

Undermountain

Campaign Document

Version 1.4.4

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Mission Statement

Our mission is to run a high-quality dungeons and dragons campaign for all gamers.

Goals of the Undermountain Campaign:

Our goal is to create a forum for new or inexperienced gamers to learn more about role-playing. We want to run a public D&D game that is open to everyone, but where the target audience is beginning gamers. We recognize the insular nature of the gaming community and we want to actively work towards opening our community to new people.

We identify ourselves as part of the gaming community and we feel that it is our responsibility to give back to the community. Additionally, we view it as our responsibility to work towards perpetuating role-playing as a hobby. This implies that we want to at least maintain, preferably expand, the size of the gaming community. Therefore we want the Undermountain Campaign to be a place where we can recruit and develop new gamers and where new gamers will feel welcome and encouraged.

Necessary Materials

- Character Sheet
- Writing Implement
- Set of Dice
- Miniature to represent your character
- *Player's Handbook (PHB)*

Allowed Materials

- *Champions of Ruin (CR)*
- *Champions of Valor (CV)*
- *City of Splendor: Waterdeep (CSW)*
- *Complete Adventurer (CA)*
- *Complete Arcane (CA)*
- *Complete Divine (CD)*
- *Complete Mage (CM)*
- *Complete Psionics (CP)*
- *Complete Scoundrel (CS)*
- *Complete Warrior (CW)*
- *Draconomicon (Dra)*
- *Dungeon Master's Guide (DMG)*
- *Dungeon Master's Guide II (DMG II)*
- *Expanded Psionics Handbook (XPH)*
- *Faiths and Pantheons (FP)*
- *Forgotten Realms Campaign Setting (FRCS)*
- *Heroes of Battle (HoB)*
- *Lords of Madness (LoM)*
- *Lost Empires of Faerûn (LE)*
- *Magic of Faerûn (Mag)*

- *Monster Manual (MM)*
- *Player's Guide to Faerûn (PG)*
- *Player's Handbook II (PHB II)*
- *Power of Faerûn (Pow)*
- *Races of Destiny (RoD)*
- *Races of Faerûn (Rac)*
- *Races of Stone (RoS)*
- *Races of the Wild (RoW)*
- *Shining South (SS)*
- *Silver Marches (SM)*
- *Spell Compendium (SPC)*
- *Unapproachable East (Una)*
- *Underdark (Und)*

Character Creation

Ability Scores:

This campaign uses the nonstandard point buy method from the *Dungeon Master's Guide* (see page 169). This campaign is considered a "High-powered campaign," hence, each character uses 32 points to buy all six characteristics.

Hit Points:

Maximum hit points at first level, and then high average hit points for every level thereafter. High average hit points are as follows for each hit die: 1d4 - 3, 1d6 - 4, 1d8 - 5, 1d10 - 6, 1d12 - 7.

Character Starting Level:

Characters begin play in this campaign at ECL 4, or 6,000 experience points. This allows most characters to begin play at 4th level.

Character Starting Wealth:

Characters begin play with 5,400 gp, plus any regional starting gold or equipment, or 100 gp if no starting region is chosen.

Character Upkeep

Upkeep Costs:

This campaign uses the variant upkeep rules from the *Dungeon Master's Guide* (page 130). There is an additional level of upkeep above **extravagant**, **noble** upkeep. **Noble** upkeep requires 1000 gp per month minimum to maintain. Your character will be judged initially by those living in Waterdeep by your character's upkeep level.

Skills

Once a Class Skill, Always a Class Skill:

If a skill was ever a class skill for your character it is always a class skill for your character.

Use Magic/Psionic Device:

When emulating caster/manifestor levels with Use Magic/Psionic Device, the maximum caster/manifestor level you may emulate is equal to your hit dice or character level. Use Magic/Psionic Device may not be used to meet prerequisites for magic item creation.

Feats**Merchantile Background:**

A character with this feat may only sell one item a month at 75%. This feat otherwise works as written.

Metamagic School Focus:

A character with this feat may change the spell level adjustment of a metamagic applied to a spell to a minimum of +0. This feat otherwise works as written.

Combat**Dying:**

Before death a character must reach the negative of their Constitution score instead of -10.

Grappling:

A character may use their Escape Artist check in place of their Grapple check to avoid becoming grappled.

Magic Items**Magic Item Creation:**

All item creation must be approved by the Dungeon Master. All magic items must be legibly written on a sheet of paper that is turned in to the Dungeon Master. The exceptions to this rule are Potions, Scrolls, Staffs and Wands, which may be freely created as long as the Dungeon Master is so informed when each item is crafted.

A sample calculation sheet will be required with each magic item proposal to verify the claimed base price and market price. Potions, scrolls and wands are exempt from this requirement.

Purchasing Magic Item:

The rules for purchasing magical items are mainly covered by the *Dungeon Master's Guide* and the *City of Splendors: Waterdeep*. Additionally all magical item purchases must be run through the Dungeon Master. Please handle all purchasing after the game ends.

Magic Item Type Changes:

The *Lyre of Building* has been changed to an artifact, and thus is not available for purchase or creation.

Adventuring**Same Player, Different Characters:**

While players may have more than one character in the campaign at the same time, the separate player characters may not interact in any way, shape or form. The dungeon master may at their own prerogative have the separate player characters interact.

Restricted Rules Items

Champions of Ruin: Doomspeak [Bardic] (feat), All [Vile] feats, Anathema (spell), Black Blood Cultist (class)

Champions of Valor: All [Exalted] feats

Complete Adventurer: Ninja (class), Master of Many Forms (class), Nightsong Enforcer (class), Nightsong Infiltrator (class)

Complete Arcane: Wu Jen (class), Effigy Master (class), Master Transmogrifist (class), Craft Contingent Spell [Item Creation] (feat), Sanctum Spell [Metamagic] (feat), Thought Bottle (item), Effigy (monster)

Complete Divine: Shugenja (class), Spirit Shaman (class), Shining Blade of Heironeous (class), Temple Raider of Olidammara (class), Ur-Priest (class), Void Disciple (class), Relics (item)

Complete Psionics: Anticipatory Strike (power), Synchronicity (power), Temporal Reiteration (power)

Complete Scoundrel: Enlarge Weapon (spell)

Complete Warrior: Samurai (class), Frenzied Berserker (class), Knight of the Chalice (class), Ronin (class), Warshaper (class)

Dungeon Master's Guide: Candle of Invocation (item), Mirror of Opposition (item), Pearls of Power (item)

Dungeon master's Guide II: Mentor System (other)

Expanded Psionic Handbook: Psychic Reformation (power), Time Regression (power), Torc of Power Preservation (item)

Forgotten Realms Campaign Setting: Inscribe Rune [Item Creation] (feat), Create Portal [Item Creation] (feat)

Lost Empires of Faerûn: Greenbound Summoning (feat)

Magic of Faerûn: Attune Gem [Item Creation] (feat), Spellfire Wielder (feat), Incantatrix (class), Spellfire Channeler (class)

Player's Guide to Faerûn: Inscribe Rune [Item Creation] (feat), Vile and Exalted classes

Player's Handbook II: Celerity (spell), Celerity, Greater (spell)

Races of Faerûn: Tattoo Magic [Item Creation] (feat)

Races of Stone: Craft Rune Circle [Item Creation] (feat),

Spell Compendium: Avasculate (spell), Avascular Mass (spell), Wraithstrike (spell)

Unapproachable East: Craft Contingent Spell [Item Creation] (feat),