



MINSC & BOO'S GUIDE TO STUFF AND THINGS



OFFICIAL



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MINSC & BOO'S GUIDE TO STUFF AND THINGS

A DDAL Holiday Thing

Signed by
Boo!



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PART ONE

WE ARE ALL HEROES NOW!

MINSC & BOO HAVE SEEN MUCH OF THE known world in their travels. These are but a few examples of some of the rare elements they've encountered.

WHAT IS THIS?

Well, it's Minsc attempting to recall critical information about some of the strange things that he's seen during his travels. But, he's a barbarian from Rasheman and to tell the truth, his memory just isn't all that great. To say that numbers are his mortal enemy is actually pretty close to the truth.

These pages contain a number of character options that are not perfect in their presentation. You are welcome to use these character options in home campaign play outside of the Dungeons & Dragons Adventurers League, and if you want to use one or more of these options in the ongoing campaign, you'll need to get campaign certification that unlocks this guide as an allowed resource. Last we checked, though, Boo had chewed through our stack of certificates so it might be awhile.

There's also an adventure at end of this guide. The adventure is **TOTALLY** playable, and you're encouraged to use the options in this guide to create advanced characters to do so. Players and DMs that complete the adventure earn the certificate and may assign it to any DDAL character that they have. Note that this adventure does not generate any rewards aside from the certificate.

Evil Beware! On our perilous journeys, Boo and I have unearthed secret techniques to pummel, kick, and stamp out the baddest of bads! Read on, and awaken the hero in you!



ARTIFICERS

The Lantan Isles are north of Chult, and many of Gond's faithful can be found there. Artificers are rare in the Forgotten Realms, but in the Isles... well, it seems that everybody has invented something.

KWIT MANJE

The search for the perfect trail ration has long eluded even the most dedicated of researchers. Neither the elves of Myth Drannor nor the supreme chefs of Waterdeep have been able to create rations that hold their expiration while maintaining their flavor and umami, but not without magic. However, the kwit manje of the Lantan Isles have tweaked their practice of artifice around this very pursuit, and have made significant gains; for them, using magic to cook and bake is only natural!

They use magic-enhanced cookware as weapon, armor, and utensil; they inspire and protect their allies (mainly through their guts) while crafting extremely potent sauces and interactive foods to use against their enemies.

'OL RELIABLE

By the time you adopt this specialty at 3rd level, you're so in-tune with your oven that you have imbued with just enough magic to ensure that operates especially well.

Proficiencies. You gain proficiency with cook's utensils and the herbalism kit, assuming you don't already have them. You also gain cook's utensils, an herbalism kit, and a bonded, portable, pot-bellied stove for free; this is due to your extensive practice with these things. The stove weighs twenty pounds, is three feet tall, made of cast iron, and has been enchanted such that it weighs much less than normal and always produces just the right amount of heat on the cooking surface to even heat a skillet or pot, but does not burn or even warm any creatures or objects nearby. Additionally, your spellcasting focus becomes the cook's utensils and may never again change, except for the usage of any infused food item that you have created. No one but you is able to use your stove.

Crafting. If you craft a magic item in the potion category, you may use that potion in a standard recipe. For example, you could make chocolate chip cookies that function as a *potion of healing*, or a pot roast that confers the effect of a *potion of heroism*. These recipes only create enough food for a meal for one person, and the meal must be entirely consumed for the effect to take place. Any potion you create in this manner costs you half as much gold as normal.

Family Jug. You have a family heirloom. To outsiders, it simply appears to be a ceramic, handled jug. In your hands, though, it functions once per week as an *alchemy jug*. As an action, you can feed three kwit manje spell slots into it; if you do, you can use the jug again before this week has elapsed.

KWIT MANJE SPELLS

Starting at 6th level, you always have certain spells prepared after you reach particular levels in this class, shown in the Kwit Manje Spells table. These count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

KWIT MANJE SPELLS

Artificer Level	Spells
3rd	<i>purify food and drink, ray of sickness</i>
5th	<i>detect thoughts, suggestion</i>
9th	<i>create food and water, fireball</i>
13th	<i>blight, wall of fire</i>
17th	<i>Rary's telepathic bond, seeming</i>

CHEF'S SURPRISE

At 3rd level, you learn to cast the *find familiar* spell, but in a modified way. Casting this spell takes four hours of dedicated concentration and interaction with your stove; at the end of this time, you have cooked up your very own familiar! You may choose from the following forms: bat, cat, crab, frog (toad), chicken, octopus, rat, spider, or weasel.

Your familiar takes on the chosen form, but has the appearance of whatever recipe you were cooking. For instance, you could have a rat that looks like it's made of beef stew, or a loaf of bread that has the shape of a bat. This does not impact their stats, nor does it make them innately edible.

IN THE ZONE

By 6th level, no creature can interrupt your process while you cook (well, easily at any rate). While you are actively using your stove and cook's utensils, you automatically succeed on concentration checks.

Additionally, when you cast a kwit manje spell you may choose to also spend both your bonus action and reaction to impose disadvantage on the saving throw for one of the targets of that spell. Your focus is entirely unnerving!

WHAT DID YOU SAY?!

Starting at 14th level, you gain the tavern brawler feat for free. If you already have this feat, you do not get to choose another one and instead gain a +2 to your attack rolls made with improvised weapons. You can use your bonus action each turn to throw any piece of food or cooking utensil in your pack that weighs at least one pound; if you hit, it causes no damage but the victim has disadvantage on their next attack roll.

You also gain proficiency with the Intimidation skill, and may use this skill in place of your normal attack roll once per round so long as you are actively cooking at your stove and are holding one or more pieces of food or cooking utensils.

Nothing builds evil smashing power like a steel spoon-forged meal filled with tasty righteousness!

BARBARIANS

Barbarians are known across the Forgotten Realms. Thankfully, beard-battlers are generally only found in tavern tales and other ale-soaked stories.

PATH OF THE BEARD-BATTLER

Rumored to have their roots in the ancient lineage of the Mulan people, beard-battlers are sometimes thought of as honorable elders that participate in non-lethal combat to mete out justice. Other times, they're simply regarded as dangerous and potentially unstable individuals that scream and tie their facial hair to anything and everything.

POGONOTROPHIC PERFECTION

Starting when you choose this path at 3rd level, you spontaneously grow a magnificent beard. You may engage in an 8-hour ritual and change the color of your beard by force of will alone. If shorn off or damaged, the beard magically regrows at the end of a long rest; only by staying within an *antimagic zone* or similar effect can this be prevented.

Your beard is supernaturally strong, and you can weave objects into it. If you secure at least ten pounds of materials into your beard, you may use your bonus action to make a melee attack with it. This is a Dexterity-based attack and you are proficient in its use. You may secure up to one pound of materials in your beard for every two points of Strength that you possess.

There are no known limits to who or what can train as a beard-battler. Men, women, goblins, mind flayers, steel predators – rumors exist for all of these and more.

BEARD BOLA

Beginning at 6th level, your skill with beard-based attacks becomes legendary. When you use Reckless Attack while raging and hit an opponent with an attack that you made with your beard, you may immediately attempt to grapple them with your beard without spending an action to do so.

MAJESTIC MANE

Beginning at 10th level, your beard becomes much more potent. It is a magical weapon when used to attack and gains a melee reach of 10 feet.

SORTA SENTIENT STUBBLE

Starting at 14th level, when a creature within 5 feet of you hits you with a melee attack, you may use your reaction to force them to succeed on a Dexterity saving throw or else they become grappled by your beard. The DC for this saving throw is 8 + your proficiency bonus + your Constitution bonus.

Additionally, if a creature is grappled by your beard and you have at least ten pounds of objects woven into it, that creature takes 1d10 points of bludgeoning damage at the end of their turn.

PATH OF THE NON-CONFORMIST

Barbarians aren't always a product of their environment. Some instead choose to become one in spite of their origins. Striped furs, tight and bright leggings, and a vintage axe made from reclaimed metals are far more glorious than conforming to the opportunities offered from a humdrum life of affluence. The irony behind such an arduous change of lifestyle is worth it because... eh, you know what? You wouldn't understand anyway, man. Society may call you a barbarian, but you know they're just jealous.



BONUS PROFICIENCIES

When you choose this path at 3rd level, you gain proficiency in the Arcana and History skills.

In addition, you learn the *mending* spell and may cast it without expending a spell slot or using any components. After you cast *mending* in this way, you must complete a long rest before you can cast it again.

WOULD YOU LIKE FRIES WITH THAT?

At 3rd level, you refuse to fight like every other weapon swinger out there. You instead choose to add an extra flourish to your attacks using a centuries-old technique no one's ever seen before – except for maybe the other non-conformists that want to be the same kind of different that you are.

While you rage and hit with your melee weapon, you can expend your bonus action to deal bludgeoning damage to your target equal to half your barbarian level, rounded up. It's not uncommon for a non-conformist to bellow out quips and catch-phrases that “just haven't caught on in this part of the world” when they use this option.

I REMEMBER WHEN THESE USED TO BE COOL

At 6th level, during a short rest, you can attempt to learn the properties of an unidentified magic item as if casting the *identify* spell. Although using this ability does not require you to expend any material components, you must spend the entire hour explaining the item's features and history to your party members. Whether they understand or not doesn't matter. They still don't quite “get it”. Because of this, you also regain one rage point. Using this option prevents you and all of your allies within 50 feet from gaining any other benefit that would normally be gained during this one-hour rest.

You must complete a long rest before you can use this feature again.

RAGE AGAINST THE LABEL

Beginning at 10th level, you're already “over” your own methods of dealing with the enemy. While raging, you can use your action to break out into a tirade over how you're SO above all this barbarian stuff. Each enemy within 10 feet of you must succeed on a Wisdom saving throw or else be affected by a *confusion* spell for 1 minute. The DC for this ability is:

8 + your proficiency bonus + your Charisma modifier


If the target's saving throw is successful or the effect ends for it, the target is immune to the non-conformist's Rage Against the Label ability for the next 24 hours.

I'VE SEEN WORSE

By the time you reach 14th level, you've mastered the art of mocking the enemy with the superiority of the trials and tribulations that you've suffered in your own life up until this point. While the severity of these plights may have a touch of subjective truth, you're pretty sure that you've experienced far worse than anything they might be going through. When you take weapon damage from a creature that is within 10 feet of you, you can use your reaction to deal psychic damage to that creature equal to half the damage you took from the creature's attack.

We don't have to pretend to like making villains taste cold, hard steel... or sharp claws. Right, Boo?





Many heroic tales can begin with
someone making a big mess on
someone else's wall.

BARDS

In their hearts, all bards are storytellers. While most use some form of music to tell their stories, a few inventive souls have found ways to communicate their tales in different ways.

COLLEGE OF GRAFFITI

Artists have been decorating the outside of buildings and walls since man first learned to raise them. These are meant to last, but the stories bards tell are ever changing and growing, and thus those who follow this path rarely use paint. Graffiti bards carry an array of pastels, chalks, inks, and charcoals that allow them to quickly adorn any surface within reach, much like toddlers with sticky hands. They are gifted with an odd form of calligraphy that can twist an elvish script into a balloon version of itself, making it seem cartoonish or menacing. When a Graffiti bard uses their Song of Rest, they draw a peaceful scene or a graphic meditation symbol for their party to gaze on.

A few determined Graffiti bards have commissioned various temples of Gond to create a method for using paint that is portable without danger of spillage, leaking or drying out. So far, the experiments have not been fully successful.

BONUS PROFICIENCIES

When you join the College of Graffiti at 3rd level you gain proficiency with Artisan's tools for Calligraphy, Painting and Forgery.

INK THAT, INK IT REAL GOOD!

Starting when you choose this college at 3rd level, you learn how to make the most serious and deadly enemy look foolish. When a creature that you can see is within 15 feet of you makes an attack roll, you can use your reaction, expending one use of your Bardic Inspiration, to fling ink in their direction while yelling "Bibbity Bobbity Boop!" The ink forms a design of your choosing, such as a handlebar mustache, and attaches to the target's face. Roll the Bardic Inspiration die and subtract that number from the creature's roll. You can use this after the creature has rolled but before the DM determines the attack's success.

CHALK IS MIGHTIER THAN THE WORD

When you join the College of Graffiti at 3rd level you learn a method to replace verbal spell components with a visual component. For instance, when casting *vicious mockery*, instead of uttering a string of insults such as "your mother ate dandelions," you might draw a cartoon version of the target or write the insult where the target can see it. At 3rd level you choose one cantrip that you know which has a verbal component to be effective with a visual component. As you gain levels you can choose one spell at each level to adjust in this manner. At 4th level it can be a spell up to 1st level, at 5th level it can be a spell up to 2nd level and so on.

IS IT REAL OR IS IT NOT?

At 6th level, when using the spell *minor illusion* to create the illusion of an object, you can do so as a bonus action and any attempts to see through the illusion have disadvantage.

