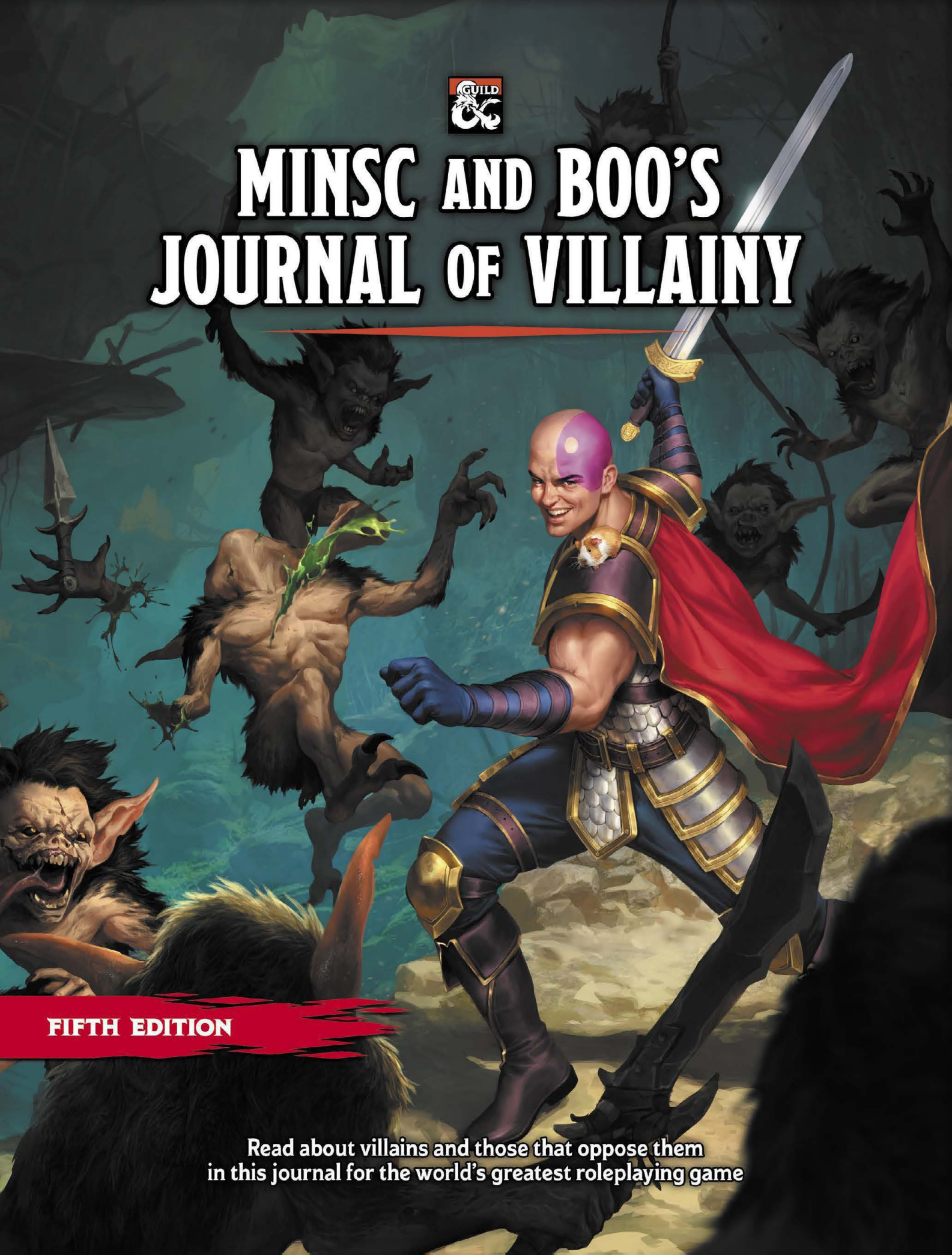

GUILD
MINSC AND BOO'S
JOURNAL OF VILLAINY
FIFTH EDITION
Read about villains and those that oppose them
in this journal for the world's greatest roleplaying game

MINSC AND BOO'S JOURNAL OF VILLAINY



Dedicated to Gwen, who put up with me writing this when we were on holiday.

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Foreword

The *Baldur's Gate* games hold a special place in my life. In my teenage years I ran a Forgotten Realms campaign for almost a decade that included thirty different players. Not all at once of course! This campaign birthed all sorts of heroes and villains that were a result of the cooperative storytelling that is the hallmark of Dungeon & Dragons. Many of these heroes and villains would be used in the story of *Baldur's Gate* and *Baldur's Gate 2*. The *Baldur's Gate* series launched a career in video games that has allowed me to meet and work with amazingly talented people and tell personal stories in some of my favorite fictional worlds.

—James Ohlen, 2021

Disclaimer: The editor of this journal takes no responsibility for the veracity of the author's claims. The editor will point out that the author believes that his hamster can talk (I've only ever heard it squeak), comes from space, and has a hamster sister the size of a horse...

ON THE COVER

Minsc and Boo face down a horde of enemies.



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Preface

Back when me and Boo caught the Calishite itch, Boo said we should start a journal. But his paws were tiny and ink got everywhere...including places that I should not write down here. So I, Minsc, decided to write down our adventures to prove that the pen is not mightier than the sword! With Boo's help, we wrote about every den of stinking evil that was found, every wicked butt that was kicked, and lots more besides!

Me and Boo thought the journal would help other heroes see how good and fun it is to smash and smite evil, so we asked our friend Volo to publish it. But Volo said something about it being childlike gibberish and in need of an "editor". He said he would edit it for us, but only if we helped him out with a book he was writing. Why would Volo write a book on monsters? He has never gone butt-kicking in the name of righteousness! But me and Boo are always eager to help a friend, so monster hunting we went.

Monster hunting was fun, as it always is. Boo has a nose that can sniff out evil, so sniffing out monsters was as easy for my little friend as sniffing out squirrels in heat. We mostly killed cockatrices and basilisks, because we hate creatures that turn you to stone. Being turned to stone is no fun. No fun at all.

We returned to Volo with monster carcasses and our writings on the joy of giving evil the backhand of justice. Volo got all red in the face. He said something about how I ignored the "list" he had given me. I think he meant the paper that Boo used on his furry backside while we were on the road.

It all worked out in the end. I just had to promise not to talk to our good friend Volo for one hundred years. But one hundred years can fly by when you're not looking. Me and Boo know this from experience...

MINSC & BOO!



Introduction

Heroic Stories

When you think of your favorite heroic story, it almost always follows a familiar formula. The hero begins his journey in his hometown, usually threatened by evil. He encounters a mentor figure who helps reveal what must be done to save his hometown (and often the rest of the world). In the end, he comes face to face with a villain that must be overcome. Don't believe me?

Harry Potter fights to protect Hogwarts, is mentored by Dumbledore and must defeat Voldemort. Frodo begins his journey in the Shire, is recruited by Gandalf and must journey into the heart of Sauron's land of evil. Luke Skywalker leaves Tatooine to learn how to use the Force from Obi-Wan in order to defeat Darth Vader.

While Dungeons & Dragons has always focused on the heroes, a great mentor, villain and hometown can make a campaign come alive.

Mentors and Group Patron Rules

Dungeons & Dragons has already provided rules on mentors with their excellent write ups on Group Patrons, so we will be using that term in this book.

Hometowns

Hometowns are where player characters begin the campaign. Hometowns are often a base of operations and the place where the group patron can be found. The campaign villain might also be based out of the hometown. Sometimes the campaign villain even threatens the very existence of the hometown.

Bazaars, Fences and Shops

One of the main uses of a hometown from a gameplay perspective is that it provides player characters with a place to spend gold (and other coin). Over the course of a campaign, player characters often accumulate vast quantities of gold with very few places to spend it. Hometowns give player characters access to bazaars, shops and NPCs that possess contacts for magic items, recipes or treasure maps. Not only does this give player characters a place to use their gold, but it also allows them to customize the kinds of magic items their character is able to obtain.

Robbing or murdering a shop keep for their magic items is pointless as shops don't keep the magic items or recipes on the premises. Instead they have contacts with powerful NPCs and creatures that have access to the magic items.



Group Patrons

Group patrons give player characters a reason to work together toward a common goal. They are powerful backers who give adventurers a clear purpose. They can also provide rare resources such as magic items, contacts and other hard to find resources.

Themes and Goals

The group patron helps determine the theme of a campaign through the missions that they send the player characters on. All patrons have an overarching ambition that determines what kind of missions they will be giving out. This ambition or cause encourages all the player characters to work together.

Contacts

Each group patron has one or two primary contacts that interact with the player characters.

Missions

The missions that a group patron send the player characters on are great ways to introduce new adventures. It's up to the players whether or not they want to go on the missions that are set out for them.

Enemies

Each group patron has a list of enemies. In addition to the infernal lords listed in the *Campaign Villain* section, these enemies include other group patrons. The contacts from these enemy group patrons can be used as rivals to the player characters or even as allies of the campaign villain.

Perks

Group patrons offer access to resources not readily available to most people. These resources include magical equipment, secret information and training. Each group patron gives a different set of perks. Most group patrons also give access to magical items for purchase or recipes on how to craft them.

Group Assistance

Each member of the party can grant advantage on an ability check, an attack roll or a saving throw of another member of the party. To grant advantage in this way the character and the chosen target must be able to see or hear each other and neither can be incapacitated. Once a party member grants this advantage that individual can't do so again until they finish a long rest.

Campaign Villains

Campaign villains are NPCs who oppose the player characters throughout their entire careers. These villains often have a personal connection to either the player characters or their group patron. A campaign villain rarely confronts the player characters directly, instead resorting to henchmen. Only when a campaign nears its end will the player characters finally confront their villain.

Goals

An effective campaign villain has a clear reason for interfering with the characters' lives. It is usually in clear opposition to the goals of the player character's group patron.

Henchmen and Other Assets

A campaign villain almost always has henchmen that they can send against the player characters. They also likely have access to vast resources, whether that be money, political influence or military power.

Henchmen Characters

Many henchmen are presented in their own chapter later in this book. In addition, some allies and henchmen for a campaign villain may be drawn from the Group Patron list. The Order of Icarus, Flaming Fist, Raven Circle and Shadow Thieves all make great enemies. These organizations might be secretly manipulated by the campaign villain or even directly controlled.

Defeating a Henchman

When the players defeat a henchman sent by the campaign villain, their main reward is the magical equipment that most henchmen possess.

Me and Boo have talked about the word 'henchmen'. What about henchwomen or henchhalflings? Perhaps using the word 'henchpeople' would be less offensive. Boo doesn't believe there are any henchhamsters, for what hamster would ever serve evil?

MINSC & BOO!

Random Hometown

d4	Hometown	Themes	Suggested Group Patrons
1	Athkatla	Sword and Sorcery, Urban	Adventurer's Guild, Church of Sune, Knights of Bahamut, Emerald Enclave, Harpers, Shadow Thieves
2	Baldur's Gate	Heroic Fantasy	Adventurer's Guild, Candlekeep, Church of Sune, Knights of Bahamut, Emerald Enclave, Flaming Fist, Harpers
3	Suldanesellar	Horror	Order of Icarus, Raven Circle
4	Ust Natha	Dark Fantasy, Underdark	Adventurer's Guild, Knights of Bahamut, Shadow Thieves

Random Group Patron

d10	Group Patron	Contacts	Themes	Overview
1	Adventurer's Guild	Doc Watson, Flimp	Lighthearted	An unlikely pair who want to bankroll you to become famous adventurers. Why not have some laughs on your way to stardom.
2	Candlekeep	Valygar Corthola, Xan	High adventure	Work for the most prestigious academy in the world. Seek out ancient secrets and rare artifacts and place them in the care of the monks of Candlekeep.
3	Church of Sune	Naes Inuus, Tiberius Inuus	Epic Fantasy and War	Join in the epic struggle between good and evil and help ensure that war doesn't engulf the world.
4	Emerald Enclave	Faldorn, Kivan	Exploration	Become an explorer who travels to the edges of the world.
5	Flaming Fist	Borivik, Nauk	Mercenaries and War	Work for the world's most feared mercenaries.
6	Harpers	Jaheira, Vellin	Spies and Intrigue	Join the Harpers, a famed organization that works from the shadows to keep the world from falling into ruin.
7	Knights of Bahamut	Suldil, Minsc	Dragonriders	Lost in the Feywild for more than a millennium, Suldil wants you to help her resurrect the ancient Knights of Bahamut.
8	Order of Icarus	Jon Irenicus, Bodhi Irenicus	Horror	Rulers and prisoners of a haunted elven city consumed by the Shadowfell. You must help them escape.
9	Raven Circle	Viktor, Lothar of the Raven	Lovecraftian horror	Grizzled veterans recruit you to aid the enigmatic Raven Queen in her quest to collect memories.
10	Shadow Thieves	Imoen, Montaron	Urban	The oldest and most dangerous thief's guild in Faerûn, the Shadow Thieves have long ago grown beyond simple thievery.

Random Campaign Villain

(You can also use the suggestions available with each Group Patron entry.)

d6	Campaign Villain	Overview	Henchmen
1	Baalzebul	The lord of lies. He spins a web of intrigue and untruths that threatens to make a mockery of all that is good and decent.	Dagryn the Lost, Saemon Havarian
2	Bhaal	The god of murder. Thought dead for more than a century. Recently reborn, he seeks to wash the world in blood in order to rebuild his power.	Pelyious, Kagain, Sarevok Anchev
3	Cryonax	A prince of elemental evil. Ruler of the plane of ice. He wants to bring a winter to the world that never ends.	Darien, Viconia
4	Mephistopheles	The archdevil of Hellfire. Second only to Asmodeus in power and deviousness. Why corrupt a single soul when you can corrupt the soul of an entire world.	Aribeth de Tylamrande, A Group Patron
5	Pazuzu	The first and most ancient demon lord. He has been trapped in an iron flask and must be kept imprisoned until a way is found to destroy him.	Eo Ashmajiir, Edwin Odeisserron
6	Ssendam	The first Slaad. Lord of chaos and insanity. She wants to spread her anarchy and filth across the entire world.	Xzar, Death Slaad

Chapter 1
Hometowns

The following four cities and towns can be used for the starting point of a campaign. These cities and towns also work well as locations for adventures or another place to spend all the gold that player characters will likely accumulate. These locations also work well as the lair for the campaign villain.

Athkatla

- **Population**: 122,000 (90% humans, 8% halflings, 2% other)
- **Government**: Oligarchy, led by the Council of Six
- **Defense**: Amn army
- **Commerce**: Ale, armor, grain, horses, iron, jewelry, weapons
- **Organizations**: Cowled Wizards, Emerald Cabal, Shadow Thieves
- **Religions**: Waukeen (dominant), Helm, Sune, Milil, Selûne, Lathander, Cyric

Athkatla, the City of Coin, is one of the wealthiest cities in all of Faerûn. The capital of the mercantile nation of Amn, nearly every aspect of life in Athkatla revolves money and commerce. Its wealth and affluence are so well known that legends in foreign lands contend the city's streets are literally paved with gold... though if this were true, some enterprising citizens would long ago have found some way to extract the treasures from the cobblestones.

The City of Coin never sleeps—it is constantly abuzz with the haggling and machinations of ruthlessly competitive merchants, peddlers, hustlers, con artists and criminals... though in Amn the lines between these groups is often blurred. In Athkatla, money is power, and there is a stark contrast between those who possess it and those who do not. The influential organizations that run the city's economy—such as the oppressive Cowled Wizards, the enigmatic Shadow Thieves, or the obscenely wealthy mercantile houses—act with unfettered impunity, answering only to themselves. Those who fall on the lower rungs of the social ladder—like the poor who dwell in the slums of the River District—have no recourse to the authorities or the law. For them, life in the City of Coin is a daily struggle to survive where danger lurks around every corner.

Officially, Athkatla is ruled by the Council of Six. Although council positions were once held anonymously, the current council members rule openly, relying on their sponsors to protect them against threats and retaliation from potential rivals. The current council consists of the leader of House Selemchant, backed by the Cowled Wizards; the matriarch of House Dannihyr, supported by the Shadow Thieves; and the rulers of the independent mercantile families of House Alibakkar, House Ophal, House Nashivaar, and House Havarian—the most recent addition to the Council.

Culture

Status in Athkatla is measured almost exclusively by material wealth. As such, it is common practice for those in power to display their affluence through lavish parties and expensive gifts to allies and supporters. Bribery is commonplace, and widely accepted as the proper way to grease the wheels in business and politics.

The constant effort to demonstrate extravagance surpassing one's peers has led to a culture of Athkatla's citizens embracing decadence and overindulgence, particularly among the elites of the gem district. During nights of revelry it is common practice to eat and drink to the point of bursting, then to forcefully empty the stomach through the practice of "straking"... leaving behind a vomitus mess for their servants or slaves to clean up.

Not surprisingly, fashion in Athkatla also reflects this obsession with material wealth. Women typically wear elaborate turbans made from rare silks, inlaid with gems and embroidered with gold or platinum stitching. Men favor expensive vests and cloaks sewn from valuable furs imported from the distant North, sacrificing personal comfort in the blazing heat in order to show off their



means. Ornate jewelry is common among both sexes, with an affinity for custom pieces showcasing rare gems, especially black pearls.

The various ranks of societal status are correlated with precious metals: ranging from the "ore" of the dregs of society to the "mithral" elites at the top.

- **Ore.** The lowest rank. Used to mean filthy or criminal, and strongly insulting.
- **Bronze.** The working class. Can also be used to mean a low-rank imposter.
- **Copper.** Acceptable working class.
- **Steel.** Best of the working class, or military.
- **Silver.** A rising merchant or one with much potential.
- **Gold.** One whose wealth was inherited, or one who was wealthy without business sense.
- **Platinum.** The head of a mercantile house.
- **Adamantine.** The highest self-made rank.
- **Mithral.** Perfection. The highest possible rank.

A common insult is to refer to someone as a low-ranking metal, particularly if it is immediately below their actual station. Referring to someone or something as one of the higher ranks is seen as a compliment... or flattery.

In practice, the richer inhabitants have authority over the less wealthy. However, a recent public show of wealth such as a large purchase, high bid, or particularly extravagant party could temporarily raise an individual's status above those who possess greater total wealth.

Because the societal emphasis is so heavily dependent on measurable material wealth, there is little regard given to racial stereotypes. As long as a potential customer or business partner adheres to the basic societal rules—and has the money to back their position—it does not matter who they are or where they are from.

History

One of the first major settlements in the region, the city was originally founded circa 100 DR by Calishite immigrants loyal to the Shoon Imperium. The region was first known as the Emirate of Amin, but when the Shoon Empire fell in 460 DR, Amn became an independent nation... though the city of Esmeltaran was its first capital, despite Athkatla being the oldest and largest city.

The next seven centuries were a period of prosperity and peace, driven largely by trade with the distant lands to the North. The rapid rise of the merchant traders led to a culture that valued economic success over all else. The obsession with profit and material wealth eventually became the defining characteristic of Athkatla and its citizens.

In 1238 DR a series of trade wars began as various factions tried to exert control over the city. In 1333 all trade in or out of Amn was halted. Realizing such trade interruptions were harmful to not just the merchant houses, but the entire nation, a young Athkatla merchant named Thayze Selemchant persuaded the leaders of five other influential houses in the city to join together and form a new government to "guide" commerce... and the nation as a whole.

Under the newly formed Council of Six, trade resumed, and profits flowed once more. The Council decreed that Athkatla, home of their Houses, would be the new capital of Amn. Given their economic influence across all levels of society, there were none who dared oppose them. Under the Council, Athkatla flourished, becoming the busiest trade port on the Sword Coast.




