CATRINA'S CATALOGUE OF UNDERWARREN WARES

MARVELLOUS MUNDANE & MAGICAL ITEMS FOR YOUR TRAVELS UNDERGROUND
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Credits

Items curated, illustrated and written about by Ka Man, a human currently residing on the Surface world. They would like to thank Aaditya, William and Ethan for helping with this publication and their endeavours to track these items down.

Instagram: @khd_man_art

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WELCOME Reader,

Catrina is excited to introduce you to our first ever Catalogue! The Underwarren need not be a dreaded place to explore if you are properly equipped. This catalogue exhibits many wonderful, useful and most fashionable items in the form of detailed engravings. Our range covers the finest in wares from marvellous feats of engineered machinery of the rabbit-like Lepini people, to basic staples from the bat-like Barast, to a whole selection of sailing equipment, typically used by the rat-like Radani to sail the underground rivers of the Underwarren.

We guarantee the most competitive prices without compromising on quality or authenticity. Catrina prides herself in sourcing the best products for your convenience to ensure you have a smooth adventuring experience in the Underwarren.*

For your ease, there is an order form in the back. We offer instant magical delivery of your orders via mail-bag, with first-time buyers getting a discount if you order your very own. Alternatively, we also offer express delivery via the Underground Chug-Chug Network.

We wish you luck on your travels,

CATRINA & CO. 684 FLEETFOOT WAY, BORENSTONE GORGE

*Catrina & Co. will not be held liable for injury, loss or death in the Underdark, Underwarren and encompassing subterranean territories, as the result of misuse of product. Customers are encouraged to exercise caution and carry out appropriate research before proceeding.
Basic and reliable items that are bound to benefit any explorer. First-time buyers get a 10% discount from all items in this section.

**BAT-CALL.**

Crafted out of high-quality metal, this whistle lets out a sound only Barast and regular bats can hear. Is audible to the Barast people and bats in a 300ft radius.

5gp

**Fishing Trap**

Genuine and authentic - a submersible fishing trap designed to catch cave fish. It will trap 2d6+4 small cave fish in an hour.

10gp

**GLOW-WORM GLUE.**

A LARGE glow worm that produces a sticky thread. The glue can cover a square foot of surface area and glue two medium objects together after 12 seconds, or two rounds.

A Strength check of 25 needs to be made to break this adhesive bond. Likewise, a creature stuck with the glue either needs to make a STR check of 25 to break free or teleport out. Universal Solvent, Oil of Etherealness and a Wish spell can also break the bond.

If fed daily, the glow worm will make enough glue to cover 1 square foot each day for a week until it pupates. Glow worm has 1HP.
**Lepin Drill**

Weapon/Wondrous Item - Uncommon

Ergonomic and efficient, engineered by the rabbit-like Lepin people for quick and easy excavation.

6 charges, 1 charge adds 10ft to your burrowing speed for 1 minute. When out of charge 1 1st level spell slot can be expended to give it an extra charge. Regains charges the next day. If used as a weapon, it takes 2 charges to deal 2d10 slashing damage as a heavy two-handed melee weapon.

- **250gp**

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**Lepin Shovel**

Weapon/Wondrous Item - Common

Reliable and robust steel blade, with a strong lightweight handle formed out of ironcap mushroom. Adds 5ft to your burrowing speed. Simple melee weapon, 1d6+STR bludgeoning dmg, reach.

- **10gp**

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**Log of Fungus**

Wondrous Item - Common

Never go hungry in the Underwarren again! This small log can grow enough fungi to sustain up to 4 creatures for a day. The fungus regrows after 24 hours if watered. Made from the finest Surface world tree-lumber.

Guaranteed to grow a diverse selection of Underdark mushrooms for your culinary enjoyment.

- **1gp**
MEDICAL SUPPLIES.

Keep in top physical condition and improve your performance with these cutting-edge medical supplies.

PROSTHETIC LIMBS.

As dexterous as a living limb! Hand-made and personalised to each user, and reliably animated by experienced Lepin necromancers. Comfort and ease of use guaranteed.