ROAD RUNNER SPECIAL

At 14th level you gain the ability to make an illusion created with *major image* briefly real when placed against a surface. An image such as a tunnel that goes through a wall, a door that exits a room or an entire building becomes real for up to 5 minutes and allows movement of objects or creatures through it. After that time the spell continues up to its duration or when concentration ends. When cast using a spell slot of 6th level or higher the reality can persist up to ten minutes.

COLLEGE OF DANCE

Stories have been told through dance since ancient times and it is often used in ritual. Bards who follow this tradition often work in groups of two or more, especially when starting before branching out to solo careers. Troupes of Dance Bards often find patrons among the followers of Lliira (goddess of joy) and occasionally work as instructors at temples of Selûne as dance is part of many of their rituals.

Dance is so much a part of their being that when they learn spells, they translate Somatic components into dance moves. These maybe as simple as jazz hands for casting *dancing lights*, a jig step for *longstrider*, or a cartwheel for *confusion*. Their body is their instrument and they work hard to keep it in top shape. They may also use their clothing to aid in telling a particular story and are adapt at finding and using small props as needed. They highly value *bags of holding* for their ability to carry multiple costumes, props and wigs, seeking them out over gaining magical weapons or magical protections.

BONUS PROFICIENCIES

When you join the College of Dance at 3rd level you gain proficiency in Athletics, Acrobatics and Disguise Kits.

MOCKING MOVEMENT!

Starting when you choose this college at 3rd level, you learn how to use dance as a distraction and to show your disdain for an opponent. When a creature that you can see within 60 feet of you makes an attack roll, ability check, or damage roll, you may use your reaction to expend one of your uses of Bardic Inspiration. You and up to 3 of your allies join in a brief dance such as the macarena, the chicken dance or a line dance of your creation. The result of rolling your Bardic Inspiration die is subtracted from creature's roll. Allies who dance with you and to whom you have given a Bardic Inspiration since the last long rest add a +1 to your result to a max of +3. You can use this after the creature has rolled but before the DM determines the attack's success.

MONSTER TWIST AND SMASH

At 6th level you learn how to increase your effectiveness in combat with dance. As an Action with a dagger or club in each hand you twist your hips and arms as you close with an opponent, making a successful DC 12 Dexterity

(Performance) check. If successful you have advantage on the first of the two attacks granted by this feature. If the target is a corporeal undead you have advantage when making the ability check.

PIROUETTE OF DEATH

At 14th level you learn how to increase your effectiveness in combat with dance. As an Action you twirl 4 times while on point (aka on your toes) making an attack with a dagger or short sword on each twirl and moving up to twenty feet if you wish or staying in place on each twirl.





CLERICS

The divinely inspired gain all sorts of powers from their deities, and no creature is a better role model than the blessed flumph: paragon of goodness.

FLUMPH DOMAIN

Intelligent and kind psionic creatures of the Underdark, the flumphs embrace a complicated philosophy of goodness that you seek to emulate. Whether it is the pleasant gas they pass creating such pleasing sounds, or their friendly, grasping tentacles, who wouldn't want to be more like the delightful flumph?

FLUMPH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>detect good and evil</i> , <i>Tenser's floating disk</i>
3rd	<i>detect thoughts</i> , <i>levitate</i>
5th	<i>fly</i> , <i>stinking cloud</i>
7th	<i>aura of life</i> , <i>Evard's black tentacles</i>
9th	<i>Bigby's hand</i> , <i>Rary's telepathic bond</i>

ADVANCED TELEPATHY

When you choose this domain at 1st level, you gain telepathy with all creatures within 60 feet and you perceive the content of any telepathic communication used within 60 feet so you can't be surprised by creatures with any form of telepathy.

PRONE DEFICIENCY

Starting at 1st level, you have trouble standing up. If you are knocked prone, roll a die. On an odd result, you land on your back and are incapacitated. At the end of each of your turns, you can make a DC 10 Dexterity saving throw, righting yourself and ending the incapacitated condition if you succeed.

CHANNEL DIVINITY: FLUMPH FLIGHT

Starting at 2nd level, you can use your Channel Divinity as a bonus action to violently expel gas and gain a fly speed of 30 ft. for 1 minute. While using *flumph flight* you cannot fly higher than 5 feet above the ground.

TELEPATHIC SHROUD

Beginning at 6th level, you are immune to any effect that would sense your emotions or read your thoughts, as well as all divination spells.

ACIDIC STRIKE

At 8th level, you gain the ability to magically infuse your weapon strikes with corrosive acid. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid damage to the target. When you reach 14th level, the extra damage increases to 2d8.

FLUMPHOTHEOSIS

When you reach 17th level, you have achieved the ultimate form and your body permanently becomes that of a flumph with the same size and statistics as your original form. You gain the following:

- Your walking speed decreases to 5 feet and you gain a fly speed of 30 feet. While using *flumph flight*, your increase your fly speed to 45 feet.
- Acidic Touch.** Your melee attacks do an additional 1d4 acid damage. If you hit a target, at the end of each of its turns it must make a Constitution saving throw, taking 1d4 acid damage on a failure or ending the recurring acid damage on a success. A *lesser restoration* spell cast on the target also ends the recurring acid damage. The DC of the saving throw is:
 $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$
- Stench Spray.** Each creature in a 15-foot cone originating from you must succeed on a Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar. The DC of the saving throw is:
 $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$

Once you have used *stench spray* you may not use it again until you have completed a long rest.

DRUIDS

The world is a big, scary place and druids aren't always the nature-loving people that you think they are. Or maybe they just love nature a bit too much.

CIRCLE OF GARBAGE

They say that "one person's trash is another person's treasure", and nothing drives this point home more accurately than druids of the Circle of Garbage. These crusty, musty people consume that which others dispose of; they live in piles of trash and encourage others to view their "treasures" (many of which are really just sparkling pieces of trash). They're especially fond of shiny objects and are known to obsessively wash and rewash anything that they wish to eat.

If there is indeed power to be drawn from garbage, then these individuals are truly gifted.

BLESSING OF GARBAGE

When you choose this circle at 2nd level, you may spend your action searching through a pile of trash in search of a piece of discarded treasure. If you do, you may spend 1 Hit Die and expend 1 use of your Wild Shape ability to turn one piece of junk into a special object; this object retains its shape but so long as you wield it (to a maximum of 1 hour), it is affected by *shillelagh*. This effect does not require you to use any components.

FORM OF THE TRASH PANDA

The rites of your circle grant you the ability to shapechange, but only into variations of a specific creature: the mysterious and powerful raccoon. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, and you must abide by the other limitations there).

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

Regardless of what beast shape you adopt, it always has the physical appearance of a raccoon. Your raccoon body will be the same size as the shape you adopted, but other abilities are unchanged. For example, if you take a form with

a fly speed, your raccoon body may simply have huge flaps of loose skin between your legs. As your druid level increases, your raccoon body becomes more and more rotund by default. Any magical effect that would change your shape or alter your appearance results in your new appearance being that of a raccoon instead.

Some cultures refer to raccoons as "trash pandas", and a few even revere them as divine creatures.

I LIVE HERE NOW

At 6th level, your desire to live, eat, and breathe raw garbage grants you advantage on saving throws versus disease and poison, and you are resistant to damage from these sources.

If there is a pile of garbage nearby that is large enough to completely hide your raccoon body, you may rest undetected in that pile. While doing so, not even magic can find you.

YOU'VE GOT THUMBS!

At 10th level, you can expend two uses of Wild Shape at the same time to reinforce your thumbs while in your raccoon form. If you do, you can wield one-handed weapons and wear shields while in that form.

AVATAR OF GARBAGE

Once you reach 14th level, you have developed a near-mythical level of affinity for garbage. If you are in a location that has at least 1,000 pounds of garbage nearby, you can spend 8 hours to summon an otyugh. This creature is friendly to you and may be interacted with as if it were your animal companion. You may have no more than one animal companion at any time.



FIGHTERS

“Fighter” is all-too-often a catch-all term for combatants that do not demonstrate specialized dedication such as that of a monk, paladin, or ranger. Many general people may fall into this category by default, but over time specific fighting styles emerge and become a classification of fighter.

DANCE FIGHTING ARCHETYPE

Part art, part acrobatics, all war! Nothing is as dangerous as a Dance Fighter when the beat gets thumping. Many dance fighters multiclass with Bard to take full advantage of their art.

PROFESSIONAL PERFORMER

When you choose this archetype 3rd level, you gain proficiency with the Performance skill.

HEAD BANGING

Starting at 3rd level, you learn the most basic of violent dances. If you succeed on a DC 10 Charisma (Performance) check you can scream out angry lyrics and flail your head about in a threatening manner. If you are accompanied by loud, pounding music you gain advantage on this check. If you succeed, as a bonus action you may attempt to hit your foe with your head as an unarmed strike. If you hit, your Head Banging does 1d4 bludgeoning damage plus your Constitution modifier.

At 7th level, your Head Banging becomes even more furious, allowing you to attack twice, instead of once, whenever you use a bonus action to Head Bang on your turn. The number of attacks increases to three when you reach 10th level and to four when you reach 15th level.



One step, two step, and KICK!
(that is when the butt-kicking happens...)

DANCE OFF

At 7th level, you have achieved sufficient skill in dance fighting that you can challenge an enemy to a Dance Off. As an action, you may attempt a Dexterity (Performance) check to make a series of elegant but very impressive dance moves. If your foe wishes to stand up and get down, they may use a reaction to display their best moves and also attempt a Dexterity (Performance) check. Creatures immune to Charm effects are immune to Dance Off.

If a target's check exceeds your total, they have advantage to hit you until the end of their next turn. If your check exceeds theirs, or if they choose not to contest your mastery of the dance floor, the target suffers disadvantage on their next attack roll against you. In addition, the next attack roll made by an ally that witnessed the Dance Off against the target has advantage.

Once you have used Dance Off against a creature, that creature is immune to the effects of your Dance Off until you: master a new dance by gaining a new feature from this archetype, finish a journey of self-discovery, or complete a long rest.

WHIRLING DERVISH DANCE

Beginning at 10th level, while holding a melee weapon you can rapidly spin across the battlefield in a dance of death. As an action, you move your movement speed and difficult terrain doesn't cost you extra movement. While performing this dance, you may make a single melee attack against any creature within 5 feet of you while you dance; with a separate attack roll for each target. When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

Once you have used Whirling Dervish Dance, you are too worn out to do it again until you have completed a short or long rest. When you reach 18th level, you may use Whirling Dervish Dance twice before resting.

THRILL OF THE FIGHT

At 15th level, you are filled with such joy when dancing that no one can stop the rhythm once it starts. In any encounter where you have used a feature from this archetype and then use your Indomitable class feature you can choose to automatically succeed instead of rerolling that saving throw. For you, the music never ends.

LORD OF THE DANCE

When you reach 18th level, you have achieved complete mastery of dance. When you roll for Initiative, you automatically begin dancing. When you begin dancing the following effects occur:

- Pulse-pounding music of a style you choose emanates from you and can be heard for 500 feet.
- At the beginning of every turn, you gain temporary hit points equal to your Charisma modifier.
- Your speed increases by 10 feet.
- You can take a bonus action on each of your turns in combat to take the Head Bang, Dash, or Disengage action. If you Head Bang, you gain advantage on your first attack roll with that feature.

Lord of the Dance ends if the combat ends, or you are Restrained or Incapacitated. Lord of the Dance also ends if you can no longer hear your music.

Nothing banishes the stench of evil like the furious stench of goodness! Just remember not to breathe too deep, yeah?

MONKS

A traditional monk order is often contained within their monastery or closed-off place of living and divine worship. These gentle souls focus their energies and seek physical perfection; in most cases, these people aren't exposed to the ways of the outside world and may struggle to find their place in the chaotic order of everyday living.

WAY OF THE SWEATY PALM

Where some people get nervous in new or social situations, a monk of the Way of the Sweaty Palm revels in this discomfort. They've learned to channel their nervous energy entirely into their hands—for better or worse.

DAMPENED PALM TECHNIQUE

Starting when you choose this tradition at 3rd level, you can use your ki to focus your nervousness into your hands. You gain the ability to cast *create food and water*, though this ability is limited to just creating pools of sweat in your palms. This sweat is non-potable and only creates up to 4 ounces at a time (you may determine the amount when you cast the spell). The sweat persists until it evaporates, is consumed, or is otherwise destroyed. No reagents are needed when you cast this spell with your ki.

How you use these pools of sweat is up to you. Often, a little sweat in a handshake is enough to shake up a social situation; conversely, a little extra salty water might be just the right type of seasoning that your campfire noodles need.

FLOPSWEAT

At 6th level you gain the ability to exude mass amounts of sweat—more than a normal humanoid body should be able to contain. You have advantage on checks made to escape a grapple, and squeezing through narrow spaces that are at least half your size does not impede your movement.