ATHKATLA
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Notable Locations in Athkatla

1. **Adamantine Mug.** Serves as a club for the district's merchants, offering discreet and superb service.
2. **Brundith Fine Furnishings.** Specializes in replica furniture with discreet hiding places.
3. **Cloakspell tower.** Famous landmark forbidden to the public and a secret meeting place for the Cowled Wizards.
4. **Copper Coronet.** A seedy dive whose regulars include smugglers and pirates.
5. **Council House.** The seat of power for the city's ruling Council of Six.
6. **Crown Aflame.** This lavish theater was a previous temple to Azuth.
7. **Dancing Dolphins House.** This mansion is used to host gatherings of wealthy merchant families.
8. **Den of the Seven Vales.** One of the city's cleaner festhalls.
9. **Diamond Dragon.** The most expensive jewelry shop in the city.
10. **Dome of the Rose.** An elegantly designed monastery devoted to the deity Lathander.
11. **Five Flagons.** A popular tavern.
12. **Grave District.** Filled with ornate monuments and mausoleums erected in reverence to the Amnian dead.
13. **Great Griffin.** This massive, seven-ton bell is used to warn ships during storms.
14. **Hall of the Society of the Lost Ingot.** A former temple of Ilmater used as a meeting place for merchants.
15. **Harfin Draether.** An expansive tavern renowned for its hearty and delicious fare.
16. **House of The Lady of Masks.** Lady Bellasdreia sells perfume and beauty masks from this former temple of Tymora.
17. **Moonhall.** A well-recognized temple of Selûne.
18. **Pride of Athkatla.** An enclosed market for traveling merchants.
19. **Sea's Bounty Tavern.** An old inn, tavern, and festhall.
20. **Seven Songs Importing.** A business that specialized in exotic goods.
21. **Shadowgates House.** A private club that catered exclusively to noble-born women.
22. **Shop of the Bizarre.** Strange shop that specializes in magic items.
23. **Silkstone Fashions.** A tailor's shop that offers fashionable accessories.
24. **Silverale Hall.** This inn, tavern, and festhall is the oldest in the city.
25. **Temple Bell.** This shop specializes in the sale of religious texts and priestly vestments.
26. **Temple of Helm.** A temple that also houses the Order of the Gauntlet.
27. **Temple of Sune.** A new temple larger and more opulent than all the others in the district.
28. **Temple of Talos.** Long abandoned temple overrun with beggars.
29. **The Black Frog.** A seedy and dirty tavern.
30. **Waukeen's Promenade.** The most recognizable landmark of the city, this open-air market stadium houses some of its greatest guilds and merchant houses.

Laws

Law in Athkatla is based on the Golden Rule—those who have the gold make the rules. Actions that would be considered illegal or immoral in other lands are tolerated, providing the offenders are rich enough to pay the pre-determined fines. Lewd and licentious behavior are rampant in the city, slavery is common, and even the thieves within the city are permitted to operate provided they follow the terms of written contracts.

The only real crime in Athkatla—other than being poor—is the use of arcane magic within the city limits. In the 13th Century DR, King Dhanar granted the Cowled Wizards complete oversight over spellcasters. As a result, only a handful of sorcerers are licensed to practice in Athkatla, all exclusively under contract with the various High Houses of Amn. Enforcement of this ban on arcane magic is under the purview of the Cowled Wizards, who administer brutal punishment on any who flout this law. Many of the High Houses now resent this arrangement, as they feel the Cowled Wizards are little more than agents working on behalf of House Selemchant, but the dissenters lack the influence and resources to effectively oppose the status quo.

Cowled Wizards

A secretive cabal formed in the 13th century DR, they were originally the guardians of arcane knowledge and lore. However, years of monitoring—and controlling—foreign mages visiting the city gradually transformed the organization into a brutal autocratic force with the sole goal of suppressing potential rivals to their station.

Violators of the city wide restrictions on magic face censure, banishment or even death. While the stated goal of the organization is to protect the security of the city and guard against the potential devastation a rogue mage might cause, many individual members of the Cowled Wizards use their position for personal profit and gain. Often this involves cutting secret deals with various parties that are not officially sanctioned by their organization. Despite this, there is little recourse for those who feel they have been treated unjustly by any of the Cowled Wizards, as accusations against them often result in severe retaliation.

The members of the Cowled Wizards act in anonymity, often working publicly as merchants, librarians, apothecaries or other similar professions. The identity of any individual Cowled Wizard is known to their immediate family and—at most—a small circle of other members they work within the organization.

The Cowled Wizards meet in secret in the hidden chambers beneath the city, located under Jane Lane. Wearing masks and the garb of the School of Wonder—an academy destroyed in a series of anti-arcane riots long ago—they are able to hide their identities even from each other as they share information and coordinate their activities.

Shadow Thieves

One of the most powerful thieves' guilds in western Faerûn is headquartered in Athkatla. Originally operating out of Waterdeep, they were forced to flee the city when the Masked Lady, Lhestyn Arunsun, came to power in 1298 DR and waged a campaign to purge them from her city.



However, their exile from Waterdeep proved to be a boon rather than a bane. In Athkatla, they found a society that allowed them to prosper and thrive, and by the early 14th century they controlled many of the criminal operations up and down the Sword Coast.

The Shadow Thieves are guided by two foundational tenets, written by the first Grandmaster following their exile from Waterdeep.

- "The Shadow Thieves will never again be brought so low and disgraced as they were in their exile."
- "They will take their vengeance upon the city of Waterdeep."

Even though they are an open secret within Athkatla, the Shadow Thieves still prefer to operate discreetly. The Shadow Council that controls the guild understands that secrecy and subtlety are their greatest weapons, and this belief has trickled down through the ranks to every officer, agent and member. The full extent of their convoluted, ambitious machinations are known only to the handful of figures in the upper most echelon, though there are many rumors as to what conspiracies they are involved in. Many of these rumors are, in fact, false narratives planted by the Shadow Thieves themselves to obscure their true goals.

The Shadow Thieves provide many illicit services that the citizens of Athkatla use on a regular basis. Protection rackets are understood as a cost of doing business, and political leaders rely on the Shadow Thieves for protection... and often hire them to spy on or steal from their rivals. Similarly, the merchants of the city rely on the Shadow Thieves to coordinate the sale and distribution of black market goods to smugglers, pirates and various other underworld figures in numerous cities up and down the Sword Coast.

The Guild is known for being as ruthless as they are secretive. Violence is always an option, and in addition to theft and burglary they are also adept in assassination and kidnapping... though prisoners are only taken if they can be ransomed for substantial profit.

The Guild is controlled by an 8-person Shadow Council operating in Athkatla, which is overseen by an individual known as the Grandmaster of Shadows. There are allegations that the Shadow Thieves have some type of alliance/agreement with the Council of Six allowing them to operate with impunity within the city. In truth, the Grandmaster is always a member of the powerful Dannihyr House—a permanent member of the Council of Six. Because of this, the Shadow Thieves have a powerful voice in the politics of the city... though what would happen if the needs of House Dannihyr came into conflict with those of the guild is something that can only be speculated on.

Though the Shadow Thieves have many despised rivals, like the Xanathar Thieves Guild in Waterdeep and the Rundden in Calimshan, their true enemies will forever be the Lords of Waterdeep. Even after more than a century, the Shadow Thieves still harbor a desire for vengeance against the heirs of those who first cast them out of their ancestral home.

Encounters

This is a table of enemies or monsters that an adventurer might come across while in Athkatla or in the surrounding regions.

Random Encounters in Athkatla

d6	Encounter
1	**Demodand** in pursuit of an escaped Carceri prisoner
2	**Dread Doppelganger** posing as a fellow adventurer
3	Shadow Thief Slavers (**thugs**) looking to replace escaped slaves
4	Cowled Wizards (**mages**) seeking to incarcerate illegal magic users
5	**Tasloi** who have infested a forest or sewer system
6	**Sirene** band hunting to retrieve a stolen sacred item

Bazaars, Fences and shops

Waukeen's Promenade

One of the greatest bazaars in Faerûn, all non-magical items in the *Player's Handbook* are available here. In addition, each day a character spends at the Bazaar they can roll on the following chart and discover a magical item for sale. They can spend 100 gp to get an additional roll to a maximum of 10 rolls per day.

Random Magical Item at Waukeen's Promenade

d100	Magic Item	Cost
1-10	Ammunition, +1—arrows (10), bolts (10) or sling bullets (20)	100 gp
11-15	Rope of climbing	250 gp
16-24	Simple weapon, + 1—dagger, mace or sickle	300 gp
25-27	Battleaxe, +1	400 gp
27-28	Shortsword, +1	400 gp
29-30	Warhammer, +1	400 gp
31-35	Potion of growth	200 gp
36-40	Potion of greater healing	300 gp
41-45	Shield, +1	300 gp
46-50	Lantern of revealing	400 gp
51-55	Medallion of thoughts	400 gp
56-60	Robe of useful items	500 gp
61-65	Driftglobe	600 gp
66-70	Wand of secrets	600 gp
71-75	Wand of magic missiles	1000 gp
76-80	Shield, + 2	3,000 gp
81-83	Potion of invulnerability	4,000 gp
84-86	Breastplate, +1	7,500 gp
87-88	Rope of entanglement	7,500 gp
89-90	Shortbow, +2	8,000 gp
91-92	Belt of hill giant strength	9,000 gp
93-94	Mantle of spell resistance	9,000 gp
95-96	Rapier, +2	9,000 gp
97	Portable hole	11,000 gp
98	Studded leather, +2	25,000 gp
99	Crystal ball (very rare version)	32,500 gp
00	Greatsword of sharpness	36,000 gp

Shop of the Bizarre

The most powerful items in Athkatla can be found in a shop run by the enigmatic and ruthless **neogi**. These spider-like monsters are planar travelers that trade in magic items and slaves. Each visit to the shop brings the chance of danger, for sometimes the neogi aren't looking to sell items, but are more interested in acquiring new slaves. When this happens, all of the magical items in the store are illusionary and the neogi have prepared an ambush. For each shopper, there is a **neogi** and an **umber hulk**, with a single **neogi master** leading the ambush. More powerful customers might mean the neogi bring an additional 1d6 **gray renders**. Item costs are as follows:

Shop of the Bizarre Finds

Roll	DMG Treasure Tables	Chance of Being Illusinary
01-20	Roll 3 times on Table A, 3 times on Table B	0%
21-30	Roll 4d4 times on Table B	10%
31-40	Roll 2d4 times on Table B, Roll 2d4 times on Table C	10%
41-50	Roll 3d4 times on Table B, Roll 1d4 times on Table D	20%
51-60	Roll 2d4 times on Table C, Roll 1d4 times on Table D	20%
61-65	Roll 2d4 time on Table C, Roll 1d4 times on Table E	20%
66-73	Roll 1d4 times on Table E, Roll 2d4 times on Table F	20%
74-80	Roll 3d4 times on Table F	30%
81-85	Roll 2d12 times on Table F	40%
86-90	Roll 1d12 times on Table F, Roll 2d4 times on Table G	50%
91-94	Roll 2d12 times on Table G	60%
95-98	Roll 2d12 times on Table H	70%
99-00	Roll 2d12 times on Table I	80%

When I offered to edit this damnable book, I didn't think I would be rewriting the entire thing! The brain-addled ranger has had a great number of memorable experiences, but he has no skill whatsoever when it comes to putting pen to paper.

—Volo

Baldur's Gate

- **Population**: 125,000 (predominantly humans)
- **Government**: Plutocracy, helmed by the Council of Four and Parliament of Peers
- **Defense**: Flaming Fist mercenaries, the Watch
- **Commerce**: Dyes, fish, imports from Chult, mercenaries, nautical supplies
- **Organizations**: The Guild, neighborhood crews, trade guilds
- **Religions**: Gond, Tymora, Umberlee, any other law-abiding faith, cults of the Dead Three

Situated where the Western Heartlands meet the Sword Coast, the city-state of Baldur's Gate is a beacon of civilization in a largely untamed frontier land. Although somewhat small in terms of area, Baldur's Gate population rivals that of the highly regarded and influential Waterdeep to the north.

Because Baldur's Gate is first and foremost a city of trade built around its harbor, the docks remain the true heart of the city. This busy area is the base of operations for many key trade organizations in Faerûn, including the famous mercenary company the Flaming Fist. Even the role of the Gate's leaders, the Council of Four (or the "Grand Dukes"), has mercantile origins and still pulls many of its members from the ranks of successful merchants.

Often simply referred to as "the Gate," especially by its residents—Baldurians, as they're called—Baldur's Gate was founded over 400 years ago. In those days, the settlement now known as Baldur's Gate was little more than a port with a surrounding shanty town. A combination of key historical figures and rapidly changing economic factors did much to shape the city within a relatively short amount of time.

Baldur's Gate is named for perhaps its most famous citizen, the legendary explorer Balduran. With his ship, the Wandering Eye, Balduran and his crew became the first Faerûnians to reach the once-mythical continent of Anchorome after sailing west across the Trackless Sea. After many years, Balduran returned to his home harbor and invested his accumulated wealth in its growth.

In this way, Balduran used the great fortune he amassed during his travels to help the small town that would someday bear his name grow into a major metropolis. His most famous project was the construction of the impressive city walls that helps make Baldur's Gate an island of security within the otherwise dangerous and unpredictable Sword Coast.

After the walls' completion, Balduran set sail one final time with the intention of returning to and further exploring Anchorome. However, he and his crew were never heard from again, their ultimate fates still unknown to this day.

As the years went by, the Gate's rapid growth and increasing prosperity have caught the attention and resentment from wealthy nobles and merchants in Waterdeep and Amn. Although their relationships are strained at times—especially with Amn during the Iron Crisis—this conflict remains a trade rivalry that has never broken out into open war.



Baldur's Gate is surrounded by walls on three sides and the rushing River Chionthar to the south, making the city relatively secure from outside threats. For threats within the city, the Flaming Fist does its best to enforce law and order. However, the city's dense population and thriving economy have made it an ideal place for rogues and thieves to ply their trade. Facilitating such illicit activities is an extensive sewer system and network of subterranean structures. Such hidden passageways allow individuals to move throughout the city away from the prying eyes of more upstanding citizens and Flaming Fist patrols.

Topside, a system of magically powered lanterns keep the city well-lit throughout the night. These lights are at their most dense near the city's major temples, around the Ducal Palace, and by the docks where they promote both safety and productivity in these areas.

Buildings in the Gate generally get newer further away from the harbor, though exceptions can be found where previous structures were torn down for more recent construction in the same lot. The typical style for buildings in the city is towards the tall and narrow, reflecting the fixed amount of area available for development within the walls. However, the Gate is not without urban decay, which is especially common in the Northeast Outskirts,



largely considered the slums of the city where only the most destitute make their homes. The northwest represents the opposite side of this coin, containing most of the finer estates belonging to wealthy Baldurians.

Like most aspects of life in Baldur's Gate, its balance of power largely revolves around what the city is mainly known for: commerce. The many trade organizations within the Gate have formed a symbiotic relationship with the Grand Dukes. The Dukes' approval can mean lucrative trade agreements, while strong trade organization support is often necessary for their election. Hired by the Dukes and paid through tariffs and taxes, the Flaming Fist mercenary company enforce the law —while the city's highly organized and equally sizable Thieves' Guild works hard to ply their own trade without getting noticed.

Baldur's Gate has had its fate entwined for more than a century with that of Bhaal, god of murder. Bhaal foresaw that he would die in the Time of Troubles and enacted a plan that would allow him to return to life. While that plan took more than a century to come to fruition, Bhaal has indeed been reborn in the city of Baldur's Gate. Having been dead for more than a century, he now works to rebuild his following and thus strengthen his divine might.

> Baldur's Gate teems with evil and the stinky smell of decay. Perhaps not as stinky as a hamster fart, but a close second for sure.
>
> MINSC

The Dukes

Also known as the Council of Four, the Grand Dukes of Baldur's Gate rule the city and are entrusted with making political decisions to the benefit of its citizens. Each Duke is democratically elected by landowners within the Gate, serving for life or until resignation. Rarely, a Duke who has committed an egregious offense is then stripped of their title. Although anyone can theoretically become a Grand Duke with enough support, they are usually pulled from the ranks of wealthy merchants, renowned military leaders, and famous adventurers. The current Dukes consist of Ulder Ravengard (also commander of the Flaming Fist), Belynne Stelmane and Dillard Portyr. One of the positions has recently become open with the death of duke Thalamra Vanthampur. A newcomer to the city, Eo Ashmajiir, has been aggressively politicking to be elected to the empty seat.



The first Dukes were directly linked to the port city's nautical past and were entirely made up of retired sea captains. Despite the importance of its port, Baldur's Gate was originally ruled by wealthy farmers. Sailors resented having to pay hefty fees and taxes to use the gates built by their lost colleague, Balduran. They eventually overthrew the farmers, installing the four oldest sea captains as rulers of the Gate. The four were originally called "Grand Dukes" in jest, but the title—now used unironically—has stuck to this day.

The Grand Dukes operate out of the Ducal Palace, also known as the High Hall. One of the tallest buildings in Baldur's Gate, the Ducal Palace acts as an office for everyday decisions, a venue for regal ceremonies, and a suitably luxurious place to entertain politically important individuals visiting the city. The palace also provides sleeping quarters for temporarily displaced nobles and those whose main estates lie outside the city walls. As its name suggests, the Ducal Palace has been built to emulate the residences of more conventional royalty, complete with heavily fortified walls and high towers.

The Flaming Fist

Founded in 1345 by Duke Eltan in Baldur's Gate, the Flaming Fist Mercenary Company continues to maintain both its headquarters and a strong presence within the city. What began as a consolidation of multiple local mercenary groups has quickly grown over the decades to a force of several thousand soldiers.

The rise of the Flaming Fist indeed resulted in reduced crime in Baldur's Gate and had the unexpected consequence of the city becoming a significant military power. The company continues to receive regular payment from the Dukes, as well as a portion of taxes collected from the harbor and at Wyrm's Crossing.

In addition to the city itself, Flaming Fist patrols enforce law in the immediate area surrounding Baldur's

Notable Locations

1. **Baldur's Hall—Splurging Sturgeon.** Famous inn and tavern.
2. **Blade and Star.** Inn with reasonable prices.
3. **Blushing Mermaid.** Seedy tavern.
4. **Citywatch Citadel.** Fortress of the city watch.
5. **Counting House.** The largest bank in the city.
6. **Elfsong Tavern.** Tavern famous for the haunting song of an elven maiden.
7. **Felogyr's Fireworks.** Sells fireworks and magic items.
8. **Flaming Fist Fortress.** Holds the largest garrison of Flaming Fist soldiers in the city.
9. **Hall of Wonders.** Temple to Gond.
10. **Harbormaster.**
11. **Helm and Cloak Inn.** High end inn for the wealthy.
12. **Duchal Palace.** The seat of power for the dukes of Baldur's Gate.
13. **High House of Wonders.** Temple to Gond and the location of many contraptions and relics.
14. **Iron Throne Tower.** Seat of power for the defunct Iron Throne mercantile house, now a meeting place for the Raven Circle.
15. **Jopalin's.** Café.
16. **Krammoch Arkhstaff's House.** Home to the Arkhstaff family of sages.
17. **Lady's Hall.** Temple dedicated to Tymora.
18. **Low Lantern.** A tavern built into a sailing ship.
19. **Many Coins.** Money exchange.
20. **Ramazith's Tower.** Tallest building in the city and currently occupied by a wizard named Lorroakan.
21. **Rose Portal.** Shrine to Lathander.
22. **Sea Tower of Balduran.** Flaming Fist fortress and prison.
23. **Smiling Boar.** High end restaurant run by halflings.
24. **Sorcerous Sundries.** A magical shop run by the Red Wizards.
25. **Guild hall.** Location of Baldur's Gate's thieves' guild.
26. **Three Old Kegs.** Famed as one of the best inns in Faerûn.
27. **Unrolling Scroll.** Shrine to Oghma.
28. **Watchful Shield.** Temple to Helm.
29. **Water Queen's House.** Temple to Umberlee.
30. **The Wide.** The largest market in the city.


BALDUR'S GATE

Gate, particularly in larger settlements like Beregost and the Friendly Arm Inn. However, their reach largely ends before Nashkel, which hosts an increasingly strong Amnian military presence.

One of the Flaming Fist's most notable accomplishments was the defeat of Akbet-Khrul, a brutal pirate lord who had terrorized the coast. In this campaign, they aided the Golden Legion, a similar mercenary company located in Amn. However, despite working with Amnian mercenaries, the Flaming Fist's rivalry with Amn as a whole has always caused tension between Baldur's Gate and its southern neighbor.

While the Gate prides itself in remaining politically neutral in external conflicts, its de facto army and police force does not have the same policy. For enough coin, the Flaming Fist is occasionally hired out as muscle for a foreign power. Examples of this include aiding Sembia in its defense against the Grand Army of Tuigan. Another is their activity in Tethyr, an unstable nation currently embroiled in a long civil war. Some claim that agents of the Flaming Fist help to destabilize governments in Faerûn so that their services are always sought after.

Although its headquarters in Baldur's Gate remains its most impressive, the Flaming Fist has built other forts throughout Toril. In 1364, the group established the settlement of Fort Flame on the coast of the newly discovered far-west continent of Maztica. Similar outposts have been founded in Anchorome and Chult.

The Flaming Fist is run like an army. Every group of five fists is led by a manip and a flame. Manips are veteran soldiers who have risen through the ranks while flames are trained knights from a noble or mercantile family. A blaze is put in command of a fort or a mission. The marshal commands the entire Flaming Fist.

