



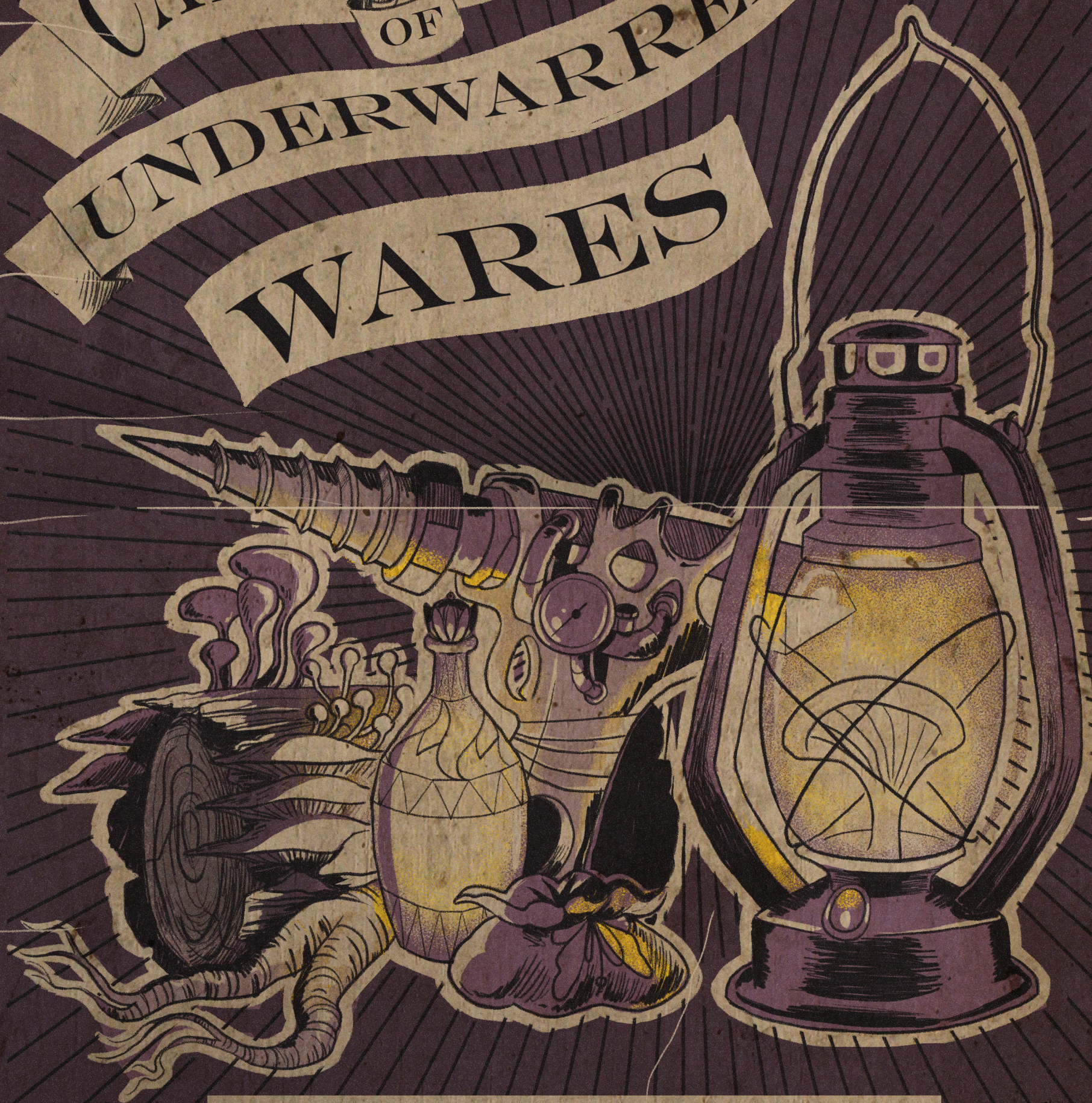
CATRINA'S

CATALOGUE

OF

UNDERWARREN

WARES



MARVELLOUS

MUNDANE & MAGICAL ITEMS
FOR YOUR
TRAVELS UNDERGROUND

CATRINA'S
CATALOGUE
OF
UNDERWARREN
WARES

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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.

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YOUR SPECIALIST TRADE MAGAZINE FOR YOUR TRAVELS UNDERGROUND.



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 Lepin 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**



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UNDERWARREN

BASICS.