Additionally, you learn the *sweat splash* (a reflavored *acid splash*) and *sweat spray* (a reflavored *poison spray*) cantrips. These spells deal poison damage instead of their normal types.

FLUIDS... AND YOU!

By 11th level, you become one with the very concept of moistness and gain access to the wild shape ability. When you use your wild shape ability, the only form you

may select is that of a sweat elemental (using the water elemental stat block from the *Monster Manual*). You may spend your Hit Dice when using wild shape to adjust the sweat elemental's stats as follows:

SWEAT ELEMENTAL ADJUSTMENTS

Hit Dice Invested	Adjustment (not cumulative)
1	+1 to attack rolls, damage, or a specific saving throw
3	+20 hit points
9	You gain the ability to use the engulf action as if you were a gelatinous cube. The DC of this ability is 8 + your Charisma bonus + your proficiency bonus, and it deals poison damage instead of acid.

All sweat elemental adjustments are undone when you are no longer a sweat elemental, and hit dice invested to purchase these adjustments return at their normal rate.

Additionally, you may breathe salt water as easily as air and are in no danger of drowning when submerged in such liquids, and you become proficient in the primordial language (though your accent sounds decidedly aquan).

I AM ALL THAT IS MOIST

You have become sweat incarnate. Upon attaining level 17 in the Way of the Sweaty Palm, you learn to summon and control water in ways barely dreamed of in the past.

When you cast spells, you may spend your ki to summon water from your body to take the place of any needed material components. When you do this, you must spend 1 point of ki for every two spell levels of the spell, rounded up. Additionally, you learn the following spells (be sure to substitute poison in place of the original damage type):

- **3rd level.** *sweatbomb* (reflavored *fireball*)
- **5th level.** *cone of sweat* (reflavored *cone of cold*)
- **8th level.** *tsunami*

These spells cannot be scribed or taught to others. If you do not have spell slots of the listed levels already, you gain one spell slot of the listed level for these spells for which you do not already have a spell slot.



PALADINS

Paladins are the paragon of their deity's faith. And sometimes, being a paragon is just, you know, whatever.

THE OATH OF APATHY

It doesn't happen often, but when it does, it's a sight to behold...or not; whatever you want, I don't care. Anyway, when it does, it does. When it doesn't; it doesn't. Those blessed (?) souls that are able to completely detach themselves from the grand scheme of things and focus on that which is truly important (non-sport-like sports hobbies or a fondness for a particular type of drink, for example) swear oaths to bring out the "whatever" in all of us.

TENETS OF APATHY

The actual tenets of apathy might vary by paladin, but they all hold one thing near and dear to their hearts—not giving a wet slap about anything. Paladins who uphold these tenets are truly an inspiration; they strike anger, resentment, and even jealousy in most folks that are way too embroiled in the affairs of trivial things to be able to just shrug and walk away.

- **Meh.** Normally, I'd normally do nothing, but I would work all night if it meant that nothing got done.
- **That's Awful, But Where's My Drink?** I mean, it's bad that you feel bad, but my hand is short a beverage.
- **A Body at Rest Tends to Stay at Rest.** There's something else about bodies in motion, but I can't be arsed..

CHANNEL DIVINITY

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

STUBBORN TENACITY

As an action, you present your holy symbol and holler a prayer of "I-don't-give-a-crap-and-neither-should-you."

Choose a creature within 60 feet of you who is charmed, frightened, or stunned. If the condition allowed a save to resist its effects, the target may immediately make another saving throw with advantage, ending the effect early on a success.

WHOA, EVERYBODY CHILL!

As an action, you present your holy symbol and magically compel your foes to take a chill pill (they must mime the act of doing so, if capable). Each creature of your choice within 30 feet that can hear you must succeed on a Charisma saving throw or suffer disadvantage on attack rolls made for 1 minute. At the end of each of their turns, they may repeat this save, ending the effect early on a success.

OATH SPELLS

You gain the oath spells at the paladin levels listed.

OATH OF APATHY SPELLS

Paladin Level	Feature
3rd	<i>sanctuary, sleep</i>
5th	<i>calm emotions, suggestion</i>
9th	<i>hypnotic pattern, slow</i>
13th	<i>confusion, Mordenkainen's private sanctum</i>
17th	<i>dream, mislead</i>

STUBBORN WITH A CAPITAL T

At 7th level, your ability to dig in your heels peaks. If a creature subjects you to an effect that would push or pull you, you can use your reaction to remain where you are and push or pull the creature targeting you with the effect instead.

At 18th level, you can use your reaction when an ally you can see is subjected to an effect that would push or pull them. That ally isn't pushed or pulled.

DON'T BE A PARTY POOPER

At 15th level, you are finally sick of people ignoring you. When a creature under the effect of *Whoa, Everybody Chill!* makes an attack, you can use your reaction to make a melee weapon attack against that creature if it's in range.

AVATAR OF APATHY

At 20th level, your disconnection with caring allows you to defy reality, and you find yourself capable of ignoring whatever you wish. Using your action, you undergo a transformation. For 1 minute, you gain the following:

- The rules of the world around you can take a hike. You gain a climb, fly, and swim speed equal to your walking speed. Additionally, you can move through other creatures and objects as if they were difficult terrain; taking 5 (1d10) force damage if you end your turn in an object.
- If you are hit by an attack or fail a saving throw, you can use your reaction to cause that attack to miss or to succeed on the saving throw.
- When you use your *Lay on Hands* on yourself, you also remove one condition affecting you.

Once you use this ability, you can't use it again until you complete a long rest.

RANGERS

Rangers are the warriors of the natural world. They operate by their own peculiar set of beliefs, often linked to the various nature deities but sometimes... well, sometimes the world is just a little too crazy to comprehend and something breaks in them.

BEAST COLLECTOR

The natural world presents a large number of dangerous problems for most people, but not for you: you've set out to collect and hug and squish every critter you meet. There can be no fear when you just have so much love to give—if only those animals would just understand...

I'M GONNA HUG YOU, AND SQUEEZE YOU, AND KEEP YOU

At 3rd level, you gain the ability to interact with the huggable, lovable critters of the world in a more meaningful manner.

If you are engaged in single combat with a beast that is no larger than Medium and that has a challenge rating of 1/4 or lower, you may attempt to convince it to join your side. To do so, the beast must have no more than 5 hp remaining, cannot be threatened by your allies, and cannot be unconscious. If the beast meets these criteria, you may spend your action to make a Wisdom (Animal Handling) check against it; the DC for this check is equal to the result of the beast's Wisdom (Insight) check.

If you are successful in convincing the beast to join you, it becomes a part of your menagerie and follows you loyally. It is not bonded to you and does not participate in combat except to defend itself. You may have a number of animal followers equal to your ranger level plus your Wisdom bonus (minimum 1). Any animal that follows you in this manner must always be carried upon your person; for reasons known only to the gods, secreting these beasts away in a *bag of holding* or other such container severs this bond and often makes them quite angry.

You may bond to a beast that follows you by spending ten days practicing combat maneuvers with it while telling it your most secret of secrets. At this period, you must bestow a magic item to the beast and it must attune to this item. If it does, it is convinced of your loyalty and you may command it in combat (using the rules of the Beast Master's 3rd level ability).

If a beast dies, its bond is lost. This bond can be rebuilt as normal if the beast is returned to life.

THE SECRET TO TRAINING SUCCESS

Beginning at 7th level, you find that your ability to train your beasts has increased dramatically. When you would gain experience or advancement checkpoints, you may assign those rewards to one of your bonded beasts instead. That beast may gain hit dice using the rules presented in the *Monster Manual*. Beasts may not exceed 20 Hit Dice, and can't gain class levels.

Your bonded beasts' Hit Dice may exceed your level if you desire. Your effective character level is equal to the sum total of all of your levels plus any Hit Dice earned by your bonded beasts over the duration of your adventuring career.



SPECIAL DIET

Starting at 11th level, when you use your action to command one of your bonded beasts to take the Attack action on its turn, you may use your bonus action to command another bonded beast to also use its Attack action on its turn. Some people claim that this is because you feed your beasts a special blend of strange foods, but secretly you know that a specific combination of eleven herbs and spices is the trick to success.

LET SLIP THE CRITTERS OF WAR

Beginning at 17th level, your menagerie becomes truly a sight to behold. You may now attempt to retain and train monstrosities in addition to beasts.

Additionally, you may use your Action to command all of your bonded beasts and monstrosities to use the Attack or Multiattack action on their turns. When you do this, you may choose any number of your bonded beasts and monstrosities to use their Action in this manner.

FLAT-REALMER

This world is just fine as it is, thankyouverymuch. We've explored what we need to explore, and all this silly talk of extraplanar travel, other worlds, and so on is just gobbleddeguk.

Trust me, we are all that there is. And one way or another, I'll convince you, too.

THEY DON'T WANT YOU TO KNOW!

At 3rd level, you have come to realize that your world is really as simple as whatever you can touch and see with your own two eyes. If someone talks about other worlds or planes, you find that they are as children to you and are consumed by their wild stories; you have disadvantage when interacting with them socially.

Your command of the natural world has expanded in such a way that you have an extremely firm grasp of all things natural. You have advantage on nature and medicine checks, and you gain the ability to cast *blindness/deafness* as a 2nd level spell, but the spell may only be cast upon yourself.

Additionally, you find that you are prone to argument. You gain the following flaw: "I love to argue and can't help but express my opinion, even when presented with evidence that my opinion is incorrect."

GROUNDED IN REALITY

Beginning at 7th level, you gain the ability to stand your ground when someone or something would force you to move your person or your mind.

If you are subjected to an effect that moves you, you may reduce the amount you move by ten feet. At 15th level, you

become immune to teleportation effects, though you may choose to be teleported by an effect if you gain one level of exhaustion for every two levels of the spell, rounded up.

If you are subjected to charm or enchantment effect that changes your opinion or forces you to do something that you normally wouldn't do, you have advantage on the saving throw. At 15th level, you become immune to enchantment spells of 3rd level or less.

BRIDGE TO EVERYWHERE

Starting at 11th level, you show the world who is really the boss. When you move, you may spend your reaction to cause one cubic foot of earth to appear under your feet with each step you take until the end of this turn. This earth cannot share a space with a creature and is nonmagical (despite the fact you somehow reasoning it into existence), and it simply disappears at the end of the turn. The earth crumbles if anyone other than you touches it.

These little pods of earth and soil do not have to attach to the ground and can be used to create a temporary floating bridge of sorts, allowing you to cross water, crevasses, and other potential hazardous territory.

YOU CAN'T PROVE IT

Beginning at 15th level, you are sometimes oddly resistant to magic and common sense. You may spend your reaction to gain advantage on saving throws versus magic and magical effects until the start of your next turn, but doing so causes you to have disadvantage on your Insight and Perception skills, as well as any Charisma-based skill, until you complete a long rest or consume a large meal.

ROGUES

In the game of *DUNGEONS & DRAGONS*, few character classes are more despicable and diabolical than the rogue. Some travel the path of justice and goodness, but so many constantly and happily trod the ground of evil. These ne'er-do-well sociopaths rarely play well with others, wouldn't know fair play if it bit them in the hindquarters, and only play by the rules when it fits their scheming ways.

META-THIEF

The meta-thief fails at keeping the shenanigans in-game. Being a meta-thief doesn't really take much skill; it takes only a willingness to ignore all societal norms and a casual disregard for anything even in the vicinity of decency.

TREASURE HOARDING

Starting at 3rd level, you find a way to get any magic item that your party finds during the adventure. Even if you slept through the entire adventure and contributed practically nothing to game play, you still retain this ability.

If the item is of use to your fellow party members, you can come up with an excuse about why you need the item, even though you are just going to trade it to Fai Chen, Obaya, or some random shopkeeper in the future. If any player at the table has expressed an interest in the item, you must either defeat them in a game of *Dungeon Mayhem* or convince them that you just want the item more than they do (work with your DM to craft an appropriate resolution).



I've smashed through many walls, but none are quite as impressive as a wall made of stubbornness.

OBSCURE PAPERWORK

At 3rd level, you become proficient with a forgery kit and double your proficiency bonus when using one. If anyone questions the authenticity of your paperwork, you may spend your action to make a Charisma (Intimidation or Persuasion) check versus that person's Wisdom (Insight) check; you have advantage on this check if you roleplay a loud, grating, or otherwise over-the-top scene while using an outrageous accent or voice. If you succeed, this paperwork can never again be questioned by that person; if you fail, your paperwork is taken and you are jailed (if possible) and the DM decides any other ramifications.

The use of this ability is not limited to NPCs—if a player questions your paperwork, you may do the above. A player's DC is determined by the DM.

"LUCKY" ROLL

Starting at 9th level, when you are playing at an event where you or a party member get to roll randomly on a table, you somehow know exactly the number that must be rolled in order to receive the most powerful, broken element on the list. However, due to your inherent rogue-based skills, this element is likely more beneficial to you than your allies.