Encounters

This is a table of enemies or monsters that an adventurer might come across while in Baldur's Gate or in the surrounding regions.

Random Encounters in Baldur's Gate

d6	Encounter
1	**Dread doppleganger** posing as a Flaming Fist captain
2	**Gibberling** horde erupts from burrows on the roadside
3	**Wolfwere** hunt for victims during the night
4	**Skeleton warrior** hunting for its golden circlet
5	**Hamadryad** seek vengeance on human loggers
6	Bhaal cultist (**assassin**) looking to kill in the name of her god



Bazaars, Fences and shops

Rilsa Rael (Fence)

Rilsa Rael is the Guild's fence in Little Calimshan, though she can also be found in the Guild Hall in the city proper. Items are restricted by how persuasive the customer can be with Rilsa (reflected in the Persuasion roll). It takes a day for Rilsa to acquire the item from the appropriate contact.

Rilsa Rael's Wares

Magic Item	Persuasion DC	Cost
Deck of illusions	12	400 gp
Gloves of thievery	12	500 gp
Bead of force	18	5,000 gp
Ring of free action	18	9,000 gp
Sword of life stealing	22	11,000 gp
Wand of binding	22	11,000 gp
Elven chain	22	11,000 gp
Mace of terror	22	12,000 gp
Arrow-catching shield	22	13,000 gp
Ioun stone (reserve)	22	13,000 gp



Sorcerous Sundries

This famed magical shop has had multiple owners over the decades. Currently it is a front for a Red Wizard operation led by Edwin Odeisseron. The Red Wizards are adept at discerning a customer's importance (reflected in the required level for the item) and reserve rarer items to those customers who they consider influential. However, a successful Deception check at DC 20 can bypass this restriction. The Red Wizards can have a purchased item teleported from Thay within an hour.

Magic Items at Sorcerous Sundries

Magic Item	Required Level	Cost
Dust of disappearance	–	100 gp
Potion of growth	–	100 gp
Wizard scroll (1st level)	–	100 gp
Potion of fire breath	–	150 gp
Alchemy jug	–	200 gp
Wizard scroll (2nd level)	5	200 gp
Bag of holding	5	500 gp
Wizard scroll (3rd level)	5	800 gp
Wizard scroll (4th level)	10	2,000 gp
Oil of etherealness	10	3,000 gp
Wizard scroll (5th level)	10	4,000 gp
Ring of protection	10	9,000 gp
Wizard scroll—*Globe of Invulnerability*	10	10,000 gp
Wizard scroll—*True Seeing*	10	10,000 gp
Wizard scroll—*Magnificent Mansion*	10	15,000 gp
Wand of the war mage, +3	15	40,000 gp

High House of Wonders

These items can be purchased from the High House of Wonders—the largest temple to Gond in Faerûn. The high priest only makes the rarest items available to those he considers to be pious in nature (reflected in a Religion roll).

Magic Items at the High House of Wonders

Magic Item	Religion DC	Cost
Instrument of the bard (Doss lute)	12	500 gp
Broom of flying	12	600 gp
Gauntlets of ogre power	12	700 gp
Heward's handy haversack	18	8,000 gp
Instrument of the bard (Canaith mandolin)	18	9,000 gp
Wings of flying	22	12,000 gp
Chime of opening	22	12,000 gp
Quaal's feather token (swan boat)	22	12,000 gp
Figurine of wondrous power (onyx dog)	22	14,000 gp
Horseshoes of a zephyr	22	27,000 gp
Helm of brilliance	22	33,000 gp
Spellguard shield	24	40,000 gp
Ioun stone (intellect)	15	45,000 gp

Suldanessellar

- **Population:** 250 (90% elves, 10% other)
- **Government:** Dictatorship (Jon Irenicus)
- **Defense:** Undead controlled by Jon Irenicus, wolfweres controlled by Bodhi Irenicus
- **Commerce:** None
- **Organizations:** Order of Icarus, Raven Circle
- **Religions:** Raven Queen

Suldanessellar is an elven city in the Forest of Tethir ruled by Queen Ellesime. It houses the Tree of Life and serves as a meeting place for all of the elvish tribes within the Forest of Tethir, including the Elmanesse elven tribe to the north and the Suldusk elven tribe to the south.

Suldanessellar is all that remains of the ancient elven kingdom of Keltormir. The elves of that ancient kingdom were saved from complete annihilation by the great elven hero Tethir—the inspiration for the name of the forest. A seed given to the elves by their god, Rillifane Rallathil, was planted in the spot of Tethir's death to honor him. This seed quickly grew into the Tree of Life; becoming so massive its branches were able to support the treetop city that would eventually become Suldanessellar.

In current times, Suldanessellar is still recovering from a tragedy that nearly destroyed it a century ago. Jon Irenicus, a great elven wizard exiled from the city, tried to use the Tree of Life to complete a ritual that would transform him into a god. With the help of his sister, Bodhi, he captured Queen Ellesime and poisoned the Tree of Life. Jon's plan was thwarted when he was killed by the Bhaalspawn, Abdel Adrian.

But Jon's death didn't bring peace to the elves of Suldanessellar. Due to a pact with the Dark Powers of the Shadowfell, his spirit was drawn into a dark reflection of the treetop city. Trapped in this Domain of Dread, Irenicus—with the help of his sister—is still able to inflict misery on the elves of Suldanessellar from his prison.

The Shadowfell

This dismal echo of Suldanessellar exists in the Shadowfell. This realm is lorded over by the siblings Jon and Bodhi Irenicus. In their version of the elven city it is always night. The city is as beautiful as its counterpart, except for a few places that have been twisted to reflect the inhabitants, such as the palace where Jon rules and the tower where Bodhi roosts. The former House of the Horn has become a lair for the Shadar-Kai, a twisted race of elves associated with the Raven Queen—the dark ruler of the entire Shadowfell. Finally, the branches on the borders of the city are black and malformed, becoming the domain of bloodthirsty wolfweres. The branches grow thicker the further one travels, and only with the permission of either Jon or Bodhi will a path open up for someone to escape back into the real world.

Jon and Bodhi lure travelers from across the Forest of Tethir into their cursed domain. They do this by opening pathways in the forest when the moon of Selune is at its fullest. These pathways seem to lead into supernaturally beautiful groves or echo with beautiful fey song. While most of those tricked into the shadow realm are younger elves from the city of Suldanessellar, there are members of almost every race trapped in the elven city's dark reflection.

Those who first arrive find themselves in a place reminiscent to its real-world counterpart. Most of those trapped in the shadow city try to recreate a semblance of a normal life. The majority of the elven population distract themselves with music, dancing under the stars and praying to the Seldarine. For some elves, the despair of the place becomes too much and they either join the Shadar-Kai or wander out into the Black Branches to be torn apart by the wolfweres.

Jon and Bodhi are always looking for those who can help free them from their prison. They have founded an organization called the Order of Icarus. Members of the Order are the only ones that the siblings allow to leave their realm. Members of the Order seek out magical secrets or capture learned sages or spell casters to bring back to their masters. Bodhi is the one who identifies those who might have the talents required to join the Order, selecting candidates from newly trapped travelers or children who have grown up in the Shadowfell and have just come of age.

The inhabitants of the real world Suldanessellar have been tormented by its dark reflection for the entire century of its existence. When an elf in Suldanessellar goes into their daily trance, they can communicate with the elves trapped in Jon and Bodhi's realm. Those who have loved ones trapped in the shadow realm can become obsessed, spending all of their time conversing with them.



Encounters

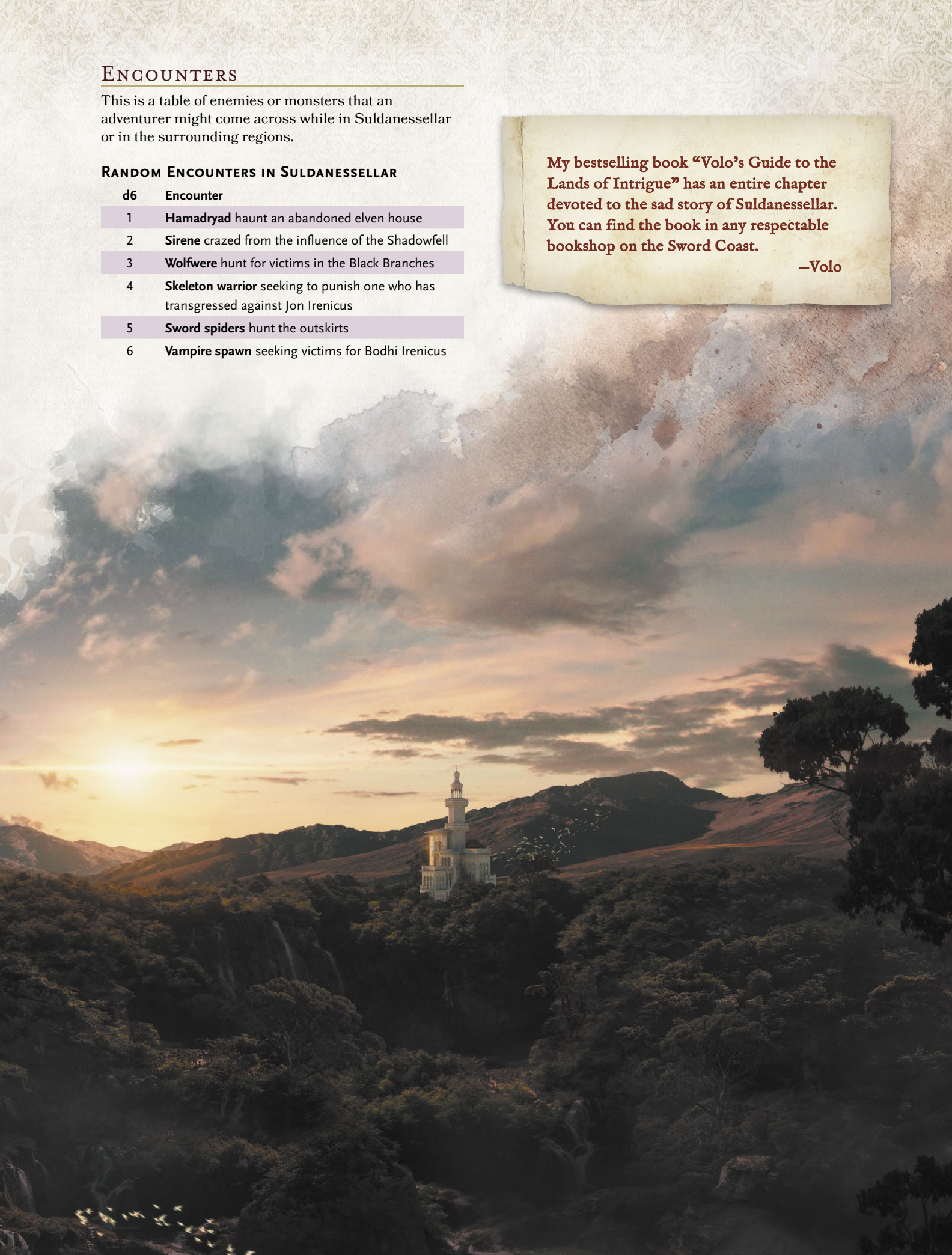
This is a table of enemies or monsters that an adventurer might come across while in Suldanessellar or in the surrounding regions.

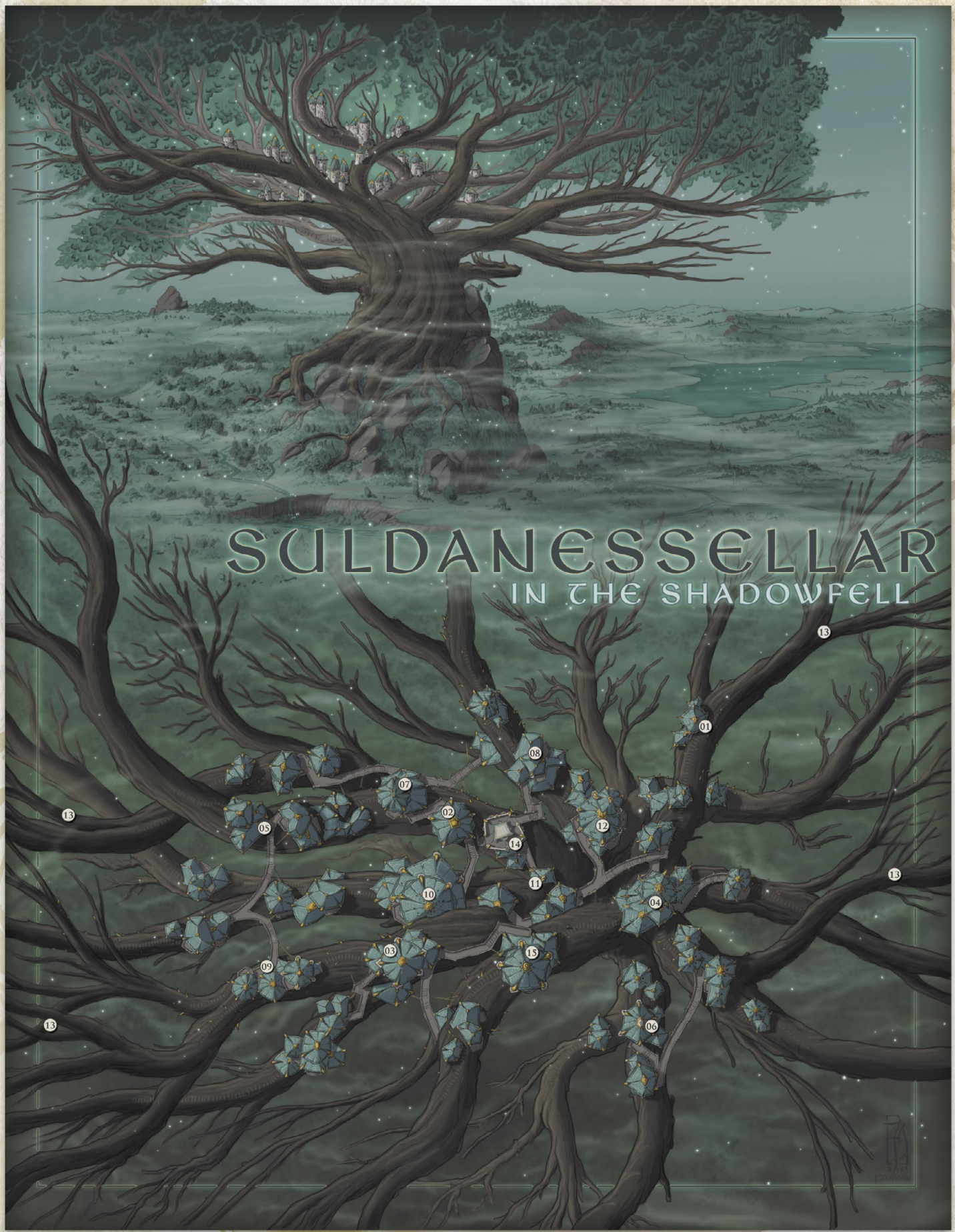
Random Encounters in Suldanessellar

d6	Encounter
1	**Hamadryad** haunt an abandoned elven house
2	**Sirene** crazed from the influence of the Shadowfell
3	**Wolfwere** hunt for victims in the Black Branches
4	**Skeleton warrior** seeking to punish one who has transgressed against Jon Irenicus
5	**Sword spiders** hunt the outskirts
6	**Vampire spawn** seeking victims for Bodhi Irenicus

My bestselling book "Volo's Guide to the Lands of Intrigue" has an entire chapter devoted to the sad story of Suldanessellar. You can find the book in any respectable bookshop on the Sword Coast.

—Volo




SULDANESSELLAR
IN THE SHADOWFELL
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Notable Locations

1. **Hamadryad Nest.** Gathering place for cursed hamadryads.
2. **Harpist House**. A place where elves come to listen to beautiful music played.
3. **House of the Forsaken**. Asylum and prison.
4. **House of the Horn**. Where the Shadar-Kai and servants of the Raven Queen congregate.
5. **House of Icarus**. Where members of the Order of Icarus stay when in Suldanessellar.
6. **House of Silence.** Where most elves come to meditate.
7. **House of the Moon**. A smaller temple dedicated to the goddess Sehanine Moonbow.
8. **House of the Talisman**. Where non-elves can come to stay. Not an inn, but similar in purpose.
9. **House of the Treekeeper**. Abandoned house, often the squatting ground for those lost to madness.
10. **Palace**. Where Jon Irenicus rules.
11. **Queen's Monument**. A defaced state of Queen Ellesime.
12. **Temple to Rillifane**. A temple to the elven god Rillifane.
13. **The Black Branches**. Wolfweres have set up in these twisted black branches and ensure that no one gets far if they try to escape the cursed city.
14. **The Gazebo**. A romantic place where elves try to forget the reality of their situation.
15. **Tower of Blood**. Where Bodhi keeps residence.

Bazaars, Fences and shops

House of the Horn

The Shadar-Kai sell magical items obtained from across the Shadowfell in the House of the Horn. The Shadar Kai will reveal a random magic item for each 50 gp donated. There is always a 25% chance that the Shadar Kai will sell an item that has a curse associated with it. A successful Intimidation check ensures that they do not.

Random Magic Items at the House of the Horn

d100	Magic Item	Intimidation DC	Cost
1-10	Pipes of haunting	12	500 gp
11-20	Ring of mind shielding	12	600 gp
21-30	Shortbow of warning	12	800 gp
31-40	Mariner's plate armor	12	1,200 gp
41-50	Ring of feather falling	18	7,500 gp
51-60	Rod of the pact keeper, +2	18	9,000 gp
61-67	Vicious weapon	20	10,000 gp
68-74	Cloak of the bat	20	11,000 gp
75-82	Greatsword +2	20	12,000 gp
83-89	Scale mail armor of resistance (cold)	20	12,000 gp
90-93	Staff of withering	22	12,000 gp
94-97	Robe of eyes	22	15,000 gp
98-00	Shortsword of wounding	22	20,000 gp

Random Curses

d10	Curse
1	The previous owner, a **vampire**, will hunt down the purchasers in 1d4 weeks
2	The item requires two attunement slots (if the item does not normally require attunement, it now requires one)
3	After 2d4 days, the item disappears, returning to the Shadar-Kai's store
4	A **commoner** will find the new owner after 1d4 weeks and explain the item was stolen from her and that she needs the money from selling it or else her family will starve
5	The item is part of a game between two **rakshasa**. They gamble to see how long each owner of the item survives after obtaining it. Within 3d6 days one of the **rakshasa** will attempt to kill the owner
6	Within 1d6 weeks an **adult gold dragon** will confront the new owner when she recognizes the item as belonging to the lair of her recently slain child
7	1 week after first obtaining the item, the new owner loses 4d4 from their hit point maximum until a *greater restoration* spell is cast upon the item
8	Within 1d6 days of purchasing the item, it becomes a normal version of its base item
9	Each day the item changes to a random color
10	The item begins to stink after 1d4 weeks, giving disadvantage to anyone within 10 ft. making Wisdom (Perception) checks involving smell.

House of the Moon

Elven magic items are made available to those who show proper deference to the Seldarine. This is reflected by a roll using the Religion skill.

Magic Items at the House of the Horn

Magic Item	Religion DC	Cost
Potion of healing	12	30 gp
Elixir of health	12	100 gp
Potion of greater healing	12	300 gp
Boots of elvenkind	12	600 gp
Stone of good luck (luckstone)	12	600 gp
Boots of striding and springing	12	600 gp
Mithral chain mail	12	800 gp
Cloak of elvenkind	18	1,000 gp
Mariner's chain mail armor	18	1,000 gp
Potion of flying	18	9,000 gp
Elven chain	22	12,000 gp
Bracers of defense	22	13,000 gp
Boots of levitation	22	15,000 gp
Folding boat	22	15,000 gp
Oathbow	24	50,000 gp

Ust Natha

- **Population:** 7,500 (80% drow, 5% quaggoth, 5% svirfneblin, 10% other)
- **Government:** Matriarchy/Theocracy (high priestess of Lolth)
- Defense: Drow supported by quaggoth
- **Commerce:** Fresh water, poisons, mushrooms, Netherese artifacts, slaves
- **Organizations:** Adventurer's Guild, Shadow Thieves
- **Religions:** Lolth

Ust Natha is a drow city located in the Middledark of the Underdark. Its location corresponds with the southwestern border of Amn and Tethyr on the surface world. The city is small, existing entirely within a single large cavern with most of its living areas built inside of hollowed out stalagmites. Despite its size, it has become a major trading hub between the drow and other races. The city also has historical significance for the drow, as legends claim that Ust Natha is located close to the surface caves where the Ilythiiri dark elves were forced to retreat after losing the fourth Crown war. After many generations, these Ilythiri refugees evolved into the modern day drow.