Takes a day to attune to, then the limb acts just like any other. Powered by necromantic magic and made out of fungus and the limb's bones.

When not worn, limb can be commanded telepathically on a bonus action by its owner up to a range of 30ft. An arm and a hand cannot attack, but it can manipulate objects. A leg and a foot cannot manipulate objects as a hand would, but it can trip over a target, using your stats. Dispel magic can disable these prosthetics but they can be revitalised with a 1st level spell slot.

Please specify which limb you wish to order and enclose your measurements. If possible, we will convert one of your limbs to ensure maximum compatibility, so long as the bones are in decent condition. Please notify us in advance within your order.
**Spider Silk Bandages**

Wondrous Item - Common
Lightweight and breathable with impressive strength. When used on an injury these bandages cure the creature of poison and heal them for 1d4+1 HP. When used on an unconscious creature the bandages also stabilise them.

**Mandrake Root**

Wondrous Item - Common
A pure, natural remedy that revitalises magical energy. When consumed you experience hallucinations for 1 minute, then you regain all expended first level spell slots.

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**DISCLAIMER:** Mandrake root is toxic in large quantities. Upon consumption, make CON saving throw DC 13. On failure, target takes 1d4 poison dmg.

**Author’s Note:** We strongly recommend not to actually consume mandrake root, at least in large quantities; in the real world it’s incredibly toxic and can cause vomiting, diarrhea, asphyxiation and all other nasty symptoms. In large doses it can even kill, and probably won’t be giving you magical powers.
MAGICAL WARES.

The Underdark is a place saturated with magic. The people of the Underdark have expertly imbued this magic into all manner of useful wares.

Lucky Lepin Sock

Wondrous Item - Rare
Spider silk and Angorra fur blend. Once a day this cosy sock lets you automatically pass a saving throw on a reaction.

700gp

Moth Dust.

Wondrous Item - Uncommon
When blown into a creature’s eyes, target must make a CON saving throw DC 16 or be compelled to use their action to dash towards the closest source of bright light that’s visible to them. Once they reach the source of light they are compelled to try and touch it for the remaining duration. Effect ends when target saves out of the effect on their turn, takes damage, or after 1 minute. Target must be capable of sight to be affected by this dust.

250gp

Philter of Sunlight

Wondrous Item - Uncommon
Housed in a beautiful artisanal glass bottle, this philter sheds bright sunlight in a 20ft radius sphere and dim sunlight for another 20ft. It lasts as long as the Sun will, but will go out if the vial shatters. A must-have for horticulturalists who specialise in Surface plant life, or vampire hunters.

100gp

MAIL-BAG.

Wondrous Item - Uncommon
2500gp
Magical bags that are tethered to each other through the Astral Plane. Each bag has a unique sigil, just tag an item with the corresponding sigil, and when you put a Small item through your bag the bag you tagged will receive your item instantly, no matter how far apart you are. Untagged items will sit in your bag as normal.

First time customers get a 50% discount on a mail bag, and you can choose for future orders to be sent directly to your mail bag.
DISCLAIMER:
Placing a Mail Bag inside an extradimensional space created by a Handy Haversack, Portable Hole, Bag of Holding, or similar item or vice-versa instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can’t be reopened.

VEHICLES.

The Underdark has many different environmental obstacles to overcome. These locomotives are designed to tackle the various strange landscapes you will come across in your travels.

Chug-Chug

Wondrous Item - Uncommon
A magically powered Lepin vehicle responsible for hauling anything from passengers to cargo. These machines are the lifeblood of Lepin industry.

AC: 18  HP: 150
Speed: 70ft
80 miles/day
Damage Immunities: Necrotic, Poison, Psychic

The main vehicle can carry up to four Small creatures, or two Medium creatures. Additional cars can be added to the Chug-Chug for additional passengers or cargo, but each car added reduces the speed of the vehicle by 5ft. The Chug-Chug can pull up to 5 cars, and each car can carry 8 Small creatures or 4 Medium creatures, or 400 pounds in cargo. Each car costs an additional 400gp.

