent power, this amethyst necklace is drawn towards the heavens, making it feel lighter than it looks. With a thought, the wearer may fire a dart of magical force equal to the power of a sling with a lead bullet. Aiming the magic missiles takes practice but they interpret your intent somewhat, such as lazily curving around corners or hitting secondary targets if they punch through the first. The necklace has 8 charges that recover overnight. Wearing the necklace for extended periods can cause its cosmic power to leak into you. This path to magic power is more intimate than wizardry but slower. 1 month of arcane study is equivalent to 3 months of wearing the necklace. The nature of your magic depends on the artifacts you have taken, including this one. Celestial HRT



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#### Remedial Applications of Heterodox Elemental Theory

Still in the plastic wrap, this thick textbook boasts 1,700 pages. Inside is an introduction to arcane spellcasting by drawing on the elements. Unfortunately, this book defines the elements of the universe as sweet, sour, salty, bitter, and umami. It provides a good academic foundation on magical energy, especially the elements, and teaches you 5 spells. A saccharine charm that smoothes over disagreements and awkward moments, a sour spurt of strong acid up to 30 feet that can kill easily, a crystalline barrier of repulsive salt as strong as a windshield that lasts for one minute, a bitter veil that blends you into the background like a chameleon as long as you don't move too much, and a simple cantrip to conjure a meal of savory broth. Casting magic is mentally intensive. These spells wear you out equivalent to an hour spent in intense study. With great trial and error, the foundations contained in this book can be expanded to create new spells.





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#### Watchful Shield

Made out of light steel, this unbreakable shield moves unerringly of its own accord to block blows. Its uses are multifaceted. The central eye constantly watches, mentally alarming you of any visual threats you don't notice, even waking you as you sleep. If enemies get too close, its mouth can close like a fanged vise, shattering bones and severing limbs.



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#### Dryad's Bag

Made of enchanted leaves and soft leather, this messenger bag smells of wet earth and wildflowers. Inside is an extradimensional space the size of a car's trunk. Regardless of what is inside the bag, it weighs no more than when it was empty. You could even curl up and sleep inside the space, as long as you leave the top open for air. In addition, the bag can produce any product made entirely of plant matter, even food. This effect has a cooldown related to the size, complexity, and rarity of the item. For example a vegetarian meal or firewood for the night takes

4 hours, while a wooden lock or cotton shirt takes 36 hours. The bag cannot produce expensive alchemical herbs or rare foodstuffs, like truffles, unless they have been placed inside at least once before.



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#### Bottled Power

Stare as much as you like. Clever alchemy has allowed clear glass to contain the grumbling storm inside. You can attune the power inside to another of your artifacts, improving all its effects by 30%. While near a storm, you may change the attunement to a different item.



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#### Breath of Life

A partially melted candle in a brass holder. Blood has clearly been mixed into the wax, turning the candle a deep red. Its greasy black smoke can bring inanimate objects to life. If the object lacks legs or other articulated joints it can use for locomotion, it can fly at walking speed. Objects possess human senses, are intelligent as a clever dog, and follow your mental commands to the best of your ability. The strength and dexterity of objects is related to the durability and flexibility of the material as well as the size of the object. A wooden chair is as strong as a 12 year old, while a wardrobe is strong as an adult. Objects remain animated for a duration according to their size. 10 minutes of smoke animate the same chair for 1 hour, but the wardrobe for 5 minutes. Once lit, the candle has fuel for 1 hour. It regenerates overnight.



Objects modeled after living things, especially humans, are stronger, more intelligent, and last longer than other objects. You can even animate your own shadow, but it has its own agenda...



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#### Crystal of the Undermind

A shard of the hive mind of psionic crystals deep beneath the earth. Rubbing its broken fragments into your skin permanently increases your intelligence and willpower, allowing, among other things, two concurrent trains of thought. You could outwit most mortals who haven't spent significantly more time planning ahead than you. It also adapts your body to live in the great expanses of caverns below. Your skin becomes as hard as stone, you can sense thinking creatures in darkness as if seeing them, and you can subsist of the psychic energies of others' thoughts. If you lived in a small hamlet or larger, you wouldn't have to eat or drink. This causes no harm to others.