Ust Natha must contend with several other Underdark settlements in the region, including a kuo-toa city and an illithid enclave. A nearby svirfneblin village is allowed to remain nominally independent as long as they supply a quota of slaves each year. The largest danger to Ust Natha is a recently awakened nest of phaerimm, located several miles beneath the city itself.

The city is controlled by several competing drow houses, the most powerful of which is the Despana family. While a majority of the city's population are drow, in recent decades the city has allowed a large contingent of foreigners to take residence. This has been at the behest of Phaere Despana, who seeks to raise the fortunes of her house by creating a place within the Underdark where surface traders feel relatively safe. Organizations such as the Shadow Thieves and Zhentarim now have permanent trading establishments within the city. In addition to the drow population and surface traders, there are thousands of quaggoth and svirfneblin slaves that support the drow houses, and even a few Illithid and aboleth envoys can be found within the city.

House Despana

- **Matron Mother:** Phaere Despana
- **Patron:** Qilue Despana
- **Head Wizard:** Malavon Despana
- **Weapon Master:** Chalinthra Despana



House Despana is a drow noble house with branches in many drow cities of the Underdark. The largest branch is located in Ust Natha, but there are about a half-dozen other branches, including a small house in the city of Menzoberranzan. The house is headed by Matron Mother Phaere Despana, who killed her mother to take over the house more than a century ago. She is aided by a powerful archmage named Malavon, who joined her a few years ago when his branch of Despana was forced out of the drow city of Rilauven.

Encounters

This is a table of enemies or monsters that an adventurer might come across while in Ust Natha or in the surrounding regions.

Random encounters in Ust Natha

d6	Encounter
1	**Achaierai** band hunting for vengeance
2	**Demodands** pursuing an escaped prisoner
3	**Phaerimm** seeking victims to experiment upon
4	**Deep Spiders** in service of house Despana
5	**Drow** war band
6	**Aboleth** in water filled crystal bowl carried by four **chuul**



Carcerus

This prison is used not only by Ust Natha, but by other drow cities such as Rilauven and Guallidurth; even non-drow cities such as the nearby dwarven city of Iltkazar use the prison on occasion for their worst criminals. It is considered by most Underdark denizens as unescapable and being consigned to the prison a fate worse than death. The reason for this is that it is run by demodands from the infernal plane of Carceri. A portal to the plane of Carceri is even located in its lower depths. Some of the prisoners rumored to be held in the prison include powerful drider, rogue illithid such as Alhoon and even a few specimens of phaerrim. Worst of all, some believe that the demodands keep a small number of bebilith that they have tortured into serving their needs. These spider-like creatures can unerringly pursue escaped prisoners anywhere across Faerûn.

Bazaars, Fences and shops

Trade Center

While not as large as Waukeen's Promenade in Athkatla, Ust Natha's trade center has a range of diverse items from across the surface world and the Underdark. Some items can always be found at the market. A customer can also spend 100 gp to get a roll on the rare item chart. They may roll a maximum of 5 times per day.

Common Items at the Trade Center

Magic Item	Cost
Spell scroll (1st level)	50 gp
Potion of healing	40 gp
Ammunition, +1—arrows (10), bolts (10), sling bullets (20)	100 gp
Elixir of health	125 gp
Potion of poison	125 gp
Spell scroll (2nd level)	300 gp
Weapon, +1—any simple or martial	400 gp
Bag of holding	500 gp
Cloak of elvenkind	600 gp
Driftglobe	700 gp
Wand of secrets	750 gp
Cloak of protection	800 gp
Adamantine half plate	900 gp

Random Rare Magic Items at the Trade Center

d100	Magic Item	Cost
1-10	Spell scroll (3rd level)	300 gp
11-20	Potion of greater healing	400 gp
21-25	Medallion of thoughts	600 gp
26-30	Ring of mind shielding	700 gp
31-40	Adamantine plate	2,000 gp
41-45	Dimensional shackles	3,000 gp
46-55	Spell scroll (4th level)	6,500 gp
56-60	Weapon, +2—any simple or martial (ranged)	9,000 gp
61-65	Mantle of spell resistance	12,000 gp
66-70	Weapon, +2—any martial	12,500 gp
71-75	Wand of lightning bolts	15,000 gp
76-80	Periapt of proof against poison	20,000 gp
81-85	Shield, +3	30,000 gp
86-89	Splint armor, +2	40,000 gp
90-91	Weapon +3—heavy crossbow, rapier or morningstar	60,000 gp
92-93	Rapier, +3	60,000 gp
94-95	Morningstar, +3	60,000 gp
96-00	Rod of the pact keeper, +3	60,000 gp

Aboleth Bowl

The most powerful items can be found at the aboleth bowl. The **aboleth** deal in ancient artifacts from civilizations long dead but dealing with them can be dangerous. The wealthier the customer (as displayed by the price of an item they want to purchase), the more likely the aboleth will simply try to take control of the customer and make them a slave. An intimidation roll is required to make the aboleth back down. A failed check means that 1d4 aboleth and one **chuul** per customer will attack.

Magic Items at the Aboleth Bowl

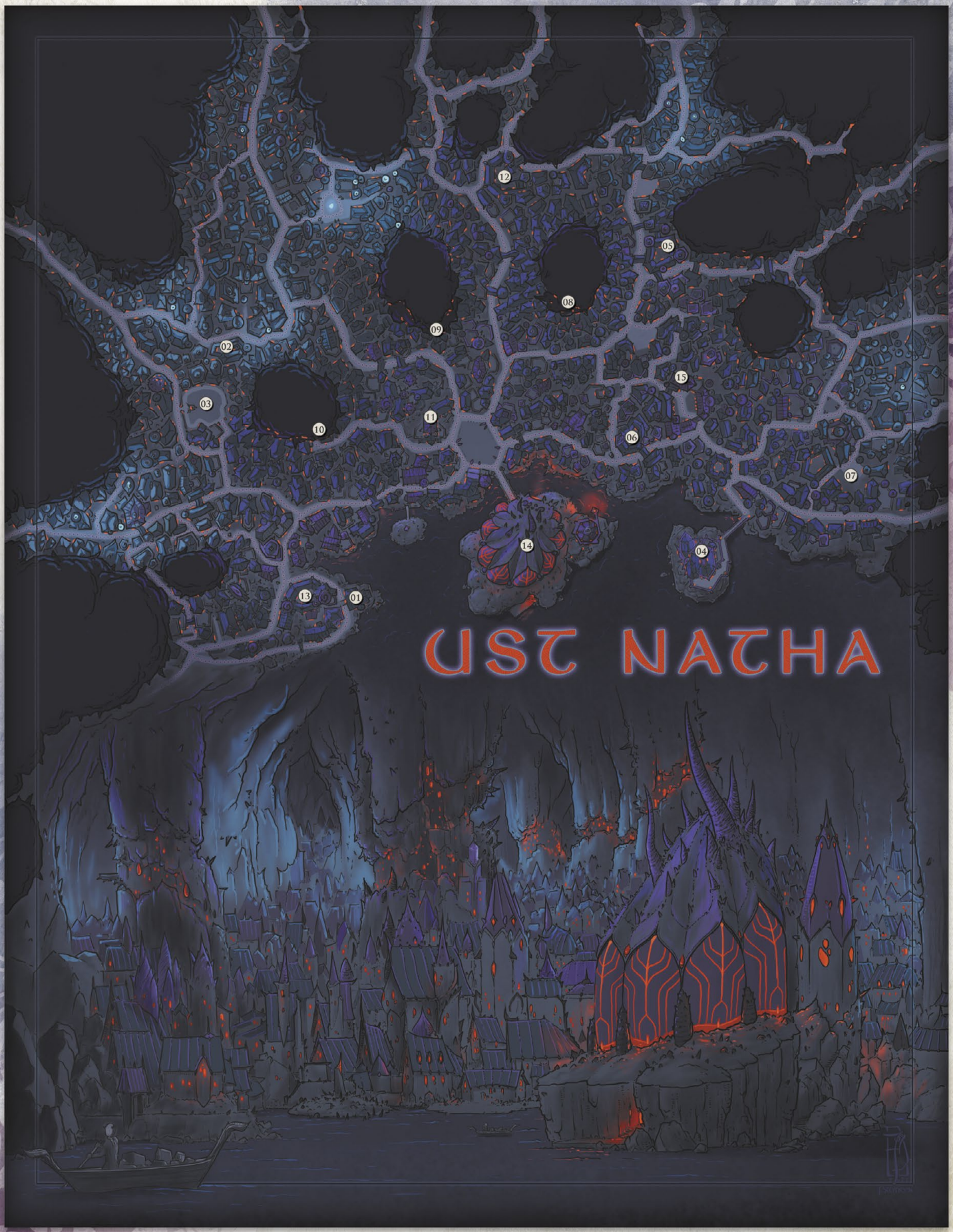
Magic Item	Intimidation DC	Cost
Oil of slipperiness	12	200 gp
Periapt of wound closure	12	500 gp
Wand of magic detection	18	1,200 gp
Staff of swarming insects	18	9,000 gp
Ring of evasion	22	12,000 gp
Nolzur's marvelous pigments	22	32,500 gp
Amulet of the planes	22	35,000 gp
Horn of valhalla (bronze)	24	40,000 gp
Efreeti bottle	24	45,000 gp
Ioun stone (fortitude)	24	50,000 gp
Tome of leadership and influence	24	55,000 gp
Ring of regeneration	24	60,000 gp
Cloak of invisibility	26	150,000 gp

Me and Boo had help writing this chapter. Our helper made us promise never to reveal her name to the world, for such a revelation might damage her reputation. Boo was adamant that we not hurt her good name, for hadn't she suffered enough? Was her goddess, Shar, not a most cruel mistress? Did the bright and shiny sun not hurt her dark elf eyes every day? Boo and I shook hand and paw and swore to each other to never reveal her identity.

MINSC & BOO!

Notable Locations

1. **Aboleth Bowl**. An aquatic building where visiting Aboleth stay.
2. **Achaierai Pen**. Captured achaierai are brought here.
3. **Bazaar**. Where all trade is done.
4. **Carcerus**. A portal to Carceri and demodand guards makes this the perfect prison for the Underdark's most dangerous criminals.
5. **Discourteous Dryad.** A tavern run by the Adventurer's Guild and the only place truly safe for surface dwellers in Ust Natha.
6. **Duergar's Demise**. A shop that sells illicit goods and also acts as a fence run by the Shadow Thieves.
7. **Female Fighter Society**. Where female drow are taught.
8. **House Claddath**. A house with ties to the drow city of Ched Nasad.
9. **House Despana**. The most powerful drow house in Ust Natha.
10. **House Jae'llat**. One of Ust Natha's founding houses.
11. **Malavon's Tower**. The home of Malavon Despana and where drow wizards are taught.
12. **Male Fighter Society**. Where male drow are taught as warriors.
13. **Rothe Pens**. Where herds of rothe are kept for future consumption.
14. **Temple to Lolth**. The largest building in Ust Natha.
15. **Woolanth**. Small library and one of the largest collections of knowledge on Netheril in Faerûn, including books that detail the location of **phaerimm** prison cysts.


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Chapter 2
Group Patrons

There are ten group patrons in this chapter. Each of the group patrons includes two characters that are contacts for the player characters. If you aren't using a group patron then you can use the characters as extra villains or even henchmen for your campaign villain. You can allow your players to use the stores and other benefits of an unused group patron, but a good rule of thumb is to increase the cost by 150%.



Adventurer's Guild

Your group belongs to the Adventurer's Guild, a loose organization that supports those courageous—or foolhardy—enough to pick up the professional mantle of adventuring.

Adventurers are a varied lot, ranging from less scrupulous bounty hunters, mercenaries and treasure hunters to more altruistic archeologists and explorers. But they share a common bond—all are thrill seekers who live luxuriously off the spoils they find in monster infested ruins and dungeons... assuming they continue to live.

The Adventurer's Guild actively recruits young men and women to join their ranks by extoling the glamorous adventurer lifestyle: the gold and riches, the fame, and the groupies. Wide eyed neophytes—blinded by promises of extravagant rewards and lavish lifestyles–are quick to sign up. But those who actually achieve the dream of wealth and fame are few and far between. Most adventurers toil in obscurity, scrabbling to make ends meet as they chase that elusive "big score" that will vault them into the upper echelons of the Guild.

For those lucky or talented enough to forge their own legends, the rewards are truly magnificent: fame and adulation, not to mention wealth to rival that of any merchant or monarch. Yet even those that achieve success are often plagued by metaphorical (and sometimes literal!) demons. The horrors they face on a regular basis are rarely discussed in detail, but many adventurers turn to drinking, drugs, gambling, and other vices in a desperate attempt to drown out the trauma of what they have witnessed. However, this dark underbelly of the adventurer's life is rarely discussed. The Guild prefers to celebrate its rare successes—the icons, legends and heroes that inspire the dream in fresh new recruits.

Adventurer's Guild Operatives

The Adventurer's Guild doesn't really have operatives so much as it has roles.

Cartographer. Every adventuring band needs someone who maps out the dungeons, ruins and tombs. There is no point finding the treasure if you can't find your way back out.

Zoologist. Unless an adventuring band wants to get slaughtered, someone has to keep up to date on the strengths and weaknesses of monsters that might be encountered.

Historian. History can help an adventuring band avoid repeating the mistakes of their predecessors... like waltzing into the den of a demi-lich.

Faceman. This is the role that youths across Faerûn dream of becoming: the leader of the band; the iconic hero. These are the poster children for the Guild; the ones who will have beautiful men and women waiting for them in every town, eager to spend even one night with a living legend.

Adventurer's Guild Quests

Adventurers are experts at venturing into the unknown.

Random Quests From the Adventurer's Guild

d6	Quest
1	**Monster Hunter.** You take missions to hunt down and capture or kill monsters
2	**Archaeologist.** You track down ancient treasures of historical significance and bring them back to museums
3	**Treasure Hunter.** You purchase treasure maps to dungeons, tombs and ruins that haven't yet been plundered
4	**Mercenaries.** You hire out to anyone who needs the unique set of skills that your group provides. As long as the money is good
5	**Surveyor.** You go into and map unexplored lands for kingdoms and city states
6	**Zoology.** You seek out monsters to research and write about

Adventurer's Guild Perks

These perks require an annual contribution of 10 gp paid to the guild. These dues fund the guild's services and activities.

Adventurer's Guildhall. Almost every town and city has an adventurer's guildhall. The rooms match up to those in a modest inn, but at a lower price (1 sp per day).

Fence. It is much easier for you to sell magic items. Any magic item that you want to sell can be sold for its full price. Common and uncommon magic items take a day to sell. Rare and very rare items take 1d10 days. Legendary items take 1d4 weeks.

Magic Items. Guildhalls provide you with a huge network of fellow adventurers. This makes it easier to find specific magic items for purchase.

Henchmen. You can hire henchmen at any adventurer's guildhall. These henchmen are willing to accompany you on dangerous adventures if you are willing to pay their daily rate. However, if you ever ask them to perform a risky task, such as engage in battle, you must succeed on an Intimidation or Persuasion check. Other risky tasks include scouting out dangerous areas and reporting back or checking a hallway for traps. You can only have one henchman at a time.

Henchmen Rates and Risk-taking DCs

Henchman	Daily Rate	Intimidation DC	Persuasion DC
Talkative **tasloi**	1 gp	12	10
Slobbering **gibberling**	1 gp	10	20
Flatuelent **thug**	2 gp	20	12
Anxious **scout**	2 gp	12	15
Egotistical **svirfneblin**	2 gp	15	15
Alluring **sirene**	10 gp	15	15
Ridiculous **berserker**	10 gp	20	10

Ooo, the Adventurer's Guild! This is a guild after my own heart. Everyone who signs up gets a free fan club! Boo has always dreamed of having a fan club.

MINSC & BOO!



Cornelius Watson

Doc Watson (only his mother calls him Cornelius) is the consummate academic. He has an eclectic collection of interests and rarely stays focused on a single subject for longer than a few months. He calls himself a doctor, though strangely, medicine has never been one of his interests. Supposedly the term comes from his time with a man who claimed the highest accolade one could achieve in the study of a single subject was called a "doctorate". The one interest that Doc Watson has consistently kept up with is magic and that is mainly because it remains the best tool to help him continue to learn.

Doc Watson was born to a minor noble family in Waterdeep. While he was a studious child who loved reading, he was a little aimless and his family despaired of him finding a trade. Luckily, after spending time with his eccentric uncle (who happened to be a minor wizard), Doc Watson discovered that he had a knack for magic.

To the disappointment of his family, Doc Watson didn't apply this magical skill to a respectable profession such as the Watchful Order of Magists and Protectors, the clergy of Mystra or the Academy of Stargazers. Instead, he tried his hand at an increasingly strange number of jobs, some of which his exasperated mother was certain he had invented entirely on his own. This included being a weather forecaster for the Waterdeep Port Authority and a columnist for the Weekly Waterdeep Gazette. The final straw was when Doc Watson tried his hand as an executive chef at the Inn of Barmy Blowhards. During his time there he claimed to have achieved the optimal Maillard reaction with a localized pyromance (getting the perfect sear on a steak using fire magic). It was at this point that his family cut off his monthly allowance.

Forced to find a new source of income, Doc Watson was convinced by a friend of his, Flimp Shagglecran, that he should try his hand at the age-old profession of adventuring. Adventuring turned out to be quite lucrative and exposed Doc Watson to all sorts of interesting people, places and monsters. Eventually, he and Flimp had accumulated enough wealth that they were able to found a new guild which they gave a descriptive, but exceedingly unoriginal, name: The Adventurer's Guild.

Watson as a Contact

Watson becomes available as a contact for the Adventurer's Guild at 9th level. Doc Watson has maps to some of the most dangerous monster lairs in Faerûn. These lairs are also the location of fantastic troves of treasure.

Monster Lair Maps Available from Watson

Monster Lair	Treasure Trove	Map Cost
Gynosphinx	Roll on Treasure Hoard: Challenge 11-16 in DMG	250 gp
Beholder	Roll on Treasure Hoard: Challenge 11-16 in DMG	500 gp
Mummy lord	Roll on Treasure Hoard: Challenge 11-16 in DMG	500 gp
Adult green dragon	Roll on Treasure Hoard: Challenge 11-16 in DMG	750 gp
Adult red dragon	Roll on Treasure Hoard: Challenge 17+ in DMG	1000 gp
Ancient black dragon	Roll twice on Treasure Hoard: Challenge 17+ in DMG	5000 gp
Kraken	Roll twice on Treasure Hoard: Challenge 17+ in DMG	5000 gp

Cornelius Watson

Medium humanoid (human), neutral good

Armor Class. 12 (15 with mage armor)
Hit Points. 99 (18d8 + 18)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6
Skills Arcana +13, History +13, Investigation +13, Perception +6
Damage Resistances damage from spells
Senses passive Perception 16
Languages Celestial, Common, Dwarvish, Gnomish, Halfling, Infernal
Challenge 12 (8,400 XP)

Magic Resistance. Cornelius Watson has advantage on saving throws against spells and other magical effects.

Spellcasting. Cornelius Watson is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Cornelius Watson has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *detect magic*, identify, mage armor, magic missile*
2nd level (3 slots): *detect thoughts, locate object*, mirror image, misty step*
3rd level (3 slots): *clairvoyance*, counterspell, fireball*
4th level (3 slots): *arcane eye*, banishment*
5th level (3 slots): *rary's telepathic bond*, scrying*, wall of force*
6th level (1 slot): *true seeing**
7th level (1 slot): *teleport*
8th level (1 slot): *mind blank*
9th level (1 slot): *foresight**

* Divination spell of 1st level or higher.

Portent. (Recharges after Cornelius Watson Casts a Divination Spell of 1st Level or Higher.) When Cornelius Watson or a creature he can see makes an attack roll, a saving throw, or an ability check, Cornelius Watson can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Actions

Dagger. *Melee* or *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



Flimp Shagglecran

Flimpius Theodore Shagglecran (known to his friends as Flimp) is a gnome artificer who hails from the island nation of Lantan. Flimp has an appearance unlike any other gnome on Faerûn. Dressed in plate armor with hooks and pouches for keeping his many inventions, Flimp is always accompanied by his ornery, but entirely mechanical, dog named Metallison.