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.



5gp

Wondrous Item - Common
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.

Fishing Trap

Wondrous Item - Common
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.

Wondrous Item - Rare

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.

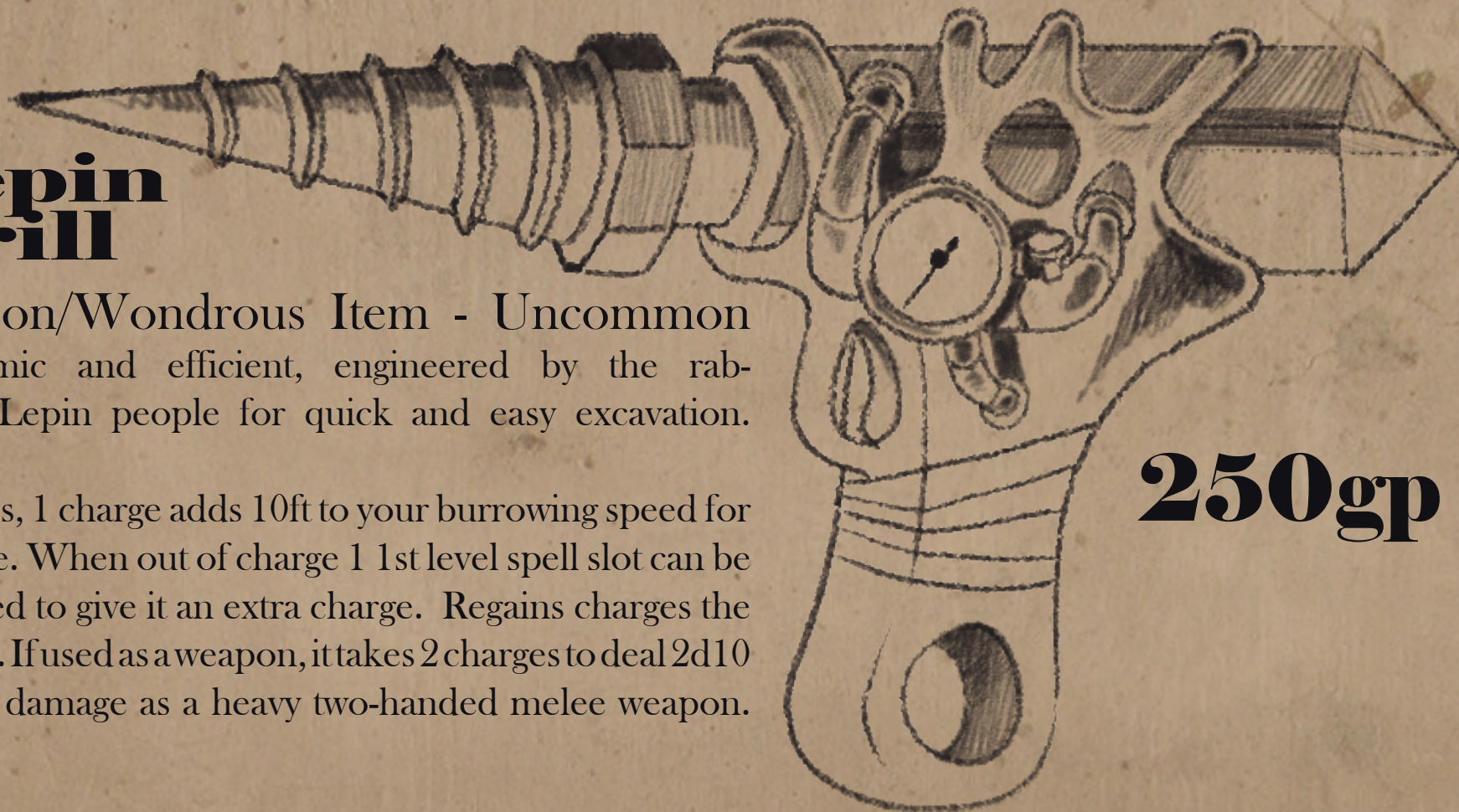
If fed daily, the glow worm will make enough glue to cover **300GP** 1 square foot each day for a week until it pupates. Glow worm has 1HP.



Lepin Drill

Weapon/Wondrous Item - Uncommon
Ergonomic and efficient, engineered by the rabbit-like Lepin people for quick and easy excavation.