As a reaction, after you or a party member roll dice to determine a table element, you simply blurt out the number of the element that you want. For example, you might bellow "42!" when the party's wild sorcerer rolls on the wild magic table, because them being a potted plant enables you to run away from the ancient black dragon that much faster. This ability does not function when in an *antimagic zone* or similar effect.

UNDERWORLD CONTACT

By 13th level, you have established a network of other meta-thieves, opening up for you a whole new world of cheating the system. During a short or long rest, you can connect with others of your ilk, gaining illicit knowledge of adventures and rule-breaking techniques.

Once per game session, you may add a magic item to your character sheet after you begin playing and complete a short or long rest. This item functions normally until someone asks where you acquired it, at which point you must craft an appropriately-heroic tale about how you absconded with (or otherwise earned) it. Anyone (including the DM, other characters, Chris Lindsay... ANYONE) that disbelieves your ludicrous tale must succeed on a Wisdom (Insight) check. The DC for this ability is:

8 + your proficiency bonus + your Charisma bonus

You may only have one item gained from this feature at any one time, and at the end of the game session or when the DM or another player has the gall to successfully disbelieve your epic tale, the item disappears from the game like the giant pack of lies that it is.

YOINK!

By the time you reach 17th level, you've learned how to steal pretty everything that isn't nailed down. When you spend an action to make a melee attack against an enemy, you may also spend your bonus action to try to steal something that the creature is wearing or has on their body; this bonus action is a Dexterity check and has a DC equal to the creature's Wisdom (Insight) check or Armor Class, whichever is more appropriate based on the

DM's input. The item's size and material are of no concern to you, for your desire to possess this item is far more important than any sense of self-preservation (besides, that's for lesser heroes).

Similarly, you can spend downtime days to attempt to steal vehicles, statues, or even entire structures – anything that isn't worn or held in the hand is fair game. This cost is paid at a rate of 1 downtime day for every 100 pounds of the object or 100 square feet of the structure; at the end of this downtime period, you must craft an appropriate narrative about how you made off with such a grand reward. Choose a Charisma-based skill and make a check; the DC is:

8 + the number of downtime days spent in pursuit
of this glorious heist

For each ally that spends this same amount of downtime to assist you in this endeavor, you may roll one additional d20 and add it to your own roll.

There is no limit to what you can steal. Rumors exist of meta-thieves stealing a beholder's eyestalks, a fire giant's flaming axe out of her still-clenched fists, and this one time it's even been said that someone stole Szass Tam's mustache. Once, someone even claims to have stolen Candlekeep but Mystra forced them to give it back.





SORCERER

Sorcerers can often trace their arcane gifts through their bloodline or familial relationships, but there exists a small cadre of spellcasters that have been affected due to exposure—intentional or otherwise—to the Far Realm, the Feywild, the spider-themed societies of the drow, and more. Basically, weavers of magic that possess inherent power rather than choosing to learn from books like their wizardly peers are given the “sorcerer” moniker.

EMBROIDOMANCER, THE YARN BLOODED

Embroidomancers are the ultimate arts and craft project, knitting themselves through the power of yarn. The Yarn Blooded are as strong as thread and as mysterious as a knotted tangle of... also thread. Some claim that the Yarn Blooded are descended from arachni, drow, ettercaps, or blue-haired old ladies that just like to hook, but all that matters is the power of yarn.

NEEDLEMASTER

Starting at 1st level, you gain proficiency with a sewing kit and knitting needles. You have advantage on checks made to knit, crochet and tie or untie knots.

In addition, you can wield a knitting needle as though it were a dagger. You can use a knitting needle as an arcane focus.

THREADS OF MAGIC

When you choose this origin at 1st level, you learn the *ensnaring strike* spell. At 3rd level you learn the *rope trick* spell. Neither spell counts against your number of sorcerer spells known. You may not replace these spells.

Whenever you cast one of these spells, one hair on your head magically turns into a string of colored yarn. If you do not have hair, you grow a string of yarn. You may expend a sorcery point to create a yarn. When you complete a long rest, your yarn hairs return to normal.

Whenever you begin a long rest with one or more yarn hairs, you create a scarf, pair of mittens, sweater, or blanket (your choice) for each yarn hair you have remaining. Your hair magically weaves itself into these items while you rest.

I MAKE MY OWN FRIENDS

At 3rd level, you learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar. However, this form is adjected as follows:

- It is a sock puppet that has been created from your very own yarn.
- If it leaves your hand for any reason it immediately ceases to function until the end of a long or short rest.
- It does not impede your ability to cast spells with somatic components.
- It grants you advantage on Charisma-based skill checks that you make through its adorable crocheted face and shiny, googly eyes.

PUPPET ON A STRING

At 6th level, when casting a spell, you may pluck a yarn hair created by Threads of Magic and use it to target one creature. If the target fails a Charisma saving throw against your spell save DC they use their reaction to move 5 feet in a direction of your choice. This movement does not provoke opportunity attacks. If you try to move the target into damaging terrain, such as off a cliff or into lava, the target gets advantage on the saving throw. A target can voluntarily choose to fail the saving throw. This is a charm effect.

The distance moved increases to 10 feet at 14th level and 15 feet at 18th level.

CROSS-STITCH

Beginning at 14th level, you have learned the true art of embroidomancy and can sew spells into your clothing. For 1 hour you embroider a piece of your clothing with a colorful flower, cat with big whiskers, pretty bird, pithy phrase, or other symbol of your dream power. After completing your pattern, you tie six of your yarn hairs into the work and infuse it with all the power of *contingency* spell. You do not need to know *contingency* to use Cross-Stitch and you may only have one Cross-Stitch or *contingency* active at a time. The Cross-Stitch functions for no one but you.

FULLY WOVEN

When you reach 18th level, you have become one with the yarn. Your blood is replaced with yarn. Effects that would make you bleed or rely on draining your blood, such as the secondary effect of a bearded devil's glaive or a vampire's bite, automatically fail as your blood knits itself together. You gain resistance to cold and bludgeoning damage.

Your hugs feel like being wrapped in a warm sweater.

WARLOCK

Throughout the known world, warlocks have existed for millennia. By exchanging a part of themselves—often making a deal involving some portion of their souls—they gain access to potent spells and invocations, but are forever changed. Many patrons exist, from inscrutable archfey to unknowable elder beings from the outer cosmos, but none are more challenging than the culinary abstractions of worlds far removed from this one.

PATRON: THE CHEF

Your patron is the utterly incomprehensible being known simple as “the Chef”. This figure has imbued you with unpredictable powers, and merely expects you to do literally everything by yourself during the most extreme of service rushes.

Only the most dedicated choose to forge a pact with the Chef due to his utterly alien teaching methods and bouts of extreme overreaction.

EXPANDED SPELL LIST

The Chef lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE CHEF EXPANDED SPELLS

Spell Level	Spells
1st	<i>catapult</i> , <i>chaos bolt</i>
2nd	<i>heat metal</i> , <i>flaming sphere</i>
3rd	<i>catnap</i> , <i>erupting earth</i>
4th	<i>confusion</i> , <i>conjure minor elementals</i>
5th	<i>animate objects</i> , <i>cloudkill</i>

BORK BORK BORK!

Your patron is chef of many unclear words. Beginning at 1st level, your patron grants you the ability to understand any spoken language as if you are under the effect of the *comprehend languages* spell.

In addition, the Chef teaches you to speak their language. As a bonus action, you can speak a sentence in the Chef's native language, triggering confusion among your enemies. Choose a number of creatures up to your Charisma modifier (minimum one) within 30 feet. The targets must succeed on an Intelligence saving throw or is stunned until the end of your next turn. For the remainder of your days, all of your telepathic communication is made exclusively in the Chef's native tongue.

Once you use this feature, you can't use it again until you finish a short or long rest.

FOOD FIGHT

At 6th level, you learn the spell *create food and water*. It does not count against the number of warlock spells known. When you cast *create food and water* you may target a 20-foot cube within range. Targets within this cube must make a Dexterity saving throw against your warlock spell save DC. A target takes 8d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain.

Dinner should only attack you after you eat it — especially if it was spicy, eh?



GOBBLE GOBBLE HUMUNGOUS

At 10th level you learn to conjure creatures that appear in unoccupied spaces that you can see within 60 feet of you. You may conjure a number of creatures equal to your Charisma modifier (minimum one). The unpredictability of the Chef's powers means that you cannot choose what creatures are summoned; the creatures are determined by rolling on the following table.

GOBBLE GOBBLE HUMUNGOUS MINIONS

d6	Effect
1	Animated plate of spaghetti & meatballs (use constrictor snake statistics)
2	cabbage (it's a cabbage)
3	Animated roasted turkey (use axe beak statistics)
4	chocolate moose (use elk statistics)
5	Green frog with long arms (use giant frog statistics)
6	Brown bear wearing a hat (use polar bear statistics)
7	<i>cloud of cutlery</i> (as per the <i>cloud of daggers</i> spell)
8	roll 3 times on this table ignoring additional results of 8; each creature or object summoned has a 50% chance of being affected by a permanent reckless attack effect (as per the barbarian ability)

Each creature summoned in this fashion disappears when it drops to 0 hit points or will remain for 1 minute. The summoned creatures are friendly to you and they take their turns when you take yours. They obey any verbal commands that you issue to them (no action required by you), and only when you use the Chef's native language. If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

You must finish a short or long rest before you can use this feature again.

KITCHEN SINK

Beginning at 14th level, the Chef imbues you with their frantic energy, and you learn to throw everything at your disposal at your targets. As an action, you cause each creature in a 15-foot radius centered on you to make a Dexterity saving throw against your Warlock spell save DC. Creatures that fail their saving throw take damage based on how they rolled; for example, if a creature failed a DC 16 saving throw with a result of 12, they would take the effect of lines 1 through 4. Similarly, if that creature had a result of 6, they would take the effect of lines 1 through 7, with line 7 being repeated 3 more times.

KITCHEN SINK EFFECTS

Saving Throw Failed By	Effect
1	1d4 piercing damage
2	1d6 force damage
3	2d6 bludgeoning damage
4	1d8 fire damage
5	1d10 fishbone (piercing) damage
6	1d12 whisk (slashing) damage
7+	2d12 sink (bludgeoning) damage (max 10d12)

You must finish a short or long rest before you can use this feature again.

PATRON: FUGEIRI OF FLAVORTOWN

You have entered into a pact with a being of unspeakable mystery; an entity whose methods and techniques are unknowable. As a warning, you bear the mark of his devotees—sweet frosted tips. His name is Fugieri the Burgermaster and he's here to donkey-kick your taste buds right with an explosive combination of arcane might and sweet chilis.



EXPANDED SPELL LIST

The Burgermaster lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

FUGEIRI EXPANDED SPELLS

Spell Level	Spells
1st	<i>goodberry</i> , <i>purify food and drink</i>
2nd	<i>gust of wind</i> , <i>scorching ray</i>
3rd	<i>create food and water</i> , <i>stinking cloud</i>
4th	<i>compulsion</i> , <i>wall of fire</i>
5th	<i>cloudkill</i> , <i>flame strike</i>

OH MAN, THIS IS GANGSTA!

Starting at 1st level, your patron blesses you with the uncanny ability to whip up some truly decadent food. You gain proficiency with Cook's Utensils. In addition, if you spend an action, you can use the utensils to bang out a quick snack for a number of creatures up to your Charisma modifier. Each creature regains 1d6 + 4 hit points, plus additional hit points equal to their maximum number of hit dice.

Once you use this feature, you can't use it again until you finish a short or long rest.

CAN'T STAND THE HEAT? STAY OUTTA FLAVORTOWN!

Your dabbling in peppers has rendered you resistant to all but the hottest of heat, plus you can tell if a substance is poisoned by dipping your finger in it and sneakin' a taste (this doesn't subject you to the poison's effects). Beginning at 6th level you gain resistance to fire or poison damage, and when you cast a spell that deals fire or poison damage, you can add your Charisma modifier to one fire or poison damage roll of that spell against one of its targets.

GATHER 'ROUND Y'ALL! IT'S LUNCHTIME!

Starting at 10th level, your scrumptious appetizers and snacks revitalize your wounded allies during a short rest. If you or any friendly creatures who sample some of your culinary creations regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level. In addition, each creature gains resistance to poison damage for 1 hour; if your food can't make them sick, nothing will...

NOBODY MESSES WITH MY STAFF!

Starting at 10th level, you gain the ability to turn your hex into a protective boon—placing it instead on a willing creature. Until the spell ends, anytime you subsequently hit a different creature with an attack that deals fire or poison damage, the protected creature regains 1d6 hit points. Once you've used hex to target a creature in this fashion, you can't do so again until you complete a long rest.

WIZARD

Arcane power exists everywhere, and wizards can take many forms. If you ever find yourself in the company of a wizard that you believe to be a wheezomancer, rest assured that they'll tell you all about how things used to be.