Flimp spent his youth as many gnomes in Lantan do—studying with hopes to one day join the Gnomish Academy of Engineering. While he easily qualified to study at the Academy, Flimp quickly found that such a life was too boring for his tastes. To the consternation of his family and teachers, Flimp set off on a merchant ship headed north to the fabled city of Waterdeep. Halfway into the voyage, his ship was struck by misfortune and swamped during a powerful storm. Flimp found himself shipwrecked on a strange land with only a few other survivors with him. This turned out to be a blessing in disguise, for it was how he met his great friend and ally, the Waterhavian scholar Doc Watson.

Together the two of them were able to rebuild and modify the wrecked ship which they named the Kraken's Folly. The name was inspired by the ship's most unique addition, a magical steering wheel (stolen from the lair of a kraken) that allows the ship to sail between worlds. After convincing Doc Watson to give up academic life, the two new friends used the ship to launch an adventuring career. This career turned out to be so lucrative, that eventually they founded a joint venture they named "The Adventurer's Guild".

Flimp as a Contact

Flimp is the primary contact for members of the Adventurer's Guild at low levels. Flimp can use his planar ship, the Kraken's Folly, to take adventurers to many exotic locations.

Flimp's Planar Ship Transportation Costs

Location	Required Level	Cost
Waterdeep	1	10 gp per passenger
Baldur's Gate	1	10 gp per passenger
Neverwinter	1	10 gp per passenger
Athkatla	1	10 gp per passenger
Lantan	5	25 gp per passenger
Ust Natha	5	50 gp per passenger
Icewind Dale	5	50 gp per passenger
Port Nyanzaru	5	25 gp per passenger
Abyss	10	500 gp per passenger
Avernus	10	500 gp per passenger
Githyanki City	10	400 gp per passenger
City Of Greyhawk	10	250 gp per passenger

Flimp Shagglecran

Small humanoid (gnome), lawful neutral

Armor Class. 21 (plate +2, ring of protection)
Hit Points. 77 (14d6 + 28)
Speed. 25 ft., fly 25 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Con +6, Int +8
Skills Arcana +8, History +8, Medicine +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Dwarvish, Giant, Gnomish
Challenge 9 (5,000 XP)

Infused Magical Items. Flimp is wearing a cloak of the manta ray, a ring of protection, plate armor +2, and winged boots. Flimp wields a warhammer +2. These items vanish 4 days after Flimp dies.

Gnome Cunning. Flimp has advantage on all Intelligence, Wisdom, and Charisma Saving Throws against magic.

Battle Smith. Flimp uses his Intelligence modifier for attack and damage rolls with his weapons.

Spellcasting. Flimp is a 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Flimp has the following artificer spells prepared:

Cantrips (at will): *acid splash, fire bolt, guidance, light*
1st level (4 slots): *cure wounds, feather fall, shield*
2nd level (3 slots): *aid, blur, warding bond*
3rd level (3 slots): *aura of vitality, blink, elemental weapon*
4th level (1 slot): *fire shield*

Actions

Multiattack. Flimp makes two weapon attacks.

Warhammer, +2. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage plus 3 (1d6) force damage.

Summon Steel Defender (1/Day). Flimp summons a metallic panther to aid him in combat. The panther has maximum hit points (24) and is immune to poison and being charmed.

Reactions

Flash of Genius. When Flimp or another creature he can see within 30 feet of him makes an ability check or a saving throw, Flimp can use his reaction to add +4 to the roll.





Candlekeep

Candlekeep is a library-fortress on the Sword Coast and famed for being the greatest collection of books and scrolls in Faerûn. Exceptional scholars and wizards visit Candlekeep at least once in their lifetimes, if not many more times. Because of this, the monks have many allies to call upon if Candlekeep is ever in danger. Powerful archmages such as Alustriel, Elminster and the Simbul will all come to the library's aid if needed.

Candlekeep is considered a great temple to many of the gods of knowledge, including Oghma, Gond, Deneir and Milil. It has been the home to many of the world's most famous sages, including the great prophet, Alaundo.

The librarians of Candlekeep have one absolute rule: "Those who destroy knowledge, with ink, fire, or sword, are themselves destroyed".

Candlekeep Operatives

Avowed. The Avowed are the guardians and servants of Candlekeep. You take orders from the Keeper of the Tomes.

- *Classes:* Barbarians, Clerics (Nature Domain), Druids, Monks, Paladins (Oath of the Ancients) Rangers

Watchers. The Watchers are sworn to protect the library and its contents.

- *Classes:* Bards, Clerics (non-Nature Domain), Fighters, Rogues

Professor. These are the researchers and teachers of Candlekeep. You seek to add to the knowledge stored in the library. You report to the First Reader.

- *Classes:* Artificers, Sorcerers, Warlocks, Wizards

Candlekeep Enemies

While Candlekeep strives to stay neutral in most matters, its leaders consider the Raven Circle to be an enemy. This is because the Raven Circle strives to destabilize civilization itself.

Candlekeep Quests

Quests usually revolve around tracking down ancient knowledge and relics.

Random Quests From Candlekeep

d6	Quest
1	**Retrieval.** You must retrieve a rare tome that was stolen from the library
2	**Tomb Raiding.** Break into an ancient tomb and bring back any relics, scrolls or ancient texts
3	**Archeology.** Investigate a newly discovered Netherese ruins. Bring back any secrets found
4	**Evil Magic User.** Defeat a necromancer or lich and take their magical relics or tomes to be sealed up in Candlekeep
5	**Corrupting Relic.** Track down an evil relic that is corrupting a forest/river/town
6	**Artifact.** An ancient book that has the location of a powerful artifact has been discovered. Track it down before it falls into the wrong hands

Candlekeep Perks

Compensation. Candlekeep pays each of you a salary of 1 gp per day. They also provide lodgings within Candlekeep itself that allows you to live a modest lifestyle.

Bounty. You receive 250 gp as a reward for any spell book, magic item or unique book that you give to Candlekeep.

Envoy Status. Each member of your group has official documents proclaiming you as envoys from Candlekeep. In most cities and towns of the Sword Coast this gives you a special status that grants access to areas (such as ruins or tombs) that are normally forbidden.

Research. You can delegate the task of researching lore to a research assistant at Candlekeep. This is the downtime activity described in the *Player's Handbook*. You must pay for any expenses that are required by the research.

It's common knowledge that Candlekeep keeps at least one copy of every one of my world-famous books. They even have a copy of my book that has been banned in twenty different cities—the infamous "Volo's Complete Guide to the Behavior of Nymphs".

—Volo



Languages. You can learn a new language while at Candlekeep. It takes ten workweeks to learn a new language. This time can be reduced by a number of workweeks equal to your Intelligence modifier.

Arcane Secrets. Candlekeep has the largest library of magical knowledge in all of Faerûn. This includes books and scrolls describing the secrets of how to build magic items. In order to find the appropriate recipe, you must have an Arcana bonus equal to or higher than what is listed. Most recipes have prerequisite material components, often requiring you to hunt down a specific kind of monster. To craft the item, you must spend gold equal to the material cost. Some items require the aid of a powerful assistant to craft. You only need the assistant for a single day. You can either use Persuasion or charm magic to get their assistance.

Adventurer's Guild Arcane Secrets

Magic Item Recipe	Assistant	Components Needed	Arcana Roll Bonus	Material Cost
Flame tongue	Force a **Salamander** to forge it	**Remorhaz** heart	+8	2000 gp
Glamoured leather armor	Convince a **Deva** to bless it	**Behir** hide	+8	2000 gp
Shield, +2	Force a **Fire Giant** to forge it	**Young Red Dragon** hide	+8	2000 gp
Staff of charming	Complete a task for a **hag** coven to get their assistance	**Incubus/Succubus** tail	+8	2000 gp
Helm of brilliance	A **Dao** must forge it	Crown of a **Mummy Lord**	+12	20,000 gp
Robe of stars	A **cloud giant** must help you forge it	Sail from a **Githyanki** astral ship	+12	20,000 gp
Shield +3	Force an **Efreet** to forge it	**Dragon Turtle** shell	+12	20,000 gp
Ioun stone (mastery)	Convince an **Archmage** to help you	A **Pit Fiend's** petrified eye	+15	100,000 gp
Staff of power	Best a **Planetar** in a friendly single combat to gain his aid	A rare magical **rod** or **staff**	+15	100,000 gp
Talisman of pure good	Prove yourself to an **Adult Gold Dragon** in a contest to gain its aid	A rare magical **ring**	+15	100,000 gp

Valygar Corthala

Valygar Corthola is a ranger who was born into a wealthy family of powerful wizards. Many members of the Corthala bloodline have demonstrated magical aptitude and skill throughout its generations, and his ancestors include Lavok Corthala, a legendary necromancer.

Valygar's own mother was a mage who suffered from mental health issues, like many in her family. Valygar believed this affliction to be the result of her arcane practices. She spent much of the family's wealth on magical items to the point of obsession and wholly neglected her son and husband.

When Valygar's father died his mother was distraught. In her despair, she raised her partner as a zombie and underwent the process of becoming undead herself. Ultimately, Valygar slew both of his parents, a deed he felt he was compelled to carry out.

Convinced the family's obsessive pursuit of the arcane arts had corrupted and destroyed all he loved, Valygar grew to hate and despise those who used magic. Turning his back on his family legacy, he now specializes in hunting wizards and other magic users to rid the world of their evil practices.

He found that his skills and values were a good match for the monks of Candlekeep. Candlekeep's pursuit of ancient texts means that Valygar often comes into conflict with evil magic users.

While Valygar appears to be a man in his 50s, he is over a century in age. Normally Valygar turns his back on magical items, but he has made an exception for potions of longevity in order to reduce his physical age and continue his obsessive hunt of evil wizards. While the potions make his body younger, they have no effect on his lifespan and thus Valygar knows that death could come for him at any moment.

Valygar is a grumpy one, but me and him agree on most things, including that Red Wizards need to have their big, stupid brains kicked right up their backsides.

MINSC & BOO!

Valygar as a Contact

Valygar is the primary contact for Candlekeep at low levels. Valygar can provide you with basic training for new languages and skills (this time is considered downtime), along with books that you can utilize to continue the training on your own.

Basic Training with Valygar

Training	Downtime	Total Time	Cost
Switching a skill	1 day	10 days	100 gp
New tool proficiency	5 days	40 days	400 gp
New language	5 days	40 days	250 gp

Valygar

Medium humanoid (human), neutral good

Armor Class. 17 (half plate)
Hit Points. 90 (12d8 + 36)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +6, Dex +8
Skills Arcana +4, History +4, Perception +4
Senses passive Perception 14
Languages Common, Draconic, Primordial
Challenge 9 (5,000 XP)

Mage Slaying. When Valygar deals damage to a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Actions

Multiattack. Valygar makes two katana attacks and one hand crossbow attack or two hand crossbow attacks.

Katana. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Reactions

Disrupt Spell. When a creature within 5 feet of Valygar casts a spell, he can use his reaction to make a melee weapon attack against that creature.



Xan Moonblade

Xan is an elven bladesinger raised in the city of Evereska, one of the largest elven enclaves left in Faerûn, its population size second only to that of the island nation of Evermeet. With its name meaning "fortress home" in elvish, Evereska has remained hidden within the Western Heartlands for millennia. This secrecy is the major reason why the city remains as one of the last major elven enclaves in the North, whereas most others have fallen to outsiders. Because of this, Evereska is sometimes called the Last City.

Xan splits his time between his home city and the fortress library of Candlekeep. He originally encountered the monks of Candlekeep when he traveled with the Bhaalspawn, Abdel Adrian. Since then, he has found the library a comfortable second home with aims that are often aligned with that of Evereska.

Xan is one of the Blessed of Corellon and has changed gender many times over his life. His ability to change gender after an elven trance is something that he uses often, and it is usually his mercurial moods that will determine his choice.

Xan wields a moonblade forged by the smiths of Myth Drannor. Each moonblade is unique, with Xan's taking the form of a longsword wreathed in magical blue flames. Although such weapons are normally passed along elven bloodlines, Xan's sword appears specifically bound to him. Xan desires to eventually leave the mortal world and journey to Evermeet, but before he does that, he wants to find a worthy heir to his moonblade.

Xan as a Contact

Xan is available as a contact at 9th level. Xan is able to give you access to the rarest books in Candlekeep. It is important to note that the cost of obtaining a Manual of Golems does not cover the cost of constructing the golem.

Xan's Books and Scrolls for Sale

Books and Scrolls	Required Level	Cost
Spell scroll—5th level spells from wizard list	9	2,000 gp
Spell scroll—6th level spells from wizard list	12	4,000 gp
Spell scroll—7th level spells from wizard list	12	7,500 gp
Manual of bodily health	15	30,000 gp
Manual of gainful exercise	15	30,000 gp
Manual of golems—clay	12	5,000 gp
Manual of golems—flesh	9	5,000 gp
Manual of golems—iron	16	10,000 gp
Manual of golems—stone	14	10,000 gp
Manual of quickness of action	15	30,000 gp
Tome of clear thought	15	30,000 gp
Tome of leadership and influence	15	30,000 gp
Tome of understanding	15	30,000 gp

Xan Moonblade

Medium humanoid (elf), lawful neutral

Armor Class. 13 (16 with mage armor)
Hit Points. 54 (12d8)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Acrobatics +9, Arcana +6, History +6, Performance +6
Senses passive Perception 11
Languages any four languages
Challenge 8 (3,900 XP)

Special Equipment. Xan wields a Moonblade. The Moonblade has a +3 bonus to attack and damage rolls (already factored into Xan's attacks) and has the finesse property.

Bladesong. Xan can use a bonus action to start a bladesong. His bladesong lasts for 1 minute. While using bladesong his movement increases to 40 ft., he gains a +3 bonus to his AC and he gains a +3 bonus to all concentration checks.

Fey Ancestry. Xan has advantage on saving throws against being charmed, and magic can't put Xan to sleep.

Spellcasting. Xan is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Xan has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *cone of cold*

Actions

Multiattack. Xan makes two attacks with his Moonblade.

Moonblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) slashing damage if wielded with two hands.





Church of Sune

Sune is the goddess of beauty, also known as Lady Firehair and the Lady of Love. She represents not only physical beauty, but the beauty of music, fragrances and delicious foods. Her worshippers seek out the pleasure that comes from experiencing beauty in all its forms.

The Church of Sune believes that all mortals deserve the opportunity to experience beauty during their brief lives. The church goes about ensuring that this opportunity exists in two manners. The first is the support of artistic endeavors. This covers a wide variety of ventures including culinary arts, music, painting, sculpting and others. Clerics of Sune seek out exceptional artistic talent and provide them with monetary grants or help them become members of prestigious organizations.

The second focus of the church is much more pragmatic. The church uses its vast monetary resources to support civilization in all its forms; for without cities, towns and roads, there would not be theaters, restaurants, art galleries and all of the other venues that allow for the appreciation of beauty. The church pays for the construction of roads, forts and caravansaries so that travel between cities is less dangerous. They donate to military orders that defend civilization such as the Order of the Gauntlet and the Harpers. They work hard to make sure that the Lord's Alliance is well funded and try to smooth over squabbles between the city states that make up its membership. Because of this, there are more worshippers of Sune amongst the nobility of the Lord's Alliance than any other god or goddess.

Temples to Sune often include venues for appreciating the arts or are built within a city district that includes them. A temple might include a vast public bathhouse with heated plumbing, or a multistory theater to allow for nightly plays or musical performances.

Church of Sune Operatives

Heartwarder. They are clerics and paladins of Sune. You spread the teachings of Sune to every town and city you come to. You are at the forefront of any battle against the enemies of your Lady Firehair.

- *Classes:* Cleric (of Sune), Paladin (of Sune)

Sisters and Brothers of the Ruby Rose. This order's mission is twofold. You are tasked with guarding all of Sune's holy sites, from small shrines to city temples. In addition to this, you are tasked with hunting down the enemies of beauty and civilization. You often work with organizations such as the Order of the Gauntlet or the Lord's Alliance. To be initiated into the order, a prospective member must stand vigil for one night outside of a major temple of Sune. Members do not need to primarily worship Sune, but they are required to wear a symbol of her somewhere on their body.

- *Classes:* Barbarian, Bard, Fighter, Paladin, Ranger



Order of Adon. An order dedicated to the memory of Adon, a cleric of Sune that helped bring about the end to the Time of Troubles. While he turned his back on Sune during this tumultuous era in Faerûn's history, his actions allowed his former goddess to reclaim her divinity. Adon was friends with the mortal woman who would become the goddess Mystara, thus those who wield arcane magic often join the Order of Adon. In recognition of how an unbeliever such as Adon can benefit the Church of Sune, the Order is welcoming to those of other faiths.

- *Classes:* Artificers, Cleric (not of Sune), Druids, Sorcerers, Warlocks, Wizards

Eyes of Evening. An order inspired by the demigoddess of hedonism, Sharess, a divine servant of Sune. Sharess is also known as the mother of cats and is often worshipped by the tabaxi.

- *Classes:* Bards, Monks, Rogues

Allies. The Church of Sune works closely with the **Order of the Gauntlet** and the **Lord's Alliance**. Often, members of these organizations might work directly with the church.

Church of Sune Enemies

The ugliness of **Baalzebul** is especially abhorrent to Sune. She hates that the archdevil was formerly Triel, one of the most beautiful angels to be found on Mount Celestia. The Church of Sune also despises **Ssendam,** as the Slaad lord's insanity and ugliness is a danger to the structure of the civilized world.

Sune supports efforts to vanquish powerful armies that threaten the stability of the civilized world. This includes orc hordes, hobgoblin empires, frost giant raiders, the Red Wizards of Thay, the Cult of the Dragon and other similar threats.

Sune also detests the ugliness of the undead, especially the rotting dead such as zombies, ghouls, mummies and liches.

Church of Sune Quests

The Church of Sune is focused on spreading civilization to all corners of the world.

Random Quests from The Church of Sune

d6	Quest
1	**Musical Prodigy.** Rescue a musical prodigy who has been taken prisoner by a goblin or orc war band
2	**Architect.** Escort a famed architect to a far-off town where he is to set down the foundations of a new temple to Sune
3	**Necromancers.** Hunt down a band of necromancers who have been vandalizing beautiful monuments and terrorizing artists
4	**Cult.** Root out and destroy a cult devoted to an infernal lord that is especially abhorrent to Sune
5	**Warlord.** Assassinate a powerful warlord who leads an alliance of orcs, hobgoblins and giants
6	**Siege Breaker.** Break the siege of an important town by destroying the siege equipment of the enemy force

Church of Sune Perks

Divine Aid. In any settlement that includes a shrine or temple to Sune, your group can have access to magical aid. The shrine in a town or village usually has a cleric able to cast any spell of up to 3rd level. A temple in a city will usually have a cleric that can cast any spell up to 5th level. These spells are cast without cost, however any material components must be provided.

Proficiencies. Each member of your party gains proficiency in the Religion skill, if the character doesn't already have it.

Religious Relics. Each member of your party gains access to magic items that are blessed by Sune. When purchasing a religious relic, you must be of the required level. Then you must give your contact the cost of the item. Finally, if a service is required, you must roll on the religious service table.

Religious Relics from the Church of Sune

Religious Relics	Religious Service	Required Level	Cost
Gem of brightness	None	–	600 gp
Pearl of power	Required	5	600 gp
Periapt of wound closure	Required	5	500 gp
Ring of Warmth	None	5	100 gp
Wind fan	None	5	100 gp
Amulet of health	Required	10	4,000 gp
Gem of seeing	Required	10	18,000 gp
Glamoured leather armor	None	10	5,000 gp
Ioun stone (awareness)	Required	10	6,000 gp
Ioun stone (sustenance)	Required	10	6,000 gp
Mace of disruption	Required	10	10,000 gp
Necklace of prayer beads	None	10	10,000 gp
Ring of x-ray vision	Required	10	4,000 gp
Staff of charming	None	10	8,000 gp
Staff of healing	Required	10	10,000 gp
Ioun stone (leadership)	None	15	30,000 gp
Rod of security	Required	15	30,000 gp
Tome of leadership and influence	None	15	40,000 gp

Required Religious Service

d20	Religious Service
1-4	Seduce an important noble's daughter/son
5-8	Restore a desecrated shrine of Sune
9-12	Destroy a necromancer who has been raising an army of dead
13-15	Stamp out a potential warlord
16-19	Protect a young and powerful noble in the Lord's Alliance who has recently converted to Sune. Assassins have targeted the noble
20	Vanquish a powerful foe of the Church

Naes Inuus

Naes Inuus is the high priest of Sune and also known as the First Heartwarder. He believes that Sune is a goddess for all beings of the realms, and his ultimate dream is to have a temple devoted to Sune in every city and village from the Sword Coast to the Sea of Fallen Stars and beyond.