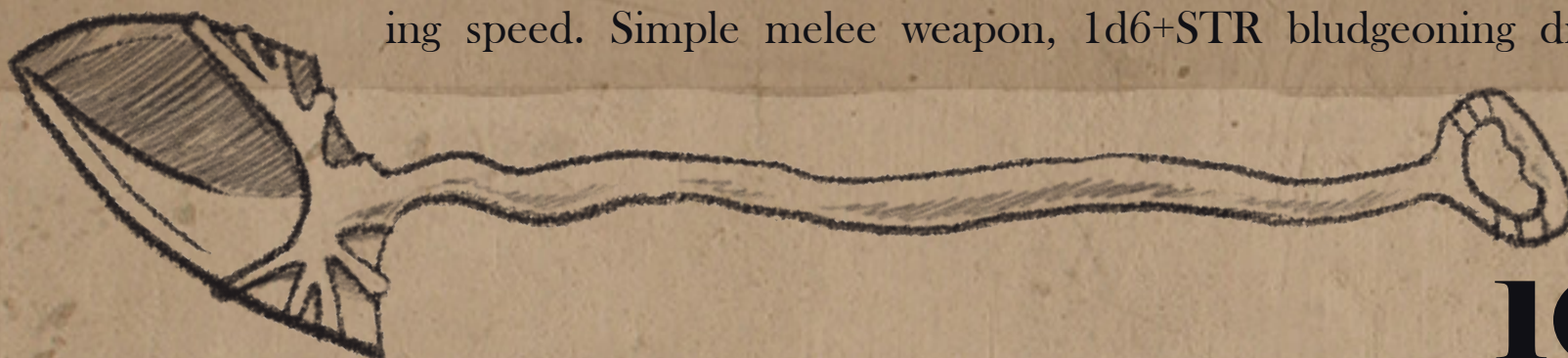
6 charges, 1 charge adds 10ft to your burrowing speed for 1 minute. When out of charge 1 1st level spell slot can be expended to give it an extra charge. Regains charges the next day. If used as a weapon, it takes 2 charges to deal 2d10 slashing damage as a heavy two-handed melee weapon.



250gp

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

Log of Fungus 1gp

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.



MEDICAL SUPPLIES.



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

PROSTHETIC LIMBS.

Wondrous Item - Common

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.



50GP

ZOOMIES CANDY

Fatigued?

Wondrous Item, Common
Delicious confectionery made out of candied mushrooms. A tube contains 5 tablets, and consuming one tablet relieves you of one level of exhaustion!



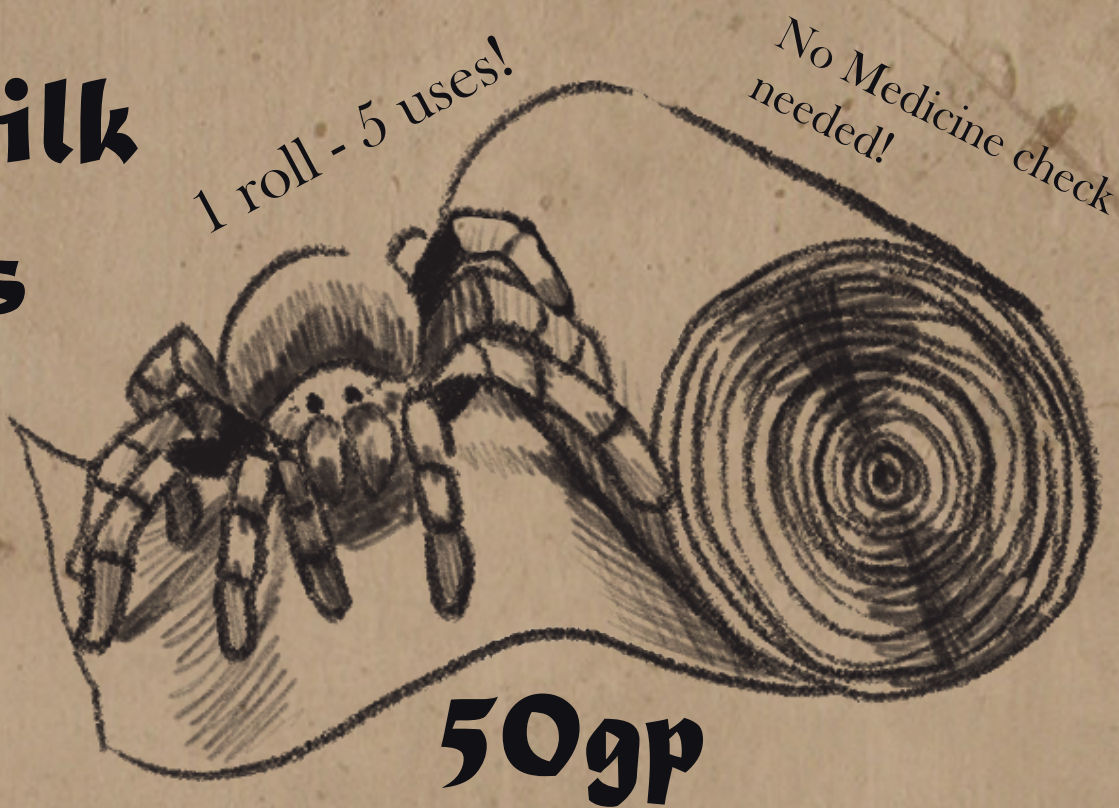
Exhausted?