WHEEZOMANCY

These old-timey spellcasters are often found in taverns and local gathering places, fondly recalling how magic was “different in their day”.

LONG-WINDED RECOLLECTIONS

Beginning when you select this arcane tradition at 2nd level, you may spend your bonus action when casting a wizard spell with a casting time of one action to fill your incantation with archaic, not-quite-arcane mumbo-jumbo. Doing so allows you to add your proficiency bonus to the spell's damage or penalize the target's saving throw by the same amount.

Engaging in a long-winded recollection prevents you from using your reaction until the start of your next turn.

LET ME SHOW YOU HOW IT USED TO WORK

Starting at 2nd level, you may choose one wizard spell that you know and modify it. When you cast this spell, you may use any version of that spell that has been published in a *Dungeons & Dragons Player's Handbook* from any edition in place of its normal text. This change cannot alter the spell's name or level, but all other factors are adopted from that previous text. If a spell did not have a stated spell level in that older edition, it uses its stated level in the *Dungeons & Dragons fifth edition Player's Handbook*. All spells must obey the most recent errata for that edition. To use this ability, you must bring a physical copy of that book to the game table or send a clear photocopy to the DM via postal mail. Any spell effect modified in this way expires as per the spell's stated duration or the end of the adventure, whichever occurs first.

For example, a wheezomancer may choose to use this ability with the *magic missile* spell. In some previous editions, this spell required an attack roll and included additional missiles based on experience, not the spell level expended.

Once this ability has been used, it cannot be used again until you complete a short or long rest. At 8th level and again at 15th level, you gain one additional use of this ability.

I KNOW ALL THE SPELLS

At 10th level, your mastery of the history of magic has increased to a point that causes some around you to wonder “but why?”

When you cast a wizard spell, you may choose to penalize the target's saving throw or increase the spell's damage. The amount of penalty or bonus is equal to the number of different editions of *Dungeons & Dragons Player's Handbooks* or *Spell Compendiums* that you currently have stacked on the table.



BACK IN MY DAY

Starting at 14th level, your understanding of ancient magic expands in new and unexpected ways. Your encyclopedic knowledge of the arcane arts now manifests as an exhaustive (and possibly exhausting) spewing forth of a dissertation covering how a single magic item “used to work”.

You may choose a single magic item that you own that also exists by the same name in a previous edition of *Dungeons & Dragons*. You enter into an extended 8-hour-long filibuster about the item's qualities over the years, and at the end of this period must make a DC 15 Constitution saving throw. If you succeed, you may change this item's rules text to use the rules text from an older edition of the game; doing so requires that you must attune to the item and invest a number of Hit Dice as shown in the table below. So long as you remain attuned to the item, these Hit Dice cannot be regained. Failing this saving throw causes the Hit Dice to be lost until you defeat another wheezomancer in an arcane duel, though a *wish* spell would work as well. If at any point you lose your attunement to this item, its rules text immediately reverts to normal.

You must bring the sourcebook in which the desired text exists if you wish to use the item.

WHEEZOMANCY-CONVERTED ITEMS

Item Rarity	Hit Dice Needed
Common	2
Uncommon	5
Rare	8
Very Rare	10
Legendary	14

PART TWO

UNDERMOUNTAIN: THE MUSICAL!

Oh Sweetie, if you think I'm going to do that with the puppets, you can stick <the rest of the scroll is damaged and can't be read>

-some show that Volo really, REALLY loves

UNDERMOUNTAIN: THE MUSICAL! IS A LIGHT-hearted, satirical adventure optimized for five 8th-level characters that takes place in Waterdeep and later a lost level of that famed dungeon: Undermountain.

WHO CAN I PLAY; OR, DO I GOTTA USE THESE PREGENS?

Undermountain the Musical offers several ways to play. While it is designed for the five pregenerated characters you have some other options. If you have three or four players, you are welcome to remove some of the characters, or if you have six or seven, simply add extra copies of the existing characters and change the names. If you have time and players wish, they may also make 8th-level characters using *Minsc & Boo's Guide to Stuff & Things* and the *Player's Handbook*. These characters may not be used in any Adventurers League adventure except for this one. If you have a player that would like to play one of their existing D&D Adventurers League characters, they may do so, but they should be informed the adventure offers no rewards for doing so but should they use up consumable items, perish, or suffer a curse, all of those effects will follow their character.

BACKGROUND

KAHRU URSAL, Waterdeep City inspector and werebear, is after a dastardly foe. The goblin (and werehouse)

GAHZEEBO is well-known to city bureaucrats as a shady contractor who performs sub-par work that is not up to code.

Gathering up a number of unlicensed subcontractors whom Gahzeebo has infected with lycanthropy, the werehouse has gone to a formerly sealed level: Undermountain, the Musical! There he plans to complete the final stage of his dastardly plan: to build a dangerously sub-quality theater, gather the nobles of Waterdeep with free tickets, and infect them while they are distracted by the spectacle of Flumphapolusa. The werehouse needs only capture enough gassy flumphs and the nobles of Waterdeep will fall to his evil plan. Kahru begs the characters to give chase and protect the city before Gahzeebo builds more shoddy construction.

EPISODES

The adventure's story is spread over three **story episodes** that take approximately two hours to play. These episodes are introduced by a **Call to Action** Episode.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once.

However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Up to Code.** Kahru Ursal comes into the Yawning Portal to inspect the inn and finds some minor violations, so he has to shut the place down for a day. In the meantime, he has a job for the now inn-less adventures. Stop Gahzeebo! This is the Call to Action.
- **Episode 2: A Song In My Heart.** The characters enter into the Lost Level and are immediately affected by the musical curse that fills the level. They must sing and dance their way through the dungeon and find Gahzeebo before he captures the flumphs and leaves. This is **Story Objective A**.
- **Episode 3: Final Curtain.** The characters confront the reprehensible werehouse and bring him to musical justice! This is **Story Objective B**.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play. The more you role-play and get into the spirit of things, the longer it will last.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **2 hours**.

Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

A NOTE ON THEME

Undermountain the Musical is unlike most adventures you may have run before. It's silly, it's wacky, it's filled with bad puns, and it's intentionally bad. Don't take yourself seriously and don't let the players do so either. Picture something between Castle Greyhawk (WG7), The Muppet Show, Spamalot, with perhaps a dash of Mel Brooks and then you are in the right vein. Take advantage of every bad pun and musical troupe. Be silly. Laugh. Groan. And be liberal with the inspiration.

EPISODE 1: UP TO CODE

Estimated Duration: 15 minutes

I don't know why you can't just teach us history instead of dwelling on the past!

-Wicked

THE ADVENTURE BEGINS WITH THE CHARACTERS having met at the Yawning Portal Inn for an early lunch. The characters have a table near the open front door, enjoying a pleasant breeze. The reason that they are in the Yawning Portal may vary:

- **Theater of the Absurd.** If all of the characters being played are pre-generated characters, they are part of an adventuring company known as the Theater of the Absurd. They have known each other for several years and are Waterdeep residents who live or work in the Castle ward.
- **Tonight, the Part of X will be Played by...** If some but not all of the characters are standard D&D Adventurers League characters, they might have been offered a job by the Theater of the Absurd who always needs porters, stagehands, sous chefs, and bibliographers. The character has been invited to lunch at the Yawning Portal as part of the job interview.
- **The Straight Man.** If none of the pre-generated characters are being used, the all of the characters have been asked to the Yawning Portal by Durnan, its proprietor. The Yawning Portal is tapping a brand-new brew (Durnan's Dark Downtown Drought, a Stout) tonight and Durnan expects a rowdy crowd while at the same time wanting to increase the buzz surrounding his creation. The characters have been hired to either provide security for the event or to drive excitement and sway opinion in favor of his new beer.

Durnan and Bonnie move about serving customers and making sure all are comfortable. The service is perfect and the day is sublime.

AREA INFORMATION

The adventure begins in the Yawning Portal's taproom where tables and chairs litter the floor, and dozens of thirsty patrons shake off the day through the application of strong ale and good company. Two balcony levels overlook the main taproom, reached by sturdy wooden staircases. Comfortable guest rooms adjoin these balconies.

This area features:

Dimensions & Terrain. The taproom is roughly 100 feet on each side with a kitchen, meeting room, and lounge to the south, behind the bar. There are stairs going up to the balcony on both the east and west walls.

Lighting. Windows are open letting in sunlight from outside. This light is enhanced by magical torches that surround the well.

Well. The common room is dominated by the 40- foot

diameter open well. This shaft plunges 140 feet to the first level of Undermountain and is ringed by magical torches. A rope-and-pulley mechanism is used to transport adventurers into the dungeon. Any character pushed into the well can make a DC 10 Dexterity saving throw to catch hold of the bucket as they fall.

Trinkets. Dozens of curios hang from the taproom walls: mysterious statues, bloodied banners, unidentified sigils, and much more. Adventurers returning from Undermountain give these trinkets to the proprietor as trophies for surviving the dungeon.

THE CITY INSPECTOR

While the characters are enjoying their meal, a man dressed in the uniform of a city inspector comes into the inn and begins to measure things with a knotted string and make notes on a small pad: the heights of tables, the distance to the door, the number of people in the establishment, the number of lights, and other less interesting measurements. Those that interact with him receive noncommittal grunts and hmmm-ing as he goes about his work.

Once his work is complete, he loudly introduces himself as Kahru Ursal (male human **werebear**), city inspector. Unfortunately, he has to shut the Yawning Portal down and everyone must leave, as the someone's table (likely the one that the characters are currently using) "is two point three inches too close to the primary egress." Though Durnan immediately offers to move the table, Kahru will have nothing of it: "Section 14, Subsection 23, Paragraph B, Part 83 clearly states that they city must close the establishment for 24 hours to allow the owner the time to effect repairs. Furthermore, the Code Legal plainly proscribes that a petitioner must subpoena





Waterdeep building codes if they wish to file a complaint; a representative of the City is not to be interrupted in their pursuit of the law!" There is nothing Kahru can do. The law is the law.

Objectives/Goals. Kahru is a rule follower extraordinaire and nothing cause him to bend. Those that confront him cause him to become agitated and assume his lycanthrope form where he becomes extremely angry and dedicated to making sure all the rules are followed. Durnan doesn't want any trouble and concedes that he must close, and discourages violence from all present.

However, Kahru has a second goal: the capture of the rogue contractor Gahzeebo. Since the characters will now be on the street and free for the afternoon, Kahru requests they aid the city in catching this dastardly menace. While he is unwilling to open the Yawning Portal earlier, he is willing to grant a permit for a public party and allow Durnan to tap his keg in the tavern yard if the characters do this favor for Kahru and Waterdeep.

What Does He Know? Kahru is desperate to save the city, but since he doesn't get off of work for six more hours, he can't. He's never missed a day of work and he's not about to start now! However, if the characters go after the goblin, he shares the following:

- There is a goblin contractor named Gahzeebo that has been blacklisted by the Waterdeep City Inspectors Office ("WCIO") for multiple building code violations hiring unlicensed subcontractors.
- Since being blacklisted by the WCIO, Gahzeebo has built a dangerously sub-quality theater and sent free theater tickets for tomorrow's show to a number of Waterdhavian nobles who sit on the city infrastructure committee.
- He then took his crew into Undermountain to a level that no one else knew existed, and even Kahru isn't really sure how Gahzeebo found it or why Kahru knows about it. So, don't ask. It's not polite to question the plot or break the fourth wall. Or maybe Gahzeebo has a loud goblin mouth and tells a lot of people about his nefarious plots, but who knows?
- Kahru doesn't know much about this lost level, but strange sounds have been heard from it, and it smells funny. He isn't entirely sure how to get there, but is fairly certain that if the characters walk off stage where no one can see them, that when they return, they will be there.
- Kahru doesn't exactly know what Gahzeebo's plan is, but the sign posted outside the theater is for a musical spectacle called "Flumphapolusa".
- The werebear wants the characters to prevent Gahzeebo from abducting any innocent flumphs, and to also bring the goblin back to face the justice of the Code Legal.

CALL TO ACTION

In order to fully succeed, the characters must accomplish these two objectives:

- Prevent the abduction of any flumphs, or rescue those that have been taken (**Story Objective A**).
- Capture and return Gahzeebo to justice (**Story Objective B**).

EPISODE 2: A SONG IN MY HEART

Estimated Duration: 90 minutes

"If all the worlds a stage, then I want better lighting!"

—Rob Coles

ONCE THE CHARACTERS HAVE MOVED OFFSTAGE and back on, they find themselves walking in a cavern next to a river. They have made it all the way to one of the lost levels of Undermountain! Bonus points (Inspiration) to any character that mentions the long and difficult journey to get here!

AREA INFORMATION

While each of the chambers have specific details, Undermountain: The Musical has these general features throughout:

Dimensions & Terrain. The caverns of Undermountain the Musical are smooth and covered in dampness. Since the area is largely inhabited by flumphs, the architecture is given over to their peculiar forms: floors are uneven, there are ramps not stairs, and doors have pull handles for the finger impaired. Unless otherwise noted, the ceiling in all rooms is 20-ft. high.