Naes and his twin, Tiberius, were born in the city of Waterdeep to one of the city's most powerful noblemen. He abandoned the twins when their mother, a cleric of Sune, died during childbirth and so the children were taken in by the Church of Sune. They were raised in the Temple of Beauty in Waterdeep and grew into pious men who were favored by the goddess of love.

When they came of age, the twins set out to spread the love and beauty of Sune across the Realms. In the history of the church, none of Sune's faithful have ever been responsible for establishing as many new temples as has Naes. From Neverwinter in the North to Port Nyanzaru on the Chultan peninsula, it is difficult to find a community that doesn't have at least a shrine devoted to the goddess of beauty.

Naes's devotion to Sune leads him to be intolerant of other faiths. He believes that Sune represents civilization's best chance to survive in a world that is filled with monsters, evil and ugliness. His sermons on the virtues of Sune can come across as condescending to those whose faiths differ. Naes is self-aware enough to recognize how he can be perceived and tones down his rhetoric when dealing with potential allies.

As the high priest of Sune's faith on Faerûn, Naes leaves most of the evangelizing work to his twin brother, Tiberius. However, if there is an opportunity to convert a significant number of people to Sune's faith, Naes will leave his offices in the Temple of Beauty. He relishes these few chances to return to the road. Naes falls in love easily and if he meets a man or woman that he takes a fancy to, then he will strike up a friendship with the hope of it leading to something more.

Naes as a Contact

Once members of the Church of Sune reach 9th level they gain access to Naes as a contact. Naes has connections with some of the most powerful noble families, dynasties and kingdoms. Because of this he is able to arrange marriages, adoptions, titles and other such things. He requires a donation to the Church of Sune before he begins work on the arrangement. The donation is significantly less for those who worship Sune. You can only be married once and you can have noble status in one city.

Naes Inuus

Medium humanoid (human), lawful good

Armor Class. 18 (breastplate, shield)
Hit Points. 135 (18d8 + 54)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	13 (+1)	20 (+5)	14 (+2)

Saving Throws Con +8, Wis +10
Skills Insight +10, Medicine +15, Persuasion +7, Religion +11
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common, Elvish
Challenge 13 (10,000 XP)

Spellcasting. Naes is a 18th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Naes has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *fireball, spirit guardians*
4th level (3 slots): *deathward*, wall of fire*
5th level (2 slots): *antilife shell, flame strike*
6th level (1 slot): *blade barrier*
7th level (1 slot): *divine word*
8th level (1 slot): *holy aura*
9th level (1 slot): *mass heal*

* Naes casts these spells on himself before combat

Actions

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Radiant Beauty of Sune. Naes dispels any magical darkness within 30 feet of him. Additionally, each hostile creature within 30 feet of Naes must make a Constitution saving throw at DC 18. A creature takes radiant damage equal to 30 on a failed saving throw, half damage on a successful one. A creature that has total cover from Naes is not affected.

Corona of Beauty. Naes activates an aura of sunlight that lasts for 1 minute or until he dismisses it using an action. He emits bright light in a 60-foot radius and dim light 30 feet beyond that. His enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

Special Arrangements Through Naes

Arrangement	Benefit	Cost	Cost For Sune Faithful
Adoption or marriage to Baldur's Gate duke/duchess	You can change your subclass	1,000 gp	750 gp
Adoption or marriage to Waterdeep Hidden Lord	Gain proficiency in a skill of your choice	500 gp	250 gp
Adoption or marriage to member of Athkatla's Council of Six	Gain an uncommon magic item of your choice	1500 gp	1000 gp
Elevated to Mithral Lordship in Athkatla	Gain a rare magic item of your choice	5,000 gp	3,000 gp
Granted ownership of vacated noble estate in Baldur's Gate	Gain a feat of your choice	10,000 gp	7,500 gp
Granted noble status in Waterdeep	Gain expertise in a skill of your choice	10,000 gp	7,500 gp



Tiberius Inuus

Tiberius Inuus is a powerful paladin of Sune and head of the Sisters and Brothers of the Ruby Rose, a holy order of warriors and paladins sworn to the service of the goddess of beauty. He is devoted to spreading the love and beauty of Sune to every corner of Faerûn.

Tiberius and his twin, Naes, were born in the city of Waterdeep. Their father abandoned them when their mother, a cleric of Sune, died during childbirth and thus they were raised in the Temple of Beauty. Naes grew up to become a cleric and man of peace, but Tiberius was too filled with anger to follow that path. While his twin was able to forgive their father, Tiberius has used the anger from that abandonment to fuel his drive to destroy anything that threatens the Church of Sune.

Tiberius Inuus

Medium humanoid (human), lawful good

Armor Class. 18 (plate)
Hit Points. 102 (12d8 + 48)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Con +8, Wis +4
Skills Persuasion +7, Religion +4
Senses passive Perception 10
Languages Celestial, Common
Challenge 9 (5,000 XP)

Brave. Tiberius Inuus has advantage on saving throws against being frightened.

Actions

Multiattack. Tiberius Inuus makes three melee attacks.

Flametongue. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) fire damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Touch of Sune. Tiberius Inuus touches a creature. The target magically regains 40 Hit Points and is freed from any disease or poison.

Reactions

Vengeance. When Tiberius Inuus is hit by an attack he can utter an oath of vengeance against the creature that made the attack. He gains advantage on attack rolls against that creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Tiberius dreams of building the Sisters and Brothers of the Ruby Rose into the greatest military force for good in all Faerûn, free from the corruption of city state politics. When he finds a warrior whose ability he respects, Tiberius can be an extremely convincing evangelizer. Tiberius often leverages the large number of faithful amongst the nobility of the Lord's Alliance. He is able to ensure that the Ruby Rose are included in important battles against threats to the cities of the Sword Coast. While the veterans of the Order of the Gauntlet might view clerics of Sune as soft, they respect the Ruby Rose because of the efforts of Tiberius.

Tiberius as a Contact

Tiberius is the primary contact for members of the Church of Sune at low levels. Items can be purchased from Tiberius. It takes a day for him to acquire the item from the church.

Magic Items Available from Tiberius

Minor Magic Item	Required Level	Cost
Decanter of endless water	–	100 gp
Keoghtom's ointment	–	100 gp
Philter of love	–	50 gp
Potion of healing	–	40 gp
Periapt of health	–	100 gp
Sending stones	–	100 gp
Spell scroll (1)—*charm person, disguise self, guiding bolt, shield of faith, sleep*	–	25 gp
Spell scroll (2)—*prayer of healing, suggestion*	–	250 gp
Spell scroll (3)—*beacon of hope, leomund's tiny hut, revivify*	–	500 gp
Potion of greater healing	5	250 gp
Elixir of health	5	100 gp
Spell scroll (4)—*death ward, fabricate, guardian of faith, mordenkainen's private sanctum*	5	2,500 gp
Spell scroll (5)—*commune, creation, hallow, raise dead, seeming*	5	5,000 gp

The Inuus brothers have agreed to be patrons for a new book that I intend to title "Volo's Guide to Faerûn's Faiths". The Church of Sune is to have the largest chapter of course.

—Volo



Emerald Enclave

An organization devoted to protecting the natural world, the Emerald Enclave allows those of any race or profession to join their ranks. The Emerald Enclave is opposed to everything that is unnatural and destructive toward nature. This includes elemental evil, the undead, demonic forces and abominations from the Far Realm.

While members are not opposed to civilization, they do strive to preserve a balance between nature and the civilized world. Often, the Emerald Enclave will come to the defense of a town or city when it comes under the threat of powerful elemental forces or otherworldly invaders.

The Emerald Enclave is very loosely organized, with small cells across the world. Individual members are encouraged to be self-reliant.

The beliefs of the Enclave are as follows:

- Preserve the natural order of the world.
- Seek out and destroy unnatural forces that threaten nature.
- Strive to help the civilized world and the natural world exist in balance.

Emerald Enclave Operatives

Nature's Chosen. These are the members who are the most in tune with nature. To be a member you must be devoted to one of Faerûn's non-evil nature gods such as Eldath, Mielii and Silvanus. However, other nature gods are also acceptable, such as Baervan Wildwanderer, Eilistraee, Gwaeron Windstrom, Marthammor Duin and Rillifane Rallathil.

- *Classes:* Barbarians, Clerics (Nature Domain), Druids, Monks, Paladins (Oath of the Ancients) Rangers

Circle of Alluvium. These members strive to keep the balance between the civilized world and the natural world. Your job is to be one of the primary contacts between the Emerald Enclave and the governments of cities and towns.

- *Classes:* Bards, Clerics (non-Nature Domain), Fighters, Rogues

Planar Circle. These are members devoted to studying unnatural and otherworldy threats to nature. You have been tasked with trying to curtail the destructive use of magic.

- *Classes:* Artificers, Sorcerers, Warlocks, Wizards

Emerald Enclave Enemies

Cryonax is an arch foe of the Emerald Enclave as he is an elemental prince of evil. The Emerald Enclave also despises **Ssendam**, for she threatens to corrupt the natural world with her filth.

Emerald Enclave Quests

The Emerald Enclave is focused on combating threats to the natural world.

Random Quests from the Emerald Enclave

d6	Quest
1	**Logging Camp.** Raid a hobgoblin logging camp
2	**Spider Nest.** Clear out a den of sword spiders and giant spiders that have infested a forest
3	**Inferno.** Help to put out a forest fire by destroying the efreet who is keeping it going
4	**Snake Men.** Destroy the nest of yuan-ti that is poisoning the headwater of a major river
5	**Shadow Druid.** Capture the shadow druid who is terrorizing a town with his charmed animals
6	**Alkilith.** Close a portal to the abyss that is corrupting a beautiful mountain valley



Emerald Enclave Secret Trails

Trail	The Trail Leads to...	Required Level	Dangers of the Trail
Folk path	Llyrath forest in the Moonshae islands	1	**Blights**
Mythal paths	Myth Rynn in the forest of Tethyr or Myth Drannor in the forest of Cormanthor	1	**Quicklings**
The unicorn run	The Star Mounts or the Grandfather Tree in the High Forest	3	**Displacer beasts**
Forest pool to the Feywild	The fens bordering the Summer Court	5	**Ettercaps** and **giant spiders**
Tree roots to Ysgard	The Gates of the Moon—home to the goddesses Selune and Sune	7	Lone **green hag** or a coven
Forest paths to the Beastlands	The Grove of the Unicorns—the realm of the goddess Mielikki	7	**Fomorian giants**
Mushroom ring to Bytopia	Whispertree—the ancient oak tree that is home to the god Baervan Wildwanderer	7	Lone **night hag** or a coven

Emerald Enclave Perks

Druidic Service. The Emerald Enclave can send a druid to assist your group when needed. You must be in the wilderness and it takes 24 hours before a druid arrives. The druid is able to cast any spell of up to 3rd level. These spells are cast without cost, however any material components must be paid for.

Proficiencies. Each member of your party gains proficiency in the Survival skill, if the character doesn't already have it.

Secret Trails. The Emerald Enclave knows of secret trails that lead to wondrous natural locations within Faerûn. Some trails lead to beautiful wild lands in the outer planes or on other worlds. These trails can be found in any of Faerûn's forests. After walking the trail for 8 hours you will arrive at your destination. However, there is a 1 in 4 chance that you will run across one of the dangers of the trail. There is no cost to learning these trails, but your contact must feel that you are ready before they will teach you how to access it.



Kivan the Grim

Kivan is a highly skilled elven ranger, equally proficient in archery and melee combat. In his youth, Kivan was driven to avenge the death of his wife, Deheriana. He channeled that anger by serving the shadow druid Faldorn in various raids against towns and villages on the borders of civilization. But this anger was quelled when he met his future husband, the druid Cernd of the Emerald Enclave. He left Faldorn and joined the Emerald Enclave.

While life was good for many decades, his past eventually caught up with him. Faldorn joined the Emerald Enclave and quickly rose through the ranks to become one of the Enclave's Hierophants. She has been positioning herself to take one of the three spots in the Elder Circle—the three highest members of the Emerald Enclave.

Kivan is torn on what to do. He knows that Faldorn is secretly a shadow druid, but if he were to expose her, she would expose him as well. He would lose everything—the friends he has made, his position in the Enclave, but most of all the love of his husband, Cernd. Cernd has long battled against what he views as the corruption of the shadow druids.

Kivan is a blunt and taciturn elf who values bravery and skill in battle above all other qualities. He tirelessly hones his skills as a tracker and warrior.

Kivan as a Contact

Kivan is the primary contact for members of the Emerald Enclave at low levels. Kivan can connect you with an animal or plant companion for a short duration. Your group can only have one of these companions at a time. Once the companion has helped you for a 24-hour period you can make an Animal Handling, Nature or Persuasion check (depending on the creature) to convince them to stay with you for another 24 hours. Each time you make this check it increases by 1. If the companion dies while helping you, you can never gain the aid of that type of creature again. If the companion leaves your service without dying, then you can ask Kivan for another companion after one month has passed.

Animal and Plant Companions via Kivan

Magical Plant and Animal Companion	Required Level	Skill Check
Overly enthusiastic **blink dog**	1	DC 15 Animal Handling
Sulky **needle blight**	1	DC 15 Nature
Air headed **satyr**	3	DC 15 Persuasion
Prankster **vine blight**	3	DC 15 Nature
Sarcastic dryad	5	DC 15 Persuasion
Awakened tree with confusing wisdom	7	DC 20 Nature
Doom and gloom **hamadryad**	7	DC 20 Persuasion

Kivan

Medium humanoid (elf), chaotic good

Armor Class. 16 (studded leather)
Hit Points. 66 (12d8 + 12)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +7, Wis +5
Skills Nature +6, Perception +8, Stealth +10, Survival +8
Senses passive Perception 18
Languages Common, Elvish, Sylvan
Challenge 7 (2,900 XP)

Keen Hearing and Sight. Kivan has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Fey Ancestry. Kivan has advantage on saving throws against being charmed, and magic can't put Kivan to sleep.

Actions

Multiattack. Kivan makes two melee attacks or two ranged attacks.

Long Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 +3) slashing damage if wielded with two hands.

Longbow. *Ranged Weapon Attack:* +7 to hit, ranged 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Volley. Kivan can use his action to make a ranged attack against any number of creatures with 10 feet of a point he can see within the range of his weapon. He must make a separate attack roll for each target.



Faldorn the Hierophant

Faldorn is a human druid who is secretly a Shadow Master, one of the leaders of a militant sect of druids called the Shadow Druids. She is a devout follower of the beliefs of the Shadow Druids, believing that civilization is a cancer that threatens to make all the mortal races into weaklings.

Faldorn was born into the Black Raven Uthgardt tribe of the North. Her tribe resided within the Spine of the World, an icy mountain range in far northwest Faerûn. As an infant, Faldorn was offered to a Shadow Druid enclave and was later inducted into their ranks. Never knowing any other family, she grew to become a fervent worshipper of nature and the Shadow Druid's tenets. Over the decades, Faldorn rose through the ranks of her order until she eventually claimed leadership in a battle with the former Shadow Master. She returned to her Uthgardt tribe for a few years to take a husband, but abandoned him and the son that they had together after a few years.

Recently, Faldorn has taken it upon herself to infiltrate the Emerald Enclave. She joined the order and quickly rose through the ranks to become a Hierophant. She now is biding her time for one of the three members of the Elder Circle to die, so that she can take their place. Once she is a member of the Elder Circle, it will be easy for her to subvert the Emerald Enclave to do the bidding of the Shadow Druids. Her only worry is one of her former henchmen, an elven ranger named Kivan. He knows of her connections to the Shadow Druids and could potentially out her to the Elder Circle.

Faldorn is usually accompanied by corrupted fey creatures known as **hamadryads**. She claims that she is the only one willing to take in these sad creatures cast aside by nature.

Faldorn as a Contact

Faldorn becomes available as a contact for the Emerald Enclave at 7th level. Faldorn can give you a small magic item that can be used to summon a powerful ally that will help you for 24 hours. You must use the item as described below to summon the ally. When the ally is summoned you must use an action and succeed at a Persuasion check to convince it to help you. Faldorn gives these items for free, but she only grants each item once.

Summoning Allies with Faldorn

Item Required	Required Level	Activation	Summoned Ally	Persuasion Check DC
Magical acorn	7	Plant it in the ground with an action	In one round the acorn grows into an **awakened tree**	10
Apple	8	Eat the apply and spit out the seeds with an action	The seeds transform into 1d4 **hamadryads**	10
Decanter of oil	9	Use an action to burn the body of a beast killed only 1 minute earlier with the oil from the decanter	A **salamander** bursts from the body	15
Crown of thorns	10	Succeed with an attack roll to place the crown of thorns on a humanoid of CR 5 or less	The humanoid permanently transforms into a **shambling mound**	15
Bone Knife	11	Use the knife to cut out the heart of a dragon slain within 8 hours	The heart transforms into a **wyvern**	10
Vial of tree sap	12	Succeed with an attack roll to pour the sap on a Plant creature of CR 5 or less	The plant creature transforms into a **treant** with an evil alignment	15

Faldorn

Medium humanoid (human), neutral evil

Armor Class. 11 (16 with barkskin)
Hit Points. 130 (20d8 + 40)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	12 (+1)	20 (+5)	15 (+2)

Saving Throws Int +6, Wis +10
Skills Medicine +10, Nature +11, Perception +10, Survival +15
Senses passive Perception 20
Languages Common, Druidic, Elvish, Sylvan
Challenge 13 (10,000 XP)

Staff of the Woodlands. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it and grants Faldorn a +2 bonus to spell attack rolls (already factored into Faldorn's attacks). The staff has 10 charges. It regains 1d6 + 4 expended charges daily at dawn. Faldorn can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, with a spell save DC of 14: *animal friendship* (1 charge), *awaken* (5 charges), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), or *wall of thorns* (6 charges). Faldorn can use an action to cast the *pass without trace* spell without using any charges.

Spellcasting. Faldorn is a 18th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +12 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, produce flame, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin*
3rd level (3 slots): *conjure animals, water breathing*
4th level (3 slots): *dominate beast, locate creature, stoneskin, wall of fire*
5th level (3 slots): *commune with nature, mass cure wounds, tree stride*
6th level (1 slot): *heal, heroes' feast, sunbeam*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*
9th level (1 slot): *foresight*



Actions

Multiattack. Faldorn makes a melee attack and casts a spell. Or she casts a spell and uses Change Shape if available.

Staff of the Woodlands. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if wielded with two hands.

Change Shape (2/Day). Faldorn magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. Faldorn reverts to her true form if she dies or falls unconscious. She can revert to her true form using a bonus action on her turn.

While in a new form, Faldorn retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and she gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that she lacks. She can cast her spells with verbal or somatic components in her new form. The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.



Flaming Fist

The Flaming Fist is a powerful mercenary company based in the city of Baldur's Gate. They are the most famous mercenary company in Faerûn and many consider them the most powerful military force on the Sword Coast. Their leaders are primarily driven by the accumulation of wealth and glory. Some members have more altruistic motivations such as bringing peace to the cities and towns of the Sword Coast.

The Flaming Fist is Baldur's Gate's army and provides law enforcement to the city and the surrounding area. In addition, the Flaming Fist has forts and castles across the Sword Coast and even further in order to extend its power and reach. The Fist has established a presence in places as far as the jungles of Chult and the continents of Maztica, and Anchorome.

The Flaming Fist is run like an army. Every group of five fists is led by a manip and a flame. Manips are veteran soldiers who have risen through the ranks while flames are trained knights from a noble or mercantile family. A blaze is put in command of a fort or a mission. The marshal commands the entire Flaming Fist.

Flaming Fist Operatives

Scout. You are a scout for the Flaming Fist, tasked with ensuring the path for an army is free of danger. You are often sent to explore new regions that might support a future fort or castle.

- *Classes:* Barbarian, Druid, Monk, Ranger, Rogue

Agent. You are often used as envoys or negotiators by the Flaming Fist, but also sometimes as a spy or infiltrator.

- *Classes:* Bard, Sorcerer, Warlock, Wizard

Soldier. You are one of the fighting men and women that make up the bulk of the Flaming Fist.

- *Classes:* Artificer, Cleric, Fighter, Paladin

Flaming Fist Enemies

The Flaming Fist is often in conflict with the Shadow Thieves, due to that organization's association with Amn, Baldur's Gate's greatest rival. They are also in competition with the Zhentarim, another organization that hires out mercenary armies.