DISCLAIMER - If more than two candies are consumed within a day, target takes 1d4 levels of exhaustion on a failed CON saving throw DC 15. Taking additional tablets to relieve this side-effect has no effect.

30gp a tube

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 5gp

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.

d6 Effect

- 1 You experience a terrifying vision of some of your worst fears.
- 2 You feel as if a million tiny insects are coursing through your skin.
- 3 You can hear a chorus of voices surrounding you.
- 4 You can feel the tectonic movements of the earth beneath you.
- 5 You feel happy and elated, almost everything is funny to you.
- 6 You gain a brief vision of the future, to the DM's discretion.

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.

DISCLAIMER

While the products displayed in this section of the publication have medical applications, they are not a substitute for medical attention from a qualified physician. Please consult your doctor or healer before use. Catrina & Co. will not be held liable for any injury, loss or death as a result of misuse of these products. We encourage customers to carry out the appropriate research before purchase.

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

Gets you out of a pinch!

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

250GP

be capable of sight to be affected by this dust.

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

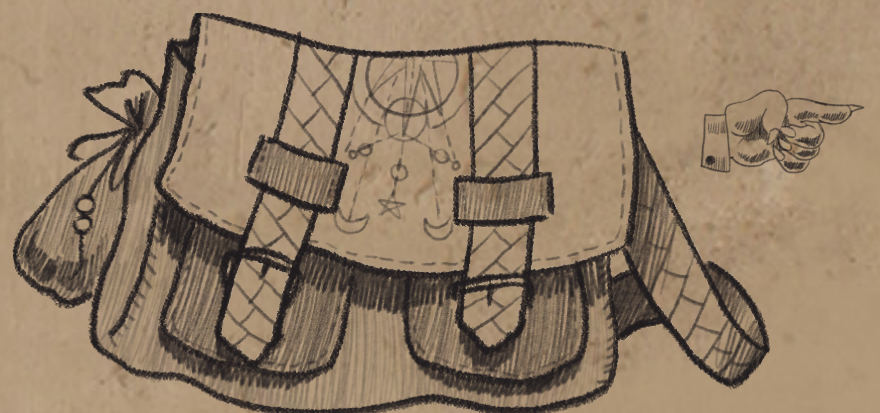
MAIL-BAG.

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.