Lighting. Strange lighting fills the rooms coming from somewhere above and moving with the characters light spotlights. The color of the light changes with the mood of the scene: soft pink when comedic, deep blue if sad, green for curious exploration, and crimson for angry fights. If a character leaves a room where all the action is, the lights do not follow that character and they are in darkness, unless they are doing something central to the plot, in which case a spotlight follows them. The tracking lights cause Dexterity (Stealth) checks to be made at disadvantage.

Music. The rooms are never without faint music that originates from nowhere. The music changes to something appropriate for the actions of the characters, rising during moments of excitement or becoming melancholy if the characters are sad. It becomes especially loud if the characters should break out into song. Note that the constant music makes it hard to hear things beyond neighboring areas.

Smells. The chambers of this level smell faintly with rotten eggs, popcorn, and cotton candy.

Sound Effects. In addition to the music that follows the characters, the entire level is filled with sound effects as if a team of Foley artists were following the party. Doors creak, feet stomp, and a laugh track follows shenanigans.

Curse of the Musical. Since the entire level is a great big musical, you should reward and punish accordingly. Any player that gets involved in the singing and dancing that sound accompany any important events, such as rescuing flumphs, fighting goblins, or disabling a trap should receive inspiration frequently. Characters that don't participate get boos from the audience. If they

persist, the audience might heckle them or throw rotten vegetables at them. Don't worry, since the audience is on the other side of the fourth wall, their aim isn't very good.

WHERE IS GAHZEEBO?

The warehouse Gahzeebo is moving about exploring the level. In order to build to the most epic fight, it is recommended that Gahzeebo (Episode 3) be located in area 5 or area 7, whichever the characters visit last. That said, if you are running short of time, he can certainly come looking for the characters wherever they are.

AREA 1. THE NARRATOR RIVER

The party arrives on the northern bank of the Narrator River in the northwest corner of Undermountain the Musical.

AREA INFORMATION

This area features:

Bridges. There are two natural stone bridges, the closest at ground level and the other over one hundred feet away, fifteen feet in the air.

River. The river flows southeast at a lazy pace, moving twenty feet a round. It is also the narrator (see below).

Wraparound. The tunnel wraps, so characters that move of one side of the map appear on the side.

CREATURES/NPCs

As the characters enter this level, they begin to hear the **Narrator**, who narrates important actions for the audience in a deep, soothing, baritone voice. You may wish to emulate a voice like that of Morgan Freeman or Sir Richard Attenborough.

Objectives/Goals. The Narrator is there to make things more entertaining, and occasionally say things that frustrate or help. The Narrator's voice can be heard in every area on this level.

What Does He Know? He's the Narrator, he knows everything. Unfortunately, there is no way for the characters to communicate with him. He doesn't respond to their questions, but offers things that will be useful to audience. Consider these examples:

- Our heroes didn't know it, but things were about to get a lot more interesting.
- Just because you're hurt, doesn't mean you're broken.
- Ernest Hemingway once wrote "The world is a fine place and worth fighting for." I agree with the second part.
- I once heard a wise man say there are no perfect men. Only perfect intentions.
- Cities fall but they are rebuilt. Heroes die but they are remembered.
- Circumstances have taught me that a man's ethics are the only possessions he will take beyond the grave.

- If there's magic in boxing, it's the magic of fighting battles beyond endurance, beyond cracked ribs, ruptured kidneys, and detached ribs. It's the magic of risking everything for a dream that nobody sees but you.
- Very often, you know, you stop walking because you say, 'Well, I'm tired of climbing this hill. I'm never going to get to the top.' And you're only two steps from the top.
- I always tell my kids if you lay down, people will step over you. But if you keep scrambling, if you keep going, someone will always, always give you a hand. Always. But you gotta keep dancing, you gotta keep your feet moving.
- I'm not intimidated by lead roles. I'm better in them. I don't feel pressure. I feel released at times like that. That's what I'm born to do.

AREA 2. HALL OF PURPOSE

The Hall of Purpose is where flumphs give back to society, studying math, science, philosophy, and religion. It is a place of academics and purpose, and thus, there are bottles of alcoholic spirits and flimsy red cups everywhere.

On the top tier are two floating copper statues of flumphs, each larger than a draft horse. One is smiling and resting a tentacle upon the smaller of the two, who in turn bares a sad look. A breeze can be felt coming from their direction. These are the Statues of Questioning & Purpose. Anyone on the top tier with a Passive Perception of 13 or higher hears movement coming from area 3.

AREA INFORMATION

This area features:



Dimensions & Terrain. This huge room has three tiers, each fifteen feet higher than the last, rising toward the east. The ceiling is forty feet high.

Bridge. There is an exit to a stone bridge at the middle tier. The bridge has no railing and is fifteen feet above the river below.

Flumph-ale. Half consumed bottles of flumph-ale are everywhere. It is smooth and strong and anything more than a sip results in instant intoxication for this and the next area the character explores. While doing so the character is immune to fear, +5 temporary hit points, and has disadvantage on all saving throws. Flumph-ale also makes humanoids very gassy, giving disadvantage of Dexterity (Stealth) and Charisma (Persuasion) checks.

Statues of Questioning & Purpose. Anyone who enters this area is targeted by a charm effect emanating from the statues. Creatures that fail a DC 15 Wisdom saving throw begin to have a personal crisis and question their purpose in life; loudly singing about it. Affected creatures participate in a song and dance number until they embrace their purpose and celebrate it by succeeding on saving throw. Affected creatures receive another saving throw every minute. Unaffected characters who join in song with an affected creature, helping support the questioning creature can import advantage to one creature. When any creature embraces their purpose, the statues expel a massive gust of gases that fill the room with glitter which causes all creatures to speak in high pitched voices for ten minutes.

Flumphs are immune to this effect. Creatures with the *telepathic shroud* trait receive advantage on the saving throw.

DEVELOPMENT

If any of the characters break out into song, the goblins in Area 3 are alerted to the party's presence. If they hear the characters coming, the **goblin warehouse** assumes its hybrid form.

AREA 3. A CLOISTER OF FLUMPHS

This room is studded with various padded perches, much like several cat trees, for flumphs to sleep on. Inside 4 **goblin subcontractors** and a **goblin warehouse** have stuffed 7 **flumphs** into a cage and are chasing an eighth (named Klania) around the room with butterfly nets. One of the goblin subcontractors has been affected by the Klania's *stench spray*.

When the characters enter, the light takes on a red tinge and the background speeds up.

AREA INFORMATION

This area features:

Flumph Perches. The walls are studded with padded wooden perches that allow creatures to jump from one to the next climbing the walls, however they are designed to hold the flumphs' gas filled bodies. Any creature that is Small sized that jumps climbs onto one has a 10% chance of having it break. The chance increases to 25% for Medium creatures and 75% for Large creatures. Any creature that falls bounces off and breaks several other perches on their way down, leaving an area where no climbing is possible.

INITIATIVE

Like any good duet, initiative works best when each actor sings an alternating line. As such, the Director, er DM, is encouraged to cheat. Don't roll Initiative for the goblins. Instead go in this order:

- Highest Initiative Character
- Goblin Warehouse
- 2nd Highest Initiative Character
- Goblin Subcontractors
- 3rd Highest Initiative Character
- Klania
- Everyone else

CREATURES/NPCs

The goblins realize the characters are a bigger threat and change their tactics when the characters arrive.

Goblin Objectives/Goals. The goblins are here to catch all the flumphs for Gahzeebo's upcoming masterpiece: Flumphapolusa. Anyone who gets in their way must be killed. The show must go on.

What Do the Goblins Know? The goblins know all about Gahzeebo's plan as detailed in the Background. If motivated, they know that Gahzeebo is exploring other parts of the level and catching flumphs. More flumphs are good the show as flumphs don't seem especially durable. They also know that some of their number have been infected with lycanthropy.

Klania's Objectives/Goals. Most of the flumphs are tucked out from their attempt to escape and just want to go back to their research. However, one of their number, Klania, is especially interested in the characters and wishes to feed on their musical theater. She offers to lead them through the rest of the lair.

What Does Klania Know? Klania knows the general layout of the level and that they have just recently come under attack by goblins with very poor-quality construction. There are several more flumphs throughout the level in need of saving. In particular, the Grand Flumph-ba is still out there. While flumphs have no leader, the Grand Flumph-ba is a particularly revered and elderly member of their cloister. Also, Klania is tired and asks to ride one of the characters like a hat, twisting her tentacles under the character's chin.

TREASURE & REWARDS

The flumphs' don't have much to offer the characters in exchange for their aid, but they will part with a few consumable items they had been storing up: a *potion of greater healing* and a *spell scroll of gust of wind*. The goblins have 50 gp in various coin, tools, and hardware.

AREA 4. WHERE WE COME TOGETHER

The flumph breakroom is still set-up for a party that was held yesterday. There is a half-finished cake on a table and dozens of balloons floating through the room. Colorful letters spelling out "So Long, Felicia" hang on the back wall. If asked, Klania can tell the characters it was a party for one of the other flumphs who won a contest for having the longest eyestalks. It's a very prestigious award.

An occasional mooing be heard from near the ceiling amidst the various balloons. Characters with a DC 12 Passive Perception recognize that one of the balloons appears to be moving. This noise is coming a **vapor cow**;

a disturbing hybrid of a flumph and a bovine with no legs a massive gas filled udder, covered in dripping moisture.

AREA INFORMATION

This area features:

Balloons. The balloons in this room are filled with various unusual gases that the flumphs sample during their break times. Anyone creature inhaling one of the gases, whether intentionally or because they pop a balloon, rolls on the below table. Note that combat in this room is quite dangerous. Every area of effect spell or ability that does damage in this room causes a balloon within its area to pop and also affect creatures in that area.

DANGEROUS BALLOONS

d8	Gas	Effect
1	Flammable	The gas explodes in a 10-ft radius on contact with air doing 10 (3d6) fire damage. A successful DC 15 Dexterity saving throw halves the damage.
2	Happy	The gas makes you a little light headed and you feel good. Maybe save some of that one for later.
3	Sleep	Each creature in a 10-ft radius must succeed on a DC 15 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.
4	Euphoria	Creatures in a 10-ft radius must succeed on a DC 15 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn: <ul style="list-style-type: none">• 1–4. The target takes no action or bonus action and uses all of its movement to move in a random direction.• 5–6. The target doesn't move, and the only thing it can do on its turn is make a DC 15 Wisdom saving throw, ending the effect on itself on a success.
5	Acidic	An acidic gas fills a 10-ft radius doing 10 (3d6) acid damage. A successful DC 15 Constitution saving throw halves the damage.
6	Stench	Each creature in a 10-ft radius must succeed on a DC 15 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.
7	Urine	You smell funny.
8	Party Mix	Roll three times on this chart rerolling results of 8.

CREATURES/NPCs

The **vapor cow** is quite agitated. Since leaving her to float in the break room, no has milked her in over a day. She is upset and not very friendly. A successful DC 12 Wisdom (Animal Handling) notes the reason for her distress. If a character offers soothing words accompanied by a successful DC 15 Wisdom (Animal Handling) or Charisma (Persuasion) check, the vapor cow descends and allows herself to be milked. If there, Klania recommends using an empty balloon; if the characters use an empty balloon, roll a random effect on the unsuspecting milker.

If no one attempts to aid the cow, she lashes out and attacks.

Objectives/Goals. To be milked.

What Does She Know? She needs to be milked. She's very sore and quite cranky. These strange two-legged creatures can milk her. MILK ME!

COMPLICATION

If the vapor cow is killed, its death burst also pops three balloons.

AREA 5. GATE ROOM

A carving of a pair of giant lips dominate the rear of this room. They are alight with magical fire. Racks of musical instruments meant to be played by flumphs cover the walls. Sheet music is everywhere.

IS GAHZEEBO HERE?

If the characters have already been to area 7 or you are out of time, then he is. Proceed to Episode 3.

AREA INFORMATION

This area features:

Lighting. The flaming lips fill the room with light.

Western Door. The doors are locked (DC 20 Dexterity with proficiency with Thieves Tools to open).

The Lip Gate. In order to open the Lip Gate, the characters (or the grateful flumphs) must play a goodbye song. In addition, humanoids must provide vocal accompaniment. This has prevented the flumphs from leaving. If activates, the lips part and a giant spongy tongue rolls out into the room. Passing through the gate allows one to arrive in the sewers of Waterdeep.

AREA 6. SINGING IN THE RAIN

A toe-tapping tune of strings, bells, and brass echoes through the hall. A steady downpour of rain falls from the ceiling, draining to the river. Any non-flumph that enters the area is in danger.

AREA INFORMATION

This area features:

Dimensions & Terrain. Four pillars carved like flumphs with fedoras dancing around umbrellas dominate the hall. The water pools about an inch deep causing loud splashing echoes when walked through.