Flaming Fist Quests

You are often sent on quests that revolve around war in its many forms.

Random Quests from The Flaming Fist

d6	Quest
1	**Exploration.** The Flaming Fist is considering building a new fort. You are sent on a mission to scout out the area where it is to be built
2	**Siege Breaker.** You are sent to a town or city that is under siege by the Flaming Fist. You must help break the siege by opening the main gate, blowing a hole in the city wall or some other means
3	**Scout.** You must scout out an enemy army and determine their numbers, access to magic, monstrous allies, etc.
4	**Destabilize.** You are to foment tensions in a region so that war is more likely
5	**Extraction.** You must rescue a Flaming Fist agent or prisoners of war
6	**Defense.** You are to defend a bridge or other choke point against a large warband of orcs

Flaming Fist Perks

Rank. The perks of the Flaming Fist are often determined by rank. Rank can be something that is earned over the course of the campaign (as determined by the DM) or it can be granted according to your level. Only one person in the Flaming Fist can be the rank of Marshal.

Flaming Fist Ranks

Rank	Equivalent	Level
Fist	Common soldier	1
Manip	Sergeant	2
Flame	Captain	5
Blaze	General	8
Marshal	Commander of the Flaming Fist	12

Armory. You can purchase nonmagical weapons and armor at a 20 percent discount at a facility associated with your military force. You can also purchase certain magic weapons and armor.

Castles and Forts. You have access to all castles and forts of the Flaming Fist. You receive free room and board in these locations.

Legal Immunity. You have a degree of immunity from the law while within Baldur's Gate or in any of the nearby settlements. However, heinous crimes such as murder and rape will result in the death penalty, to be carried out by the Flaming Fist itself.

Missions. Once per month the Flaming Fist gives your group a mission to perform. This mission takes precedence over all other activities. If completed, the group can roll on the Treasure Horde: Challenge 0-4 in the *DMG* for their reward.



Salary. Each member of your group earns a salary. You receive 5 sp per day and are provided with a modest lifestyle when in the city of Baldur's Gate or at one of the Flaming Fist forts and castles. The pay and lifestyle increases with rank.

Flaming Fist Salaries

Rank	Lifestyle	Pay
Fist	Modest	5 sp per day
Manip	Modest	1 gp per day
Flame	Modest	5 gp per day
Blaze	Wealthy	10 gp per day
Marshal	Aristocratic	Every month roll on the Treasure Horde: Challenge 0-4 in the DMG

Land Grants. As a member of the Flaming Fist, you are entitled to receive land grants and fortifications (such as forts and castles). A donation must be given to the Flaming Fist for the land grant. The Flaming Fist garrisons the fortification and helps cover part of the cost of paying the garrison. The land and fortifications are considered your owned property, but if you were to ever leave the Flaming Fist, they might try to retake the property depending on the manner of your departure. If you fail to pay your portion of the upkeep costs for more than 6 months, the Flaming Fist will take ownership as recompense.

Why do none of the Flaming Fist have hands that are on fire? It is one of the world's great mysteries, but I am sure Boo will solve it someday. He has a nose for these sorts of things.

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Flaming Fist Land Grants

Land Grant	Required Rank	Monthly Upkeep Cost	Donation
Fortified Tower	Flame	5 gp	5,000 gp
Fort	Flame	10 gp	10,000 gp
Keep	Blaze	20 gp	25,000 gp
Castle	Marshal	100 gp	100,000 gp

Nauk the Bag Man

Nauk is a half-orc warrior and senior member of the Flaming Fist in Baldur's Gate. He is also one of Faerûn's most notorious arms dealers. Nauk feeds the flames of civil strife in other nations, usually by providing assassins, mercenaries or magic. When outright war breaks out, the Flaming Fist is ready to offer their services for a hefty profit.

Nauk is one of the most well-connected members of the Flaming Fist. He has contacts and friends in almost every nation and city state in western Faerûn. Some of these come from his younger years as an adventurer, while others have been made through his arms deals.

Nauk is not above getting his hands dirty and has earned his nickname—the Bag Man. Sometimes his customers renege on a deal or are unable to pay for the services that he has provided. When this happens, Nauk enjoys making an object lesson out of the poor fool. Depending on who needs to be punished, Nauk either shows up with a small band of the Flaming Fist's hardest veterans or with a small army. No matter who he arrives with, Nauk always takes the lead.

Nauk dresses in full battle gear, even when just sitting down for a discussion with a possible client. This is because what he wears and wields are examples of what he can provide to a potential customer. This includes adamantine plate armor, multiple enchanted weapons and a dozen potions and other minor magic items. If he needs to convince a client of the effectiveness of what he has to sell, he will offer to fight the best warrior they can send at him.

Nauk as a Contact

Nauk is the primary contact for members of the Flaming Fist at low levels. Magic items can be purchased from Nauk. He specializes in selling potions.

Potions Available from Nauk

Potions	Required Level	Cost
Potion of healing	1	40 gp
Potion of climbing	1	40 gp
Potion of healing—greater	3	250 gp
Potion of fire breath	3	250 gp
Potion of resistance	3	250 gp
Potion of hill giant strength	3	250 gp
Potion of water breathing	3	200 gp
Potion of frost giant strength	5	750 gp
Potion of heroism	5	750 gp

Nauk

Medium humanoid (half-orc), lawful evil

Armor Class. 18 (plate)
Hit Points. 127 (15d8 + 60)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +9, Dex +5, Con +8
Skills Intimidation +10, Persuasion +6
Senses passive Perception 11
Languages Common, Goblin, Orc, Undercommon
Challenge 9 (5,000 XP)

Relentless. When Nauk is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead. He can't use this feature again for 24 hours

Potion Mishap. When Nauk uses the Imbibe Potion action more than once in an hour, roll 1d4 for what happens:

1. The potion works normally.
2. The potion works normally. In addition, Nauk turns invisible for 1 minute or until Nauk attacks or casts a spell.
3. The potion has no effect.
4. Instead of the normal effect, the potion causes fire to explode out of Nauk's mouth in a 15 ft. cone. Nauk and any creature in the cone take 21 (6d6) fire damage.

Special Items. Nauk wears adamantine plate armor. He wields a +1 maul and a heavy crossbow +1 which is already factored into his stats. He has 2 potions of resistance—cold, 2 potions of resistance—fire, 2 potions of resistance—lightning. He has 2 potions of heroism and 4 potions of superior healing.

Actions

Multiattack. Nauk makes three melee attacks. Nauk may substitute one of those attacks for the Imbibe Potion action.

Maul, +1. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Heavy Crossbow, +1. *Ranged Weapon Attack:* +6 to hit, ranged 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Imbibe Potion. Nauk drinks a potion from the following list:

- *Potion of heroism:* Nauk gains 10 temporary hit points for 1 hour. For the same duration, Nauk is under the effect of the bless spell (no concentration required).
- *Potion of resistance:* Nauk gains resistance from one damage type for 1 hour. Nauk chooses from one of these damage types: cold, fire, lightning.
- *Potion of superior healing:* Nauk regains 28 hit points.

Reactions

Parry. Nauk adds 4 to his AC against one melee attack that would hit him. To do so, Nauk must see the attacker and be wielding a melee weapon.



Borivik Windheim

Borovik Windheim is a skilled ranger and undead hunter originally from the distant lands of Oerth. He was a scout for the ancient Order of the Heart. Long ago, Borovik was leading a small band of the Order of the Heart when a strange mist rose and carried them to the Shadowfell. One by one, the horrors of that land took Borovik's companions, until Borovik was the lone survivor. Borovik blamed himself for the deaths of so many of his close friends, but he never succumbed to despair.

Borovik's will to survive allowed him to cease being the hunted and instead become the hunter. He learned everything he could in a land overrun with undead and aberrations of nature. During his time in the Shadowfell he became a master at hunting and killing undead. He even was mentored by the famous vampire hunter, Rudolph Van Richten. He also forged a friendship with two men who would become his closest companions, Lothar an Uthgardt barbarian and Viktor a holy warrior.

Borovik comes across as eccentric and strange to those that don't know him well. At times, Borovik will have one sided conversations with his long dead companions from the Order of the Heart. It is a coping mechanism that he learned during his time in the Shadowfell and also a way for him to keep their memory alive.

With the help of his companion Lothar, Borivik escaped the Shadowfell to the world of Faerûn. There he came into contact with the Flaming Fist. They helped him recover from the horrors he had endured in the Shadowfell and in recompense, Borivik became one of their most ardent supporters.

Borivik's weapon of choice is a heavy crossbow. He carries with him a wide array of ammunition and other paraphernalia designed to kill all kinds of monsters with a focus on items that can be used on denizens of the Shadowfell. He is willing to share his experience in fighting the undead with any who express interest.

Borivik as a Contact

Borivik becomes available as a contact for the Flaming Fist at 7th level.

Ammunition Available from Nauk

Ammunition	Required Level	Cost
Ammunition, +1	1	50 gp per ammunition
Antitoxin	1	30 gp
Holy water	1	10 gp
Ammunition, +2	9	200 gp per ammunition
Oil of slipperiness	9	250 gp
Dust of disappearance	9	300 gp
Dust of dryness	9	200 gp
Ring of resistance—necrotic	9	1000 gp
Ammunition, +3	12	1000 gp per ammunition
Arrow/bolt of undead slaying	14	5000 gp per ammunition

Borivik Windheim

Medium humanoid (human), neutral good

Armor Class. 17 (studded leather)
Hit Points. 91 (14d8 + 28)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	11 (+0)	16 (+3)	11 (+0)

Saving Throws Dex +9, Wis +7
Skills Nature +8, Perception +11, Stealth +13, Survival +11
Senses passive Perception 21
Languages Common, Elvish, Sylvan
Challenge 10 (5,900 XP)

Bolts of Undead Slaying. Borivik has a half-dozen bolts of undead slaying. If he strikes an undead with one of these bolts, it must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Crossbow Expert. As a bonus action, Borivik can add 1d10 to his next attack or damage roll with a crossbow.

Nimble Escape. Borivik can take the Disengage or Hide action as a bonus action on each of his turns

Spellcasting. Borivik is a 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Borivik has the following ranger spells prepared:

1st level (4 slots): *absorb elements, ensnaring strike, speak with animals*
2nd level (3 slots): *cordon of arrows, lesser restoration, pass without trace*
3rd level (3 slots): *daylight, nondetection*

Actions

Multiattack. Borivik makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +9 to hit, ranged 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.





Harpers

The Harpers are an old and influential organization of nobles, spellcasters and spies. They are secretive and most members have almost complete autonomy to operate how they want. Most Harpers work alone or in small groups. They freely share information between members, but rarely do they have coordinated strategies.

The purpose of the Harpers has always been to work against evil and tyranny. They believe in an individual's right to freedom and will often undermine regimes that are despotic or support slavery. While they focus on threats that originate in the world of Faerûn, they will intercede if an extraplanar evil begins to have undue influence upon the world. Harpers are also keen to keep ancient and powerful magic out of the hands of easily corruptible politicians.

Harpers are loved by the commonfolk, but often loathed by those in power. They can be seen as spies and manipulative liars who involve themselves where they aren't wanted. Much of this is true from a certain point of view. Harpers prefer to operate from the shadows, are not against lying to get what they want and often manipulate those in power to achieve their goals.

Harper Operatives

Nobles. These Harpers were either born into or have inserted themselves into the corridors of power. They are priests, politicians, merchants, military commanders and other influential members of society. You must work hard to keep your identity as a Harper secret, as other nobility, even those that are not of evil bent, can view you as a traitor to your rank.

- *Classes:* Clerics, Fighters, Paladins

Spies. You are one of the infamous spies of the Harpers. You are feared by tyrants and evil organizations across the world due to your ability to strike anywhere at any time.

- *Classes:* Bards, Druids, Monks, Rangers, Rogues

Spellcasters. You focus on identifying magical artifacts or secrets that might fall into the hands of the easily corruptible.

- *Classes:* Artificers, Sorcerers, Warlocks, Wizards

Harper Enemies

Baalzebul, **Mephistopheles** and other infernal lords are always viewed by the Harpers as a threat to Faerûn. This is because of the penchant for archdevils to corrupt those in power.

Anyone who were to come into possession of the iron flask that contains **Pazuzu** would also be considered a great threat. Finally, the Zhentarim have always been a rival of the Harpers.

Harper Quests

The Harpers are focused on undermining tyrants and evil organizations across all of Faerûn.

Random Quests from the Harpers

d6	Quest
1	**The Black Network.** Take out a Zhentarim safe house in a major city
2	**Devil Worshippers.** Expose an Athkatlan noble family that secretly worships a lord of the Nine Hells
3	**Demon Possession.** Banish a demon that has possessed the lord of a major city
4	**Slavers.** Take out the transport ships of a major slave ring operation
5	**Assassination.** Assassinate an evil noble who threatens to destabilize the Lord's Alliance
6	**Spies.** Infiltrate the court of a powerful king who has been preparing to go to war against his neighbors



Harper Perks

Safe Houses. The Harpers have secret members in almost every town and city. Your group knows how to locate these members and can use their houses to maintain a comfortable lifestyle. While the Harpers are famed for helping the poor, they rarely live like them.

Fences. Because the Harpers are devoted to tracking down magic items, they have a network with access to a larger variety of magical items than anywhere outside of the Red Wizards of Thay. Each member of your party gains access to certain magic items for a suitable donation. The different costs of acquiring these magic items are described in the table opposite.

Why do none of our Harper friends have harps? Another mystery for Boo to solve

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Items Aquired via Harper Fences

Magic Item	Required Trade	Cost
Armor, +1 of your choice	Armor, +1	200 gp
Bag of holding, bag of tricks, boots of elvenkind, cloak of elvenkind, cloak of protection, robe of useful items, winged boots	Uncommon magical bag, boots or cloak	75 gp
Eyes of charming, eyes of minute seeing, eyes of the eagle, gloves of missile snaring, gloves of swimming and climbing, gloves of thievery, hat of disguise	Any uncommon magical wondrous item	75 gp
Wand of magic detection, wand of magic missiles, wand of secrets, wand of the war mage, wand of web	Any magical wand	100 gp
Weapon, +1 of your choice	Weapon, +1	100 gp

Jaheira

Jaheira is a half-elf druid and an experienced leader within the organization known as the Harpers. She originally traveled to the Sword Coast with Khalid, her husband and fellow Harper, to investigate the Iron Crisis of 1368 DR on behalf of the secretive organization. Khalid was killed during the mission and Jaheira has never remarried. Although harsh and somewhat abrasive, Jaheira is fiercely loyal to the Harpers.

Born to a noble Tethyrian family loyal to King Alemander, Jaheira lost her parents at a young age at the hands of a mob during the country's violent civil war. She would have met the same fate, had a servant not saved her by smuggling her out of the castle. Chance led the pair to find a group of druids in the nearby forest, which took Jaheira in and raised her.

Jaheira believes that true balance and protection of nature can only come through action. When given no other choice, however, Jaheira strongly prefers to facilitate good over evil.

Jaheira has been a member of the Harpers for more than a century, though her elven blood gives her an appearance that is still relatively youthful. However, her age means that she is no longer an active Harper agent. Instead she seeks out those that she feels might help with the Harper cause and tries to recruit them. Jaheira is always on the lookout for an excuse to go back out on to the field and use her magic to destroy those who would harm the natural world or oppose the goals of the Harpers.

Jaheira as a Contact

Jaheira becomes available as a contact for the Harpers at 9th level. Jaheira can put you in contact with a powerful Harper ally. These allies can come to your aid in a time of need. The cost is a magic item that Jaheira enchants. When you require assistance, you may read the magical rune and your item will vanish to be replaced by a powerful ally who will fight by your side for one hour.

Allies via Jaheira

Ally	Required Level	Magic Item Sacrifice
Mage, unicorn or Vellin (see entry in on next page)	9	Uncommon Boots, Cloak, Ring, Rod, Staff, Wand or Weapon
Assassin (named Arylin Moonblade), young silver dragon or deva	12	Uncommon Boots, Cloak, Ring, Rod, Staff, Wand or Weapon
Archmage (named either alustriel silverhand, Elminster Aumar or laeral silverhand), adult brass dragon or Jaheira	14	Rare Boots, Cloak, Ring, Rod, Staff, Wand or Weapon
Planetar	16	Rare Boots, Cloak, Ring, Rod, Staff, Wand or Weapon

Jaheira

Medium humanoid (half-elf), neutral

Armor Class. 11 (16 with barkskin)
Hit Points. 112 (15d8 + 45)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	12 (+1)	20 (+5)	15 (+2)

Saving Throws Con +8, Wis +10
Skills Medicine +10, Nature +6, Perception +10
Senses darkvision 60 ft., passive Perception 20
Languages Common, Druidic, Elvish, Sylvan
Challenge 13 (10,000 XP)

Fey Ancestry. Jaheira has advantage on saving throws against being charmed, and magic can't put Jaheira to sleep.

Spellcasting. Jaheira is a 15th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, produce flame, shillelagh*
1st level (4 slots): *entangle, longstrider, speak with animals, thunderwave*
2nd level (3 slots): *animal messenger, barkskin*
3rd level (3 slots): *conjure animals, water breathing*
4th level (3 slots): *dominate beast, locate creature, stoneskin, wall of fire*
5th level (3 slots): *commune with nature, mass cure wounds, tree stride*
6th level (1 slot): *heal, heroes' feast, sunbeam*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*

Actions

Multiattack. Jaheira makes two attacks with her quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +7 to hit (+10 to hit with shillelagh), reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage if wielded with two hands or 9 (1d8 + 5) bludgeoning damage with *shillelagh*.

Mighty Summons (1/Day). Jaheira casts the spell conjure animals using a 7th level slot. She can choose to summon three CR 2 beasts or six CR 1 beasts. All summoned beasts have maximum hit points. The damage from the summoned beasts natural weapons are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.



Vellin Farstride

Vellin Farstride has earned his last name with a travelogue that would be the envy of any would-be explorer. Vellin specializes in hunting fiendish enemies and other extra planar threats. Vellin is almost always accompanied by his faithful wolf, Akela, and often rides the beast into battle.

Originally from the world of Oerth, Vellin arrived in Faerûn several years ago. Between those two worlds Vellin traveled the Astral Sea, hunted demons in the Blood War, dealt with hags in the Gray Waste and assassinated Infernal Dukes on Avernus. Vellin quickly fell in love with the vast and beautiful wilds of Faerûn and decided that it would be his home. In order to protect his new home, Vellin wanted to band together with formidable allies that could protect it from outer planar threats. He discovered that the Harpers had values that were closest to his own.

Vellin is adept at diplomacy and deception, out of necessity from having to deal with Fiendish powers. Though not physically intimidating, his quiet intensity and well-earned confidence can be very convincing. He prefers simple and direct language, even when dealing with nobles and royalty, but can employ eloquence and flattery when the need arises.

Vellin as a Contact

Vellin is the primary contact for members of the Harpers at low levels. Vellin is an expert at obtaining mounts on short notice for those who need to get somewhere quickly. Each member of your group gets access to the type of mount requested. If any of the mounts die while under your control (or a member of your group), you can never use that type of mount again. Otherwise, you can use the mount as long as needed.

Mounts via Vellin

Mount	Required Level	Terrain
Riding horses	1	Land
Camels	1	Desert
Dolphins	3	Water
Hippogriffons	3	Air
Giant striders	7	Fire
Polar bears	7	Cold

Vellin Farstride

Small humanoid (halfling), neutral good

Armor Class. 17 (studded leather)
Hit Points. 91 (14d6 + 42)
Speed. 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +9, Wis +6
Skills Deception +4, Nature +8, Perception +10, Persuasion +8, Stealth +13, Survival +10
Senses passive Perception 20
Languages Abyssal, Common, Halfling, Infernal, telepathy 30 ft.
Challenge 9 (5,000 XP)

Animal Companions. Vellin is accompanied by a wolf with maximum hit points (18) named Akela. Vellin can mount or dismount Akela using 5 ft. of movement. While mounted, Vellin can order Akela to Dash, Disengage, and Dodge. In addition, Vellin has an owl companion with maximum hit points (3). On Vellin's turn, the owl can perform a flyby on a creature of Vellin's choice. The next attack that Vellin makes against that creature has advantage.

Brave. Vellin has advantage on saving throws against being frightened.

Keen Hearing and Sight. Vellin has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Fiend Slayer. When Vellin hits a Fiend with a weapon attack he deals an additional 7 (2d6) damage.