This machine is used to cover longer distances, and has a charge that lasts five hours. It takes three hours to recharge. When out of charge 1 1st level spell slot can be expended to give it an extra 30 minutes run time, up to a maximum of 2 hours.

5000gp
Nothing gets in your way with the incredible

DUG-DUG

Only 5700gp!

Wondrous Item - Uncommon
A marvel of modern Underdark engineering, the Dug-Dug is a Lepin invention that carries the brunt of their tunneling work. It can seat up to four Small creatures, or two Medium creatures.

AC: 20  HP: 200

Speed: 40ft
40 miles/day

Damage Immunities: Necrotic, Poison, Psychic

When tunneling it leaves a 4ft diameter hole. The machine is designed with safety in mind and shuts off automatically if there is a living creature in front of it.

Dirt..........................................Burrowing Speed
Loose earth (eg sand, snow....40ft
Soft earth (eg clay).......................30ft
Solid rock..............................20ft

DISCLAIMER: While it can withstand severe pressure it is incapable of moving underwater. The digging tip needs to be replaced after three months of use, and costs 500GP.

SPECIAL OFFER!
A spare digging tip will only cost you 200gp if purchased alongside a Dug-Dug! If you do not wish to carry it around we will keep one in stock for pick-up with a proof of purchase.
**FLAT-PACK HELM**

Wondrous Item - Common

Gives the boat an additional +2 AC, and you can take ¾ cover when inside the helm. Helm can be disassembled, folded flat and stored. When collapsed the Helm is as large as a tome and it can float on water.

**ENGINE 200gp**

Wondrous Item - Uncommon

Compact and powerful, this submersible engine can be attached to any watertight vessel capable of floating (up to a Medium size) to create a motorised boat with a Swimming speed of 40ft. An additional engine is needed for every new Medium vessel added to your boat to maintain a speed of 40ft, otherwise each new vessel added reduces the boat’s speed by 5ft. One Medium vessel can carry up to 2 Small creatures or 1 Medium creature, and each Medium vessel has 50HP.

**Vessel Material**

- AC
- Animal Hide: 13
- Wood/Fungal Timber: 15
- Metal: 18

**SAIL**

Wondrous Item - Common

Gives the boat an additional 10ft speed when boat sails in the direction of a breeze, or an additional 5ft of speed when sailing against the direction of the breeze. The sail has the same AC as the boat, and has 20HP.

**RAM**

Weapon - Common

Melee weapon attack, +5 to hit, reach 5ft, targets one water vehicle. On hit target takes 3d10 (18) piercing damage. If target takes more than 25 damage from this attack then its speed is reduced by 10ft, until the damage can be repaired.

**30gp**

**FLAT-PACK HELM**

Wondrous Item - Common

Gives the boat an additional +2 AC, and you can take ¾ cover when inside the helm. Helm can be disassembled, folded flat and stored. When collapsed the Helm is as large as a tome and it can float on water.

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Melee weapon attack, +5 to hit, reach 5ft, targets one water vehicle. On hit target takes 3d10 (18) piercing damage. If target takes more than 25 damage from this attack then its speed is reduced by 10ft, until the damage can be repaired.

**10gp**

**FLAT-PACK HELM**

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# ORDER FORM

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Delivery Method: Chug-Chug Network (5sp)/Mail Bag (1sp)/Teleportation Circle (50gp)
If you want goods via Chug-Chug Network, please enclose shipping address:
________________________________________________________________________

If you want goods sent to your Mail Bag, please enclose sigil: ______________________
If you want goods sent via Teleportation Circle, please enclose sigil: ______________________

Payment method: Cash/Cheque  Billing Address:
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**Coming Soon to the Surface World**

Unravel the deep mysteries of the Underwarren with these upcoming titles...

- **Underwarren Grimoire**
  - Dark spells from the underground

- **Denizens of the Deep**
  - 5e player races - play as a rat, bat, rabbit, or fox

- **Underwarren Bestiary**
  - Field guide to the various creatures that reside underground.