Lighting. A white spotlight shines on anyone who enters the hall.

The Great Doors. Two massive stone doors carved with scenes of singing and dancing flumphs are at the south end of the hall. Each door has a collection of holes intended for flumph tentacles to reach inside and manipulate the locking mechanism. The doors are locked (DC 20 Dexterity with proficiency with Thieves Tools to open). If the character is a flumph or has similar tentacles, they gain advantage when attempting to open the doors. The doors require a DC 25 Strength check to force open.

Singing in the Rain Trap. The entire area is a complex trap (see the sidebar below).



SINGING IN THE RAIN TRAP

Complex trap (level 5–10, deadly threat)

During his musical theater phase but before sealing off this level forever, Halaster created this trap to punish those not sufficiently talented in song and dance.

Trigger. This trap activates two rounds after a non-flumph enters the area, causing a massive stone portcullis to crash down across the northern archway. Creatures standing in the entranceway must succeed in a DC 15 Dexterity saving throw or take 3 (1d6) bludgeoning damage when they get clipped by the falling portcullis.

Initiative. The trap acts on initiative count 20 and 10.

Active Elements. The statues spin, twirling their stone umbrellas rapidly in a 10-ft radius around themselves at different heights. At the same time, all keen a series of notes.

- **Whirling Umbrella (Initiative 20).** A stone umbrella whirls around each statue forcing any creature within 10 feet of one at the affected height to succeed on a DC 15 Dexterity saving throw or suffer 22 (4d10) bludgeoning damage and be knocked prone. For each statue roll a die. If the result is odd, it swings low affecting creatures within 10 of the ground. If the result is even, it twirls around its head, affecting creatures between 10 feet up and the ceiling.
- **Keening Notes (Initiative 10).** The trap's rises to a deafening volume that rattles the bones. A creature's only hope to avoid damage is to match the pitch and notes so as to make their whole body resonate to the music. Any character that does not sing out the notes correctly, requiring a successful DC 15 Charisma (Performance) check, suffers 11 (2d10) thunder damage.

Constant Element. The rain falling from the ceiling becomes acidic once the trap activates. Creatures take 2 (1d4) acid damage at the end of their turn if they are in the affected area. A successful DC 15 Constitution saving throw halves the damage.

Dynamic Element. The longer the acid pours, the stronger it gets. Every round, increase the damage by 2 (1d4) acid.

Countermeasures. The trap can be neutralized or mitigated by never entering the area, escaping the area, disabling the statues, damaging the statues, or dispelling the acid rain.

- **Detecting the Trap.** The trap can be spotted with a successful DC 20 Wisdom (Perception check) which sees arcane symbols on the floor and notes the pillars appear to spin. In addition, the entire area soaked in the magically created rain detects as magic if checked for.
- **Disable a Pillar.** The pillars can have their spinning mechanism jammed with a successful DC 20 Dexterity check with proficiency in Thieves' Tools. A successful check disables one pillar, creating a safe place to stand.
- **Damage a Pillar.** Each pillar can be destroyed by physical damage so that it is no longer capable of functioning. (AC 18, 35 hp, immune to acid, poison, and psychic damage). Once a pillar has suffered 17 points of damage, creature in is area of effect have advantage on the Dexterity saving throw to avoid taking damage.
- **Dispel the Acid Rain.** The rain is magically created and can be suppressed for 1 minute by a dispel magic or similar effect made against a 4th-level spell.
- **Raising the Portcullis.** The portcullis requires a DC 20 Strength check to lift. Characters holding it aloft automatically fail the saving throw against the umbrellas. The stone bars can also be destroyed (AC 18, 60 hp, immune to acid, poison, and psychic damage).

AREA 7. HALL OF THE FLUMPH ALLSTARS

The doors on the northern and eastern walls of this room are locked (see areas 5 and 6).

The floor is covered in trapezoidal tiles, each depicting the brass inlay of a rune adorned flumph and a name. Three large muscular statues of flumphs are along the western wall. They stand on name plates that declare the each as one of the Grand Flumph-bas of old written in Undercommon:

- Gaseous Clay, Discoverer of the Sweet-Smelling Science.
- Tasty Hernia Calamari, chef extraordinaire.
- Pitchfork Ben, who met a most acicular end.

IS GAHZEEBO HERE?

If the characters have already been to area 5 or you are out of time, then he is. Proceed to Episode 3.

AREA INFORMATION

This area features:

Floor Tiles. Each of the tiles denote a famous flumph, along with a symbol that suggests what field they were famous in; such as a book for literature, a vapor cow for animal husbandry, or sasquatch for being a world class furrier. They are not removable without damaging them.

Statues. Each statue still bares a fragment of the blessings of the former Grand Flumph-bas. Honoring them in any way imparts that blessing on the first character to do so:

Blessing of Gaseous Clay. The character is punched in the face for 1d8 bludgeoning damage and are knocked prone. They also heal 3d8+5 hit points.

Blessing of Tasty Hernia Calamari. A plate of steamed shellfish appears. If a character eats it, they receive the effect of a *heroes' feast*. They also have a recipe for steamed shellfish imprinted in their memory. Given that its intended for flumphs, it smells horrible to most humanoids.

Pitchfork Ben. The character is stabbed by an invisible pitchfork, taking 15 (2d10+4) force damage.

EPISODE 3: FINAL CURTAIN

Estimated Duration: 15 minutes

"Happiness at the misfortune of others. That IS German!"

-Avenue Q

THE CLIMACTIC BATTLE WITH GAHZEEBO AND the rest of his crew likely occurs in area 5 or area 7 unless the party takes pains to draw Gahzeebo to them. Where ever they are found, they have the Grand Flumph-ba surrounded and are just about capture him as the characters arrive.

CREATURES/NPCs

When they are encountered, **Gahzeebo** is accompanied by three **goblin subcontractors**, a **goblin werehouse**, and a **goblin foreman**. The goblin crew recognizes minions of the man trying to keep them down and they immediately move to attack! This is double true if the characters have Klania traveling with them. The rush forward to screams of "Flumph lover!" and "Right angled quadrangle!"

Gahzeebo's Objectives/Goals. Gahzeebo and his minions are frustrated that some of the flumphs may have been freed. They can't take the chance that they will not have enough to carry out his plan. The first action of one of the subcontractors will be to shove the Grand Flumph-ba in a sack attached to his belt, turning it into a violently bouncing balloon.

What Does Gahzeebo Know? Gahzeebo is confident that he cannot fail. He is the prettiest, most talented house on the block! The characters are bare cheap tenements.

The Grand Flumph-ba's Objectives/Goals. The fourth Grand Flumph-ba since the founding of the cloister, she knows he time is drawing short. She had hoped someone energetic like Klania would take her place, but if not, perhaps an alliance with music loving Lords of Waterdeep might be made?

What Does the Grand Flumph-ba Know? The Grand Flumph-ba knows everything about the level, including that Halaster has cut it off from the rest of Undermountain. Only with flumphs playing the music and humanoids singing, will the Flaming Lips part!

TACTICS: AREA 5

If Gahzeebo is encountered in area 5, he and the other werehouse try to keep the characters out of area 5 and bottled up in area 4 where the foreman's spells and the subcontractors' demolition charges might cause the vapor cow or other balloons to burst, causing addition effects to plague the characters. The foreman tries to keep Gahzeebo up and free of detrimental effects when possible.

TACTICS: AREA 7

If Gahzeebo is encountered in area 7, he and the other werehouse move to engage with one of the subcontractors, while the other two climb the statues and throw demolition charges. The foreman and throwing

subcontractors use the statues for cover. The foreman tries to keep Gahzeebo up and free of detrimental effects when possible.

INITIATIVE

Like any good duet, initiative works best when each actor sings an alternating line. As such, the Director, er DM, is encouraged to cheat. Don't roll Initiative for the goblins. Instead go in this order:

- Highest Initiative Character
- Gahzeebo
- 2nd Highest Initiative Character
- Goblin Foreman
- 3rd Highest Initiative Character
- Goblin Subcontractors
- 4th Highest Initiative Character
- Goblin Werehouse
- 5th Highest Initiative Character
- Grand Flumph-ba is not stuck in a sack
- Everyone else

TREASURE & REWARDS

The Grand Flumph-ba rewards the characters with 500 gp in rare incense and a *wind fan* before sending them home. Gahzeebo carries three *potions of healing* and 1,000 gp in bills to construction material suppliers in Waterdeep.

WRAP-UP

With Gahzeebo in custody, the Grand Flumph-ba leads the other flumphs in performing the music needed to activated the flaming lips so the characters can return to Waterdeep. As the characters are about to leave, Klania floats over and asks if there is a place for her on one of their heads, as should would very much like to see the City of Splendors!

ADVENTURE REWARDS

Since this adventure is intended to be played with the pregenerated characters provided, rewards are treated a bit differently. For playing in this event, each player and their Dungeon Master may choose one of their characters to unlock a *wind fan*. No other rewards are received.

WIND FAN

Wondrous Item, uncommon, Table F

Several notes are sewn in silver across this fan. When used, the wind smells like somebody flumphed.

While holding this fan, you can use an action to cast the *gust of wind* spell (save DC 13) from it. Once used, the fan shouldn't be used again until the next dawn. Each time it is used again before then, it has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.

APPENDIX 1: LOCATIONS & NPCs

The following NPCs feature prominently in this adventure.

- **“Bonnie” (Bon KNEE).** The barmaid of the Yawning Portal is secretly a doppelganger who works at the tavern to make ends meet. She leads a gang of five doppelgangers who pose as residents across the city.

Personality: *Bonnie is cheery and quick-witted, but sometimes seems oddly on edge.*

Ideal: *“If you want something badly enough, you take it.”*

Bond: *“My gang have learned to trust each other. I’ll never betray them.”*

Flaw: *“When my temper flares, I sometimes act a little too impulsively.”*

- **Durnan (DUR nan).** The proprietor of the Yawning Portal is a man of few words with a gruff demeanor and a mercenary outlook to life. Long ago, Durnan returned from Undermountain with a haul of riches; among which were said to be magic items which extended his own lifespan. He bought the Yawning Portal by investing a small portion of that treasure haul.

Personality: *Durnan believes that everyone must fend for themselves in this cruel world.*

Ideal: *“Someone who can stand alone can stand against anything.”*

Bond: *“The Yawning Portal is my home. I’ll not get attached to the people here: just like the tavern, I’ll outlive them all.”*

Flaw: *“If you want sympathy you’ve come to the wrong*

place.”

- **Gahzeebo (GAH zee BO).** A Waterhavian contractor, goblin, and werehouse; and those are the good parts. A truly reprehensible individual filled with spite, jealousy, and greed. Oh, and he’s a bad actor too!

Personality: *Gahzeebo believes that he’s the smartest goblin in the room. Sadly, given his friends, that might be true.*

Ideal: *“I will have my revenge, as long as it’s profitable.”*

Bond: *“Waterdeep owes me. Everyone owes me, and I will fleece them till I feel repaid.”*

Flaw: *“I could have been a stage actor if I wasn’t discriminated against for being a goblin.”*

- **Klania (KLAH knee ah).** The bravest and most curious about the world flumph on the lost layer. Also, she can expel gas to just about any tune as long as she eats enough beforehand. Also, she really likes to ride on your head.

Personality: *Klania wants to see what is just over the horizon.*

Ideal: *“The best is yet to come, we just have to go meet it.”*

Bond: *“Anyone who lets me ride their head is my pal!”*

Flaw: *“I haven’t experienced much of the world yet, so I know what I have read might not be perfect. Tell me what you have seen and I will believe it.”*



APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

FLUMPH

Small aberration, lawful good

Armor Class 12

Hit Points 7 (2d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, History +4, Religion +4

Damage Vulnerabilities psychic

Senses darkvision 60 ft., passive Perception 12

Languages understands Undercommon but can't speak, telepathy 60 ft.

Challenge 1/8 (25 XP)

Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Prone Deficiency. If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Telepathic Shroud. The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

ACTIONS

Tendrils. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

GAHZEBO

Medium humanoid (goblinoid, shapechanger), chaotic evil

Armor Class 12 in humanoid form, 14 (natural armor) in house or hybrid form

Hit Points 105 (14d10 + 28)

Speed 30 ft. (0 ft. in house form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Vulnerabilities fire (hybrid and house form)

Senses passive Perception 14

Languages Common (can't speak in house form)

Challenge 6 (2,300 XP)

Action Surge (1/short or long rest). Gahzeebo can take one additional action on his turn.

False Appearance. While the goblin werehouse remains motionless, it is indistinguishable from a normal house.

Legendary Resistance (1/Day). If Gahzeebo fails a saving throw, he can choose to succeed instead.

Nimble Escape. The goblin werehouse can take the Disengage or Hide action as a bonus action on each of its turns when in humanoid or hybrid form.