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#### Civilizer

Slightly short and unwieldy to one without a smith's muscles, it seems more a ceremonial object than a weapon or tool. With this hammer, metal becomes easily shaped and malleable, like clay in the wielder's hands. You gain innate knowledge of engineering up to the early 19th century: windmills, steam, telegraphs, and muzzle-loaders. This advances rapidly with experimentation. The hammer itself is immutable, but can be heated red hot with a thought, providing a potent weapon for one with the strength to use it.

Someone finds you in the wilderness. Similar to the artifacts, selecting more will increase the threats you face (discussed below). Alternatively, you may forgo a companion to change your race and or create a new body one time only. If so, you start within sight of civilization.



Keela, a talented engineer and inventor, is tired of the “paranoid and cowardly” folks back home. They spend too much time reinforcing their hidden strongholds to develop further technology. She’s tall for a Kobold, standing proudly at breast height.



Rodrosh doesn’t talk much, usually letting his body language, and hammer, speak for him. A centuries-long dispute has roiled between the native gray skinned dwarves of the Undermountain and the far newer (for a dwarf) asylum seekers. This dwarf seeks peace between clans.



Draped in long scarlet robes that extoll her hushed religion and secret motives, Carmella knows much about the complex history of the Undermountain, both natural and cultural. She doesn't know any magic, but her knowledge, silver tongue, and hidden connections will get you far.



Face obscured by dark face paint and the shadow of her hood, the rapier wielding swashbuckler introduces herself as a vigilante, but that could just as easily mean career criminal. Her overprotective concealment of a pouch of stolen treasure(s) is painfully obvious.



Garbed in ratty clothes and armor patched many times over, Oughan's neglect for the physical betrays his reverence for the spiritual; alongside the piece of celestial power it brings. Like the recently united Orcs of the Undermountain, Oughan channels Unity to heal and protect.



The outcast son of a noble house, Quenthel used his once expansive connections to investigate the histories destroyed in the Great Revolution, which led to the sadistic and matriarchal Drow

of today. In addition to the storied upbringing of a lesser noble, Quenthel is trained in mirror magic.

One threat to face. If you defeat this threat, you are given the option to return home with all your artifacts. Select an additional threat for each extra artifact or companion you choose.



#### Cloud Giants

Living safely in their laboratory-fortresses above the clouds, the Giant's alchemy can solidify clouds and bottle its lightning into liquid power. It also can pilot automatons with air spirits eager to fulfill the Giant's cold, scientific curiosity into your transdimensional status. They want to dissect you, but they'll stop sending increasing waves of hunters if you either kill them, or convince them not to use such invasive methods.



### Undermind

Ever seeking more nourishment, the Undermind uses its great psionic power to masquerade as many gods in the Undermountain, absorbing the psychic nutrients of their worshipers. You read this, so now you know too much. Find a way to protect yourself before they slowly erase your memory. Leaving you a catatonic husk.





### Flesh

A great cancer is spreading through the pillars of the world. Festering, mobile tumors seed themselves in damp corners to spread the infection. Some thaumaturgic loophole in reality sustains the mistakes, and despite their biological impossibilities, they still shudder with life, slick with blood and terrible hunger. Stamp them out, and burn it all the way to the heart.



### Fiend

One of the few true deities in the Undermountain. You stole his blood, or worse, spurned it. The Fiend demands your death in recompense. A powerful creature of tyranny and deception, he commands a hidden network of cultists and more overt devils to bring you to him. He wants to see your death in person, likely through torture. Either kill him or convince him you're of better use alive.



#### Secret

Seeking to protect their knowledge, some dread powers place curses on information to make them physically, mentally, and spiritually harmful to know. Like a psychic infection. In addition to the nightmares and occasional daemons ripped out of your dreams to hunt you in reality, you notice your body ever so slowly turning to smoke and black sand. Eventually you will become another daemon if you don't find a way to break the curse, banish the dread power, or forget the information.



### Stranger

Always watching, always present, but never seen. You feel its eyes burrowing into the back of your head. Without extreme measures, there's never a moment of peace. As time passes you can feel that chill at the back of your neck intensify as the stalker's understanding increases. One day, you forget what you look like until you frantically find a mirror. Perhaps by studying or killing the stalker you can steal your identity back.