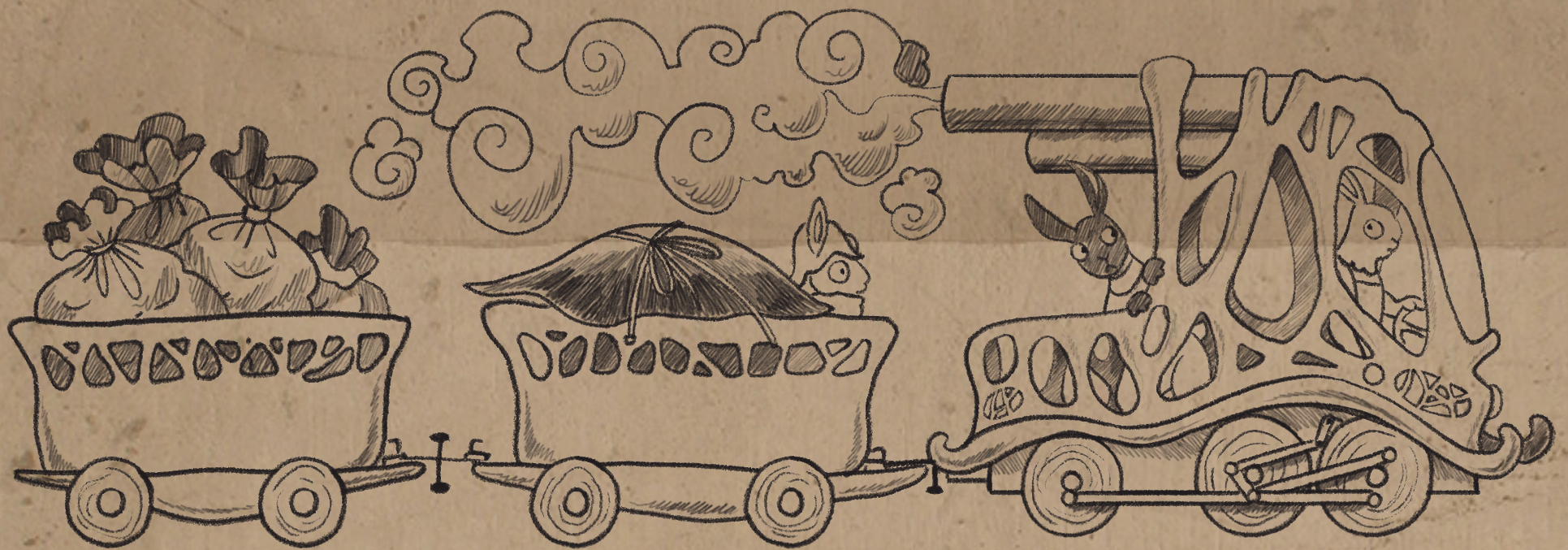


D I S C L A I M E R :
Placing a Mail Bag inside an extradimensional space created by a Handy Haversack, Portable Hole, Bag of Holding, or similar item or vice-versa instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. 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**

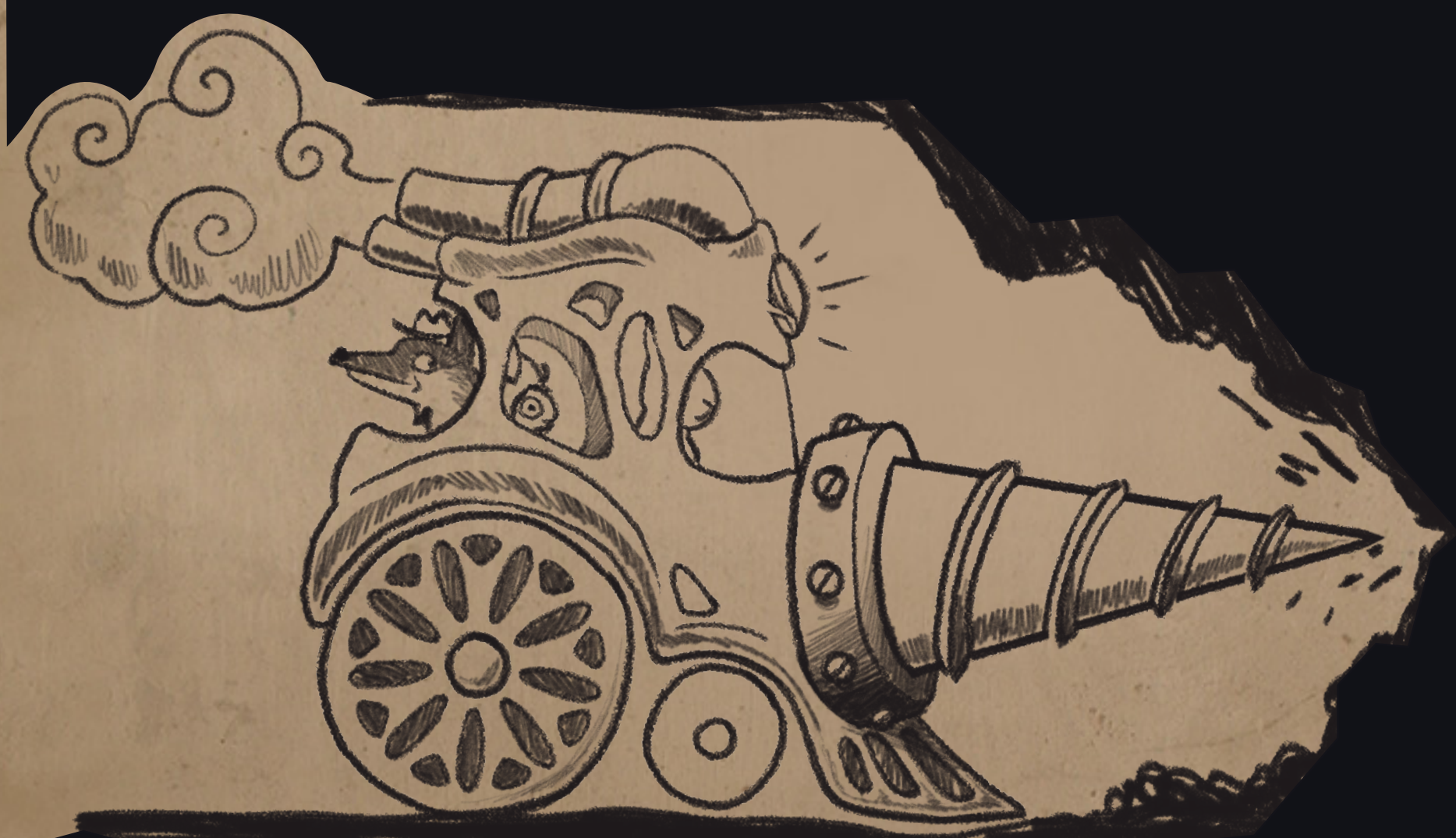
The main vehicle can carry up to four Small creatures, or two Medium creatures.