Shapechanger. The werehouse can use its action to polymorph into a Large house-humanoid hybrid or into a Gargantuan house, or back into its true goblin form. Its statistics, other than his AC and speed, are the same in each form. Any equipment it's weapon or carrying isn't transformed. It reverts to her true form if it dies.

ACTIONS

Multitask (Humanoid or Hybrid Form Only). The werehouse makes three attacks when using the Attack action.

Oversized Hammer (Humanoid Form Only). **Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) bludgeoning damage.

Door Slam (House or Hybrid Form Only). **Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) bludgeoning damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werehouse lycanthropy.

And the Kitchen Sink (House or Hybrid Form Only). **Ranged Weapon Attack:** +5 to hit, range 40/90 ft., one target. **Hit:** 12 (3d6 + 2) bludgeoning damage.

LEGENDARY ACTIONS

Gahzeebo can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gahzeebo regains spent legendary actions at the start of his turn.

Attack. Gahzeebo makes an attack.

Move. Gahzeebo moves his speed.

Seedy Shifting (Costs 2 Actions). If Gahzeebo is grappled or restrained, that condition ends. Gahzeebo uses Shapechanger, moves his speed, and makes an attack.

GOBLIN FOREMAN

Medium humanoid (goblinoid, shapchanger), chaotic evil

Armor Class 11 in humanoid form, 13 (natural armor) in house or hybrid form

Hit Points 27 (5d8 + 5)

Speed 30 ft. (0 ft. in house form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Languages Common, Goblin

Challenge 2 (450 XP)

Nimble Escape. The goblin foreman can take the Disengage or Hide action as a bonus action on each of its turns.

Shapchanger. The werehouse can use its action to polymorph into a Large house-humanoid hybrid or into a Gargantuan house, or back into its true goblin form. Its statistics, other than her AC and speed, are the same in each form. Any equipment it's weapon or carrying isn't transformed. It reverts to her true form if it dies.

Spellcasting (Goblin or Hybrid Form Only). The goblin foreman is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The goblin has the following spells prepared:

Cantrips (at will): *eldritch blast*, *lightning lure*, *magic stone*

1st Level (4 slots): *healing word*, *hex*, *shield*

2nd Level (3 slots): *lesser restoration*, *misty step*

3rd Level (3 slots): *counterspell*, *lightning bolt*

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The foreman makes three attacks when using the Attack action or makes casts a spell with a casting time of one action and makes one attack.

Screwdriver (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Door Slam (House or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werehouse lycanthropy.

And the Kitchen Sink (House or Hybrid Form Only). *Ranged Weapon Attack:* +2 to hit, range 40/90 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

GOBLIN SUBCONTRACTOR

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 83 (15d6+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	15 (+2)	10 (+0)	8 (-1)	8 (-1)

Saving Throws Dex +4, Con +4, Wis +1

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 3 (700 XP)

Incompetent Luck. When the goblin subcontractor rolls a 1 on the d20 for an attack roll, ability check, or saving throw, it can reroll the die and must use the new roll. When it does so, it drops a demolition charge at its feet which immediately goes off.

Nimble Escape. The goblin subcontractor can take the Disengage or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The goblin subcontractor deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin subcontractor that isn't incapacitated and the goblin subcontractor doesn't have disadvantage on the attack roll.

Teamwork Makes the Dream Work. The goblin subcontractor has advantage on an attack roll against a creature if at least one of the goblin's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The goblin subcontractor makes two attacks with its hammer or nailgun.

Oversized Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Nailgun. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Demolition Charge. The goblin subcontractor throws a prepared demolition charge at a point within 30 feet where it explodes in a 10-ft radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

GOBLIN WEREHOUSE

Medium humanoid (goblinoid, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 13 (natural armor) in house or hybrid form

Hit Points 78 (12d8 + 24)

Speed 30 ft. (0 ft. in house form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Vulnerabilities fire (hybrid and house form)

Senses passive Perception 14

Languages Common (can't speak in house form)

Challenge 4 (1,100 XP)

False Appearance. While the goblin werehouse remains motionless, it is indistinguishable from a normal house.

Nimble Escape. The goblin werehouse can take the Disengage or Hide action as a bonus action on each of its turns when in humanoid or hybrid form.

Shapechanger. The werehouse can use its action to polymorph into a Large house-humanoid hybrid or into a Gargantuan house, or back into its true goblin form. Its statistics, other than her AC and speed, are the same in each form. Any equipment it's weapon or carrying isn't transformed. It reverts to her true form if it dies.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werehouse makes three attacks when using the Attack action.

Oversized Hammer (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Door Slam (House or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werehouse lycanthropy.

And the Kitchen Sink (House or Hybrid Form Only). *Ranged Weapon Attack:* +3 to hit, range 40/90 ft., one target. *Hit:* 11 (3d6 + 1) bludgeoning damage.

VAPOR COW

Large aberration, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

Charge. If the vapor cow moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Death Burst. The vapor cow explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 21 (6d6) poison damage.

ACTIONS

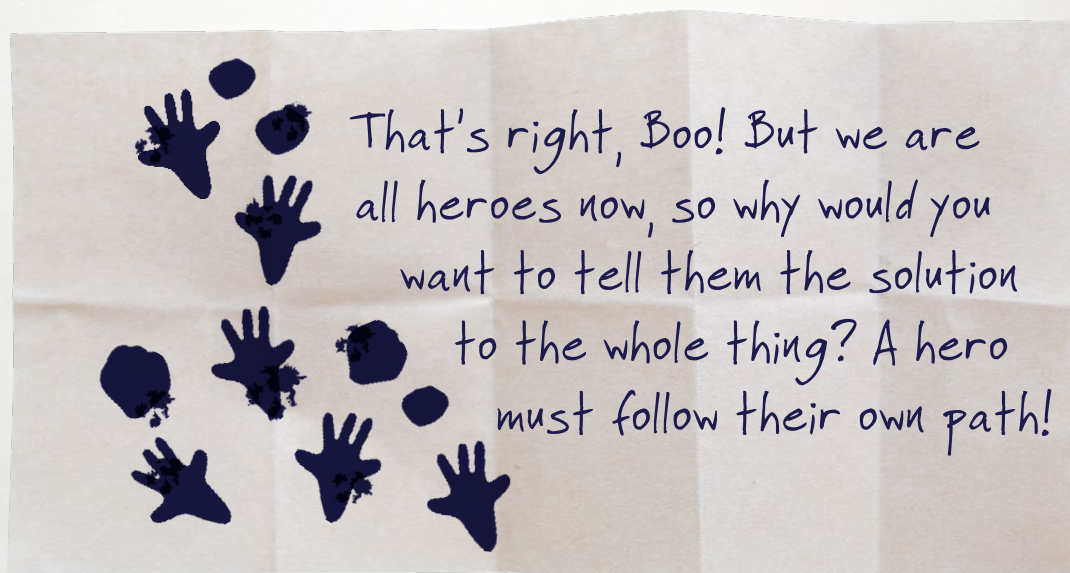
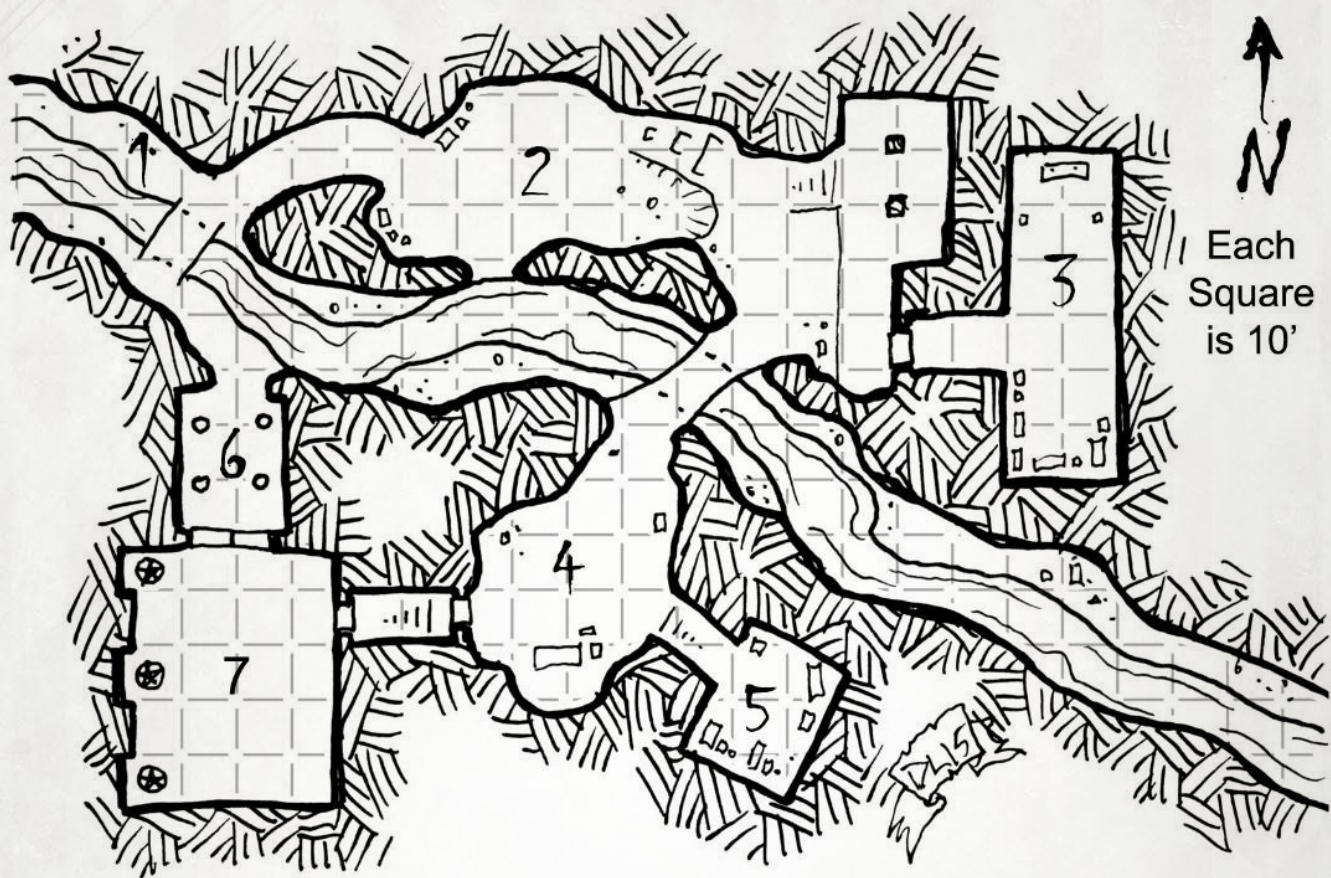
Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) piercing damage.

Udder's Milk. The vapor cow shoots a random magical stream of liquid from its udder at a target it can see within 60 feet of it:

- 1. Flammable Milk.** The liquid ignites on contact with air doing 10 (3d6) fire damage to the target. A successful DC 15 Dexterity saving throw halves the damage.
- 2. Curdled Milk.** The target must succeed on a DC 15 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.
- 3. Warm Milk.** The target must succeed on a DC 15 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.
- 4. Lowfat Milk.** The targeted creature is hit with spoiled, acidic milk doing 10 (3d6) acid damage. A successful DC 15 Constitution saving throw halves the damage.
- 5. Whole Milk.** The target must succeed on a DC 15 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:
 - 1–4. The target takes no action or bonus action and uses all of its movement to move in a random direction.
 - 5–6. The target doesn't move, and the only thing it can do on its turn is make a DC 15 Wisdom saving throw, ending the effect on itself on a success.
- 6. Trifecta.** The gas cow is very agitated and the targeted creature is hit with three streams. Roll three more times ignoring rolls of a 6.

APPENDIX 3: MAP OF UNDERMOUNTAIN THE MUSICAL





FLUMPHY TREASURES

Minsc & Boo's Guide to Things and Stuff

In recognition of your service, the Grand Flumph-ba has granted you access to (unlocked) the following item:

Wind Fan

Wondrous Item, uncommon, Table F

Several notes are sewn in silver across this fan. When used, the wind smells like somebody flumphed.

While holding this fan, you can use an action to cast the *gust of wind* spell (save DC 13) from it. Once used, the fan shouldn't be used again until the next dawn. Each time it is used again before then, it has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.

In recognition of your valor and bravery, Klania, the most magnificent flumph of them all, has decided to accompany you upon your journey into heroic legend.

Klania is a magnificently colored flumph and prefers to perch atop a hero's head while traveling. Her emanations are divine (or so she thinks) and her presence is often a topic of much excitement, especially when children are present.

Mechanically, she is completely unable to participate in combat and hides at her first opportunity. Similarly, she is a story-based pet only and cannot spend Actions during play.

CHARACTER NAME

PLAYER NAME



ADVENTURERS LEAGUETM

Certificate Identification Code

MINSC & BOO