Nimble Escape. Vellin can take the Disengage or Hide action as a bonus action on each of his turns.

Actions

Multiattack. Vellin makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack:* +9 to hit, ranged 80/320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

COURAGE, FRIENDSHIP, AND the sound of steel on steel! These are the stuff of all great adventures. The fight for justice is hard, sweaty work, but when the times get tough, the tough get hamsters!

MINSC





Knights of Bahamut

The Knights of Bahamut are an ancient order founded with the assistance of the elder draconic entity called Bahamut. They were famed for bonding with some of the most powerful and beautiful creatures in the multiverse—metallic dragons. Legends tell of how a single knight was capable of turning the tide of an entire battle or breaking the siege of a city. But the Knights of Bahamut were short lived, lasting only a few decades before being exterminated by their enemies. That was a thousand years ago.

The last surviving knight, a half-elf named Suldil, wishes to bring back the ancient Order. The Oath of Bahamut is the sacred rite that bonds a mortal and a dragon together. In order for the sacred rite to work, it must be blessed by Bahamut. Thus, the first task of the fledgling knight is to gain Bahamut's favor. After that, metallic dragon eggs must be found. They cannot be stolen from their parents. Only eggs that have not been stolen and whose parents are dead are considered viable.

Build a Group Patron

Unlike the other Group Patrons in this book, the Knights of Bahamut doesn't exist yet as a functioning organization. It is the job of you and your party members to build the Knights of Bahamut into a powerful organization.

Knights of Bahamut Operatives

You are one of the co-founders of a new order of the Knights of Bahamut.

Knights of Bahamut Quests

Almost all your quests revolve around rebuilding the Knights of Bahamut.

Random Quests from the Knights of Bahamut

d6	Quest
1	**Relic of Bahamut.** Track down an ancient relic blessed by Bahamut
2	**Dragon Egg.** Steal a dragon egg from a chromatic dragon that raided the nest of a metallic dragon
3	**Recovery.** Recover dragon eggs from the lair of a recently slain metallic dragon
4	**Pearls.** Loot a horde of pearls from the bottom of the ocean to give to an ancient gold dragon as a gift (pearls are a food delicacy to such beings)
5	**Assault.** Join an adult bronze dragon in an assault against a castle ruled by goblinoids and devils
6	**Silver Dragon.** Accompany an adult silver dragon into the Anauroch desert to investigate Netherese ruins

Knights of Bahamut Perks

Expenses. Suldil has access to a great deal of wealth and is willing to reimburse you for expenses incurred as you try to rebuild the Knights of Bahamut. She pays for any nonmagical equipment and basic services that you require.

Luxury. Suldil allows you to stay at her estate for as long as you wish. While at her estate you maintain an aristocratic lifestyle for no cost.

Dragon Eggs. Suldil is willing to grant a dragon egg to someone that she feels is worthy. The recipient must exchange a magic item for the dragon egg.

It is difficult to track down any writings on the Knights of Bahamut. They only existed for a brief time in the century when the nation of Amn was first founded and the Shoon Empire collapsed. The knights took the image of the platinum dragon as their emblem, but I do not know if they were actual servant of Bahamut.

—Volo

Dragon Eggs from Suldil

Dragon Egg	Required Level	Magic Item
Copper	12	Very Rare
Brass	12	Very Rare
Bronze	14	Very Rare
Silver	16	Legendary
Gold	18	Legendary

In order for a prospective knight to hatch their dragon egg, the egg must be kept in conditions that mirror the nest of its particular subtype of dragon:

- *Copper:* The egg must be coated in acid. This can be done with non-magical acid once a day, or by using spells such as acid splash once a day.
- *Brass:* The egg must be kept hot. Hot coals or a smithy's furnace work, as does using spells such as fire bolt.
- *Bronze:* The egg must be exposed to the sky for 12 hours a day or suffused with electricity once a day. The shocking grasp spell could be used.
- *Silver:* These eggs must be kept cool and dark. Packing an egg in ice or using a spell such as ray of frost once an hour, is sufficient.
- *Gold:* A gold egg must be kept hot, using the same methods as brass dragon eggs.

A typical dragon egg takes 3d6 weeks to hatch. When an egg is not looked after properly, there is a cumulative 10% chance per day that the egg will die. Once this happens, the egg will never hatch.

If a prospective knight wishes to bond with a dragon, they must be present at the hatching. When the newborn hatches, the knight must be the first living creature that it sees. The knight must then make the Oath of Bahamut.

The Oath of Bahamut is the sacred rite that bonds a mortal and a dragon together. During the hatching of the egg, the knight intones the oath. If a knight ever breaks the oath, the bond ends immediately. The oath must be intoned in the Draconic language, while a very rare or legendary magical item is sacrificed. The speaker does not need to know Draconic; they may be coached by someone who does.

While the Oath is being spoken, the energy from the magic item is drained and used to bind the knight to a newly-hatched wyrmling. The magic item becomes non-magical and loses its properties.



Suldil Baldoriel

More than a thousand years ago, Suldil was born to a human boatswain and his sea-elf bride. Her innate magical prowess brought her to the attention of the fledgling order of the Knights of Bahamut. The Knights of Bahamut were an order of dragon riders that worshipped Bahamut and bonded to young metallic dragons.

The rise of the Knights of Bahamut was meteoric in its speed, but so was their fall. They vanished from the history books in 250 DR, victims of their own success. Fearful of the rising power of the Knights of Bahamut, their enemies formed an alliance that struck quickly and brutally. When the final days came, Suldil was a veteran dragon rider bonded to a beautiful bronze dragon. She was happily married and the proud mother to a son. In a single night Suldil lost everything. She survived only through the intervention of a nymph of the Feywild. The nymph took Suldil into her sylvan realm at night when the enemies of the Knights of Bahamut were killing the other riders, dragons and their families.

Suldil would stay in the Feywild for a decade. Not out of her own choice, but because of the obsession of the nymph. The fey creature was enamored with Suldil and had no desire to let her go. It was only through years of Suldil's pleas that the nymph finally allowed the former knight to return to her world. When Suldil was finally released from the Feywild, a decade had passed for her, but a millennium had passed in the mortal world. It was the harshest way to learn that time flows differently in the Feywild.

Suldil is disheartened that the Knights of Bahamut have vanished from history. She prayed to Bahamut and was surprised when she was given a vision. The vision led her to the lair of a bronze dragon killed by fortune hunters. One of the dragon's eggs was hidden beneath a pile of copper that the hunters had left behind. Suldil bonded with the bronze wyrmling that hatched from the egg a few months later.

Suldil wants to bring the Order of Bahamut back and searches for candidates that she thinks are worthy of joining her resurrected order.

Suldil as a Contact

Suldil becomes a contact for members of the Knights of Bahamut at 9th level. Suldil has access to the scrolls and texts of the ancient Knights of Bahamut. This includes the formula for transforming certain magic items into more powerful items. A successful History check is required to hunt down all of the appropriate scrolls and texts.

Suldil Baldoriel

Medium humanoid (half-elf), chaotic good

Armor Class. 12 (15 with mage armor)
Hit Points. 88 (16d8 + 16)
Speed. 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Con +5, Cha +9
Skills Arcana +9, Deception +9, Persuasion +9
Damage Resistances lightning
Senses passive Perception 12
Languages Celestial, Common, Draconic
Challenge 10 (5,900 XP)

Mounted. If Suldil isn't mounted, she can use a bonus action to magically teleport onto her young bronze dragon mount, provided Suldil and the young bronze dragon are on the same plane of existence. When she teleports, Suldil appears astride the young bronze dragon along with any equipment she is wearing or carrying. While mounted and not incapacitated, Suldil can't be surprised, and both her and her mount gain advantage on Dexterity saving throws.

Young Bronze Dragon. Suldil is accompanied by a young bronze dragon. The dragon allows Suldil to use him as a mount.

Spellcasting. Suldil Baldoriel is an 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Suldil can cast the following spells:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *chromatic orb, detect magic, magic missile, shield*
2nd level (3 slots): *detect thoughts, mirror image, misty step*
3rd level (3 slots): *counterspell, fireball, lightning bolt*
4th level (3 slots): *banishment, greater invisibility, polymorph*
5th level (3 slots): *dominate person, scrying, wall of force*
6th level (1 slot): *chain lightning, disintegrate*
7th level (1 slot): *finger of death, teleport*
8th level (1 slot): *power word stun*

Actions

Dagger. Melee or *Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Enhancing Magic Items via Suldil

Magic Item	Magic Item Needed As A Component	History Check DC	Material Cost
Bead of force	Uncommon wondrous item	20	100 gp
Horn of blasting	Uncommon wondrous item	15	100 gp
Javelin of lightning	Uncommon magical weapon	10	50 gp
Ring of feather falling	Uncommon ring	10	100 gp
Ring of resistance—lightning	Uncommon ring	15	150 gp
Ring of the ram	Uncommon ring	15	150 gp
Staff of thunder and lightning	Rare rod, staff or wand	20	500 gp
Wand of lightning bolts	Uncommon rod, staff or wand	15	300 gp



Minsc and Boo!

Minsc is a berserker warrior from the nation of Rasheman in the utter east, though his affinity for animals speaks to his skill as a hunter and tracker as well. He originally came to the Sword Coast on a dejemma, a ritual journey to manhood, as the bodyguard of a young Wychalarn of Rasheman named Dynaheir. But Dynaheir was killed while Minsc was adventuring with the Bhaalspawn known as Abdel Adrian.

Minsc continued his adventures with Abdel until he had the misfortune of being petrified by an evil wizard. He remained a petrified statue for nearly a century before another wizard released him. Everyone and everything that he had known had passed on, so Minsc decided not to return to Rasheman, but continue his adventures on the Sword Coast. During those adventures he met Suldil. He felt an affinity for the woman due to the fact that they both lost centuries of their lives to magic. When he has time away from his other adventures, Minsc helps track down prospective heroes who Suldil thinks might make good members of the Knights of Bahamut. Minsc secretly hopes that she will one day think that Boo will make a good member of the Knights of Bahamut.

Minsc does not have a strong hold on reality, as evidenced by his continued dependence on his animal companion Boo, a creature that he claims is a miniature giant space hamster. Apparently such things do exist somewhere in the Realms, but Minsc has surely taken too many blows to the head. Minsc has a very simplistic view of the world and is often quick to decide whether or not someone is evil and should be attacked. Fortunately, he is also kind by nature and determined to be a hero. He is somewhat unstable and is prone to flying into a rage.

Minsc as a Contact

Minsc is the primary contact for members of the Knights of Bahamut at low levels. He is able to convince strange companions to join you in your adventures. Your group can only have one such companion at a time.

Strange Companions via Minsc

Companion	Required Level	Stat Block
Goo—Boo's miniature space hamster cousin	1	**Rat**
Murderoid—the living moon	3	A large point of light in the night sky. Also, a voice that speaks in your head at night... about murdering your enemies
Delphinid—the space dolphin	3	**Dolphin** with fly speed of 30 ft.
Backpack guy—the space mimic	7	**Mimic** that can only assume the form of a backpack. Refuses to fight unless worn
Basharin—a blind beholder	7	**Beholder** that does not have the antimagic cone trait and whose only action is bite

Minsc and Boo!

Medium humanoid (human), neutral good

Armor Class. 13 (studded leather)
Hit Points. 136 (16d8 + 64)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Str +9, Con +8
Skills Athletics +9, Perception +4, Survival +8
Senses passive Perception 14
Languages Common, Sylvan
Challenge 10 (5,900 XP)

Reckless. At the start of his turn, Minsc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Favored Enemy. Minsc's favored enemy is evil. When he hits an evil creature with a melee attack he deals an additional 1d6 slashing damage.

Boo, The Miniature Giant Space Hamster. Boo is Minsc's animal companion. Boo is a miniature giant space hamster and has the statistics of a rat.

Go for the eyes Boo. Boo is a miniature giant space hamster and has the statistics of a rat. As a bonus action, Minsc can talk to Boo and gain the inspiration to go into a berserker fury. While in this berserking fury Minsc gains the following advantages:

- Minsc has advantage on Strength checks and Strength saving throws.
- Minsc gains a +4 bonus to the damage rolls when using a melee weapon.
- Minsc has resistance to bludgeoning, piercing, and slashing damage.
- Minsc can make a single melee weapon attack as a bonus action on each of his turns.
- Minsc can't be charmed or frightened while raging. If Minsc is charmed or frightened when he enters his berserking fury, the effect is suspended for the duration of the rage
- If Minsc drops to 0 hit points while in a berserking fury and doesn't die outright, he can make a DC 10 Constitution saving throw. If he succeeds, he drops to 1 hit point instead. Each time he uses this feature after the first, the DC increases by 5. After 24 hours, the DC resets to 10.

Actions

Multiattack. Minsc makes two melee attacks.

Great Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage

Reactions

Run, Boo, run!. If Boo take damage, Minsc can choose to take the damage instead.





Order of Icarus

This order was founded by the undead siblings, Jon and Bodhi Irenicus, and named after the elven house that they were born into. Its primary mission is to seek out magical secrets that will help Jon and Bodhi escape from their prison realm in the Shadowfell. They do this by searching the tombs of dead spellcasters and sages. Members of the Order of Icarus are sent to kill rival necromancers, liches and vampiric spellcasters. Members even kidnap powerful wizards and clerics (who worship gods of the Death domain).

Members are drawn from those trapped in the Shadowfell reflection of Suldanessellar. These are either travelers who have recently been lured to the Shadowfell or those who were born and grew up there.

Icarus Operatives

Proscribed. You only serve the Irenicus siblings until you have earned your right to be free.

- *Classes:* Any

Mouthpiece. You speak directly for Jon Irenicus. You may use the *sending* spell to communicate with him once per day.

- *Classes:* Artificers, Sorcerers, Warlocks, Wizards

Infiltrator. You are a devotee of Bodhi Irenicus.

- *Classes:* Bards, Monks, Rogues

Icarus Enemies

Jon and Bodhi despise the Harpers due to that organization's aid to Abdel Adrian in bringing about their downfall. Queen Ellesime of Suldanessellar is also an enemy, though Jon has conflicted emotions about her.

Icarus Quests

Your missions revolve around finding magical secrets that will help Jon and Bodhi escape from their dread domain.

Random Quests from the Order of Irenicus

d6	Quest
1	**Domain of Dread.** Steal a relic from a rival Dark Lord in another Domain of Dread
2	**Elemental Evil.** Loot a temple dedicated to the Elder Elemental Eye
3	**Netherese Ruins.** Explore the ruins of a crashed Netherese city
4	**Horrific Tomb.** Steal the spell books of a rival lich
5	**Mythal.** Investigate a recently discovered Mythal
6	**Dark Elf Vault.** Infiltrate a dark elf city and break into the vault of their magical academy

Icarus Perks

Magical Scrolls and Books. Jon Irenicus has access to many magical scrolls and books.

Scrolls and Books

Scroll	Required Level	Cost
Spell scroll—1st level wizard spells	1	100 gp
Spell scroll—2nd level wizard spells	1	200 gp
Spell scroll—3rd level wizard spells	3	500 gp
Spell scroll—4th level wizard spells	3	900 gp
Spell scroll—5th level wizard spells	9	2,000 gp
Spell scroll—6th level wizard spells	12	4,000 gp
Spell scroll—7th level wizard spells	12	7,500 gp
Scroll of protection	3	1,500 gp
Manual of golems—clay	12	5,000 gp
Manual of golems—flesh	9	5,000 gp

Research. Whenever you or your group makes ability checks to research lore related to magic, undead or the Shadowfell you gain advantage.

Magical Item Transmutation. Over the centuries Jon has learned the secrets of transmuting many kinds of magic items. He is willing to share those secrets with those that he feels are worthy. The ritual takes a week to prepare for. To utilize the secret ritual, you require a magic item that is to be consumed in the ritual. You (or another member of your group) must make a successful Arcana check to succeed. Whoever makes the Arcana check can be given assistance (and thus gain advantage on the roll) by someone who has a level in Bard, Sorcerer, Warlock or Wizard. The material component cost in gold represents the components needed. These components are consumed as well. A failed check means only the non-magical components are consumed, not the magic item. Another check can be made after the required week of preparation.

Item Transmutation Components and Costs

Magic Item	Magical Component	Arcana Check DC	Material Component Cost
Amulet of the planes	Rare or Very Rare Wondrous Item	20	1,500 gp
Belt of fire giant strength	Rare or Very Rare Wondrous Item	25	7,500 gp
Crystal ball	Rare or Very Rare Wondrous Item	20	1,500 gp
Efreeti bottle	Rare or Very Rare Wondrous Item	25	5,000 gp
Ring of shooting stars	Rare or Very Rare Ring	20	1,500 gp
Robe of stars	Rare or Very Rare magical Cloak or Robe	20	1,500 gp
Staff of fire	Rare or Very Rare Magical Rod or Staff	20	1,500 gp
Staff of frost	Rare or Very Rare Magical Rod or Staff	20	1,500 gp
Staff of power	Rare or Very Rare Magical Rod or Staff	25	7,500 gp
Spell guard shield	Rare or Very Rare Shield	20	1,500 gp



Jon Irenicus

Joneleth of the house of Icarus was at one time the most powerful wizard in the elven city of Suldanessellar, and the favorite of the city's queen, Ellesime. Despite his esteemed position, Jon was led astray by the madness of his sister, Bodhi. She convinced Jon that he shouldn't be content with the power he possessed; that he deserved more.

To seduce her brother, Bodhi shared magical secrets with Jon that she had learned from the Dark Powers of the Shadowfell. Using one of these secrets, Jon attempted to steal the life force from Suldanessellar's Tree of Life, believing it would grant him power on the level of the elven gods. The ritual failed and many elves nearly died as a result. For their crimes, Queen Ellesime cursed Jon and Bodhi, stripping them of their elven longevity and exiling them from the city. The elven people no longer recognized the siblings as their own kind and so the exiled siblings took new names. Joneleth Icarus became Jon Irenicus (an elven word meaning "unclean").

Following his exile, Irenicus became obsessed with regaining the longevity that he had lost. He spent much of his time researching forbidden magic and engaging in horrific experimentation. Within his subterranean lair beneath the city of Athkatla, he tortured and studied mortal captives by means of twisted magic. One of those captives was the Bhaalspawn Abdel Adrian, mortal son of the God of Murder. Jon sought to draw the divine spark out of Abdel and take it for himself. But Abdel escaped imprisonment and eventually hunted down and killed Jon, bringing his existence to a seemingly ignominious end.

But that was not to be Jon's final fate. Due to a pact with the Dark Powers of the Shadowfell, Jon and Bodhi were drawn into a dark reflection of the treetop city in the Domain of Dread. Trapped and unable to escape the prison of his own making, Jon is still able to inflict misery on the elves of Suldanessellar with the help of his sister and their loyal followers.

Me and Boo have traveled far and wide and wide and far. Over mountains and under mountains and beside mountains. In all these places we have fought evil for evil is everywhere. We have fought evil that is as evil as a green dragon that assaults your senses with tremendously loud and stinky belches. But never have we fought evil quite like Jon and Bodhi.

MINSC & BOO!

Jon Irenicus as a Contact

Jon Irenicus becomes available as a contact at 11th level. Jon has researched the path to become a lich. He is only willing to share the secret of lichdom with a wizard who is at least 17th level and swears lifelong fealty to him.

- *Mastering the Ritual:* You must read the books that Jon provides you. This takes 10 weeks of downtime.
- *Building a Phylactery:* You must build a phylactery. It can be a small box or any other item that has an interior space where arcane sigils can be drawn. It must be crafted from precious metals worth at least 50,000 gp in total. You must then scribe the arcane sigils of naming, binding, immortality, and dark magic in silver. This process takes 10 weeks of downtime.
- *The First Soul:* You must capture a living humanoid or fiend. This humanoid or fiend must have a CR of 8 or greater.
- *Brewing the Potion:* You must brew the potion of transformation. The blood of the first soul must be poured into this concoction. Brewing the potion takes 1 week and 20,000 gp worth of ingredients.
- *Performing the Ritual:* Performing the final ritual requires an additional 30,000 gp in precious metals, rare herbs and incenses and various other components. The ritual takes 8 hours. At the end of it you must cast the imprisonment spell on the first soul. Then you must drink the potion of transformation. If you succeed at a DC 15 Constitution saving throw you rise up as a lich. If you fail the saving throw you are struck dead. You cannot be raised except with a wish spell.
- *Lichdom:* It is up to your DM whether or not you can continue play as a lich. If your DM does allow you to continue play as a lich, it is recommended that you receive no legendary actions, no lair actions, no paralyzing touch and no