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

KING OF THE UNDERGROUND!



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 $\frac{3}{4}$ 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.

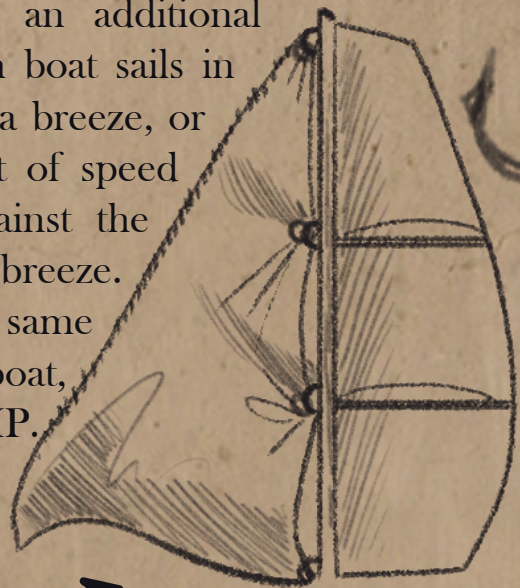
30GP

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.



RADANI BOAT KITS

TAKE

on the rivers and lakes of the

Underdark with anything at your disposal - anything from a crate, barrel or unpowered kayak can be converted into a powerful sailing vessel! Harness the resourcefulness of

the Radani rat-people and sail

the waters in stride - the limit is only your imagination.



NO BOAT, NO PROBLEM!

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



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.

100GP



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ORDER FORM

Send to: **CATRINA & CO. 684 FLEETFOOT WAY,
BORENSTONE GORGE**

Name: _____

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: _____

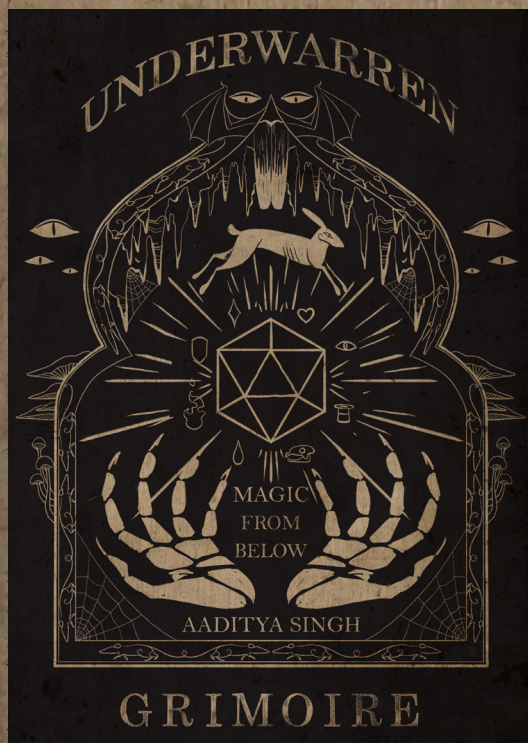
Product Name	Quantity	Notes

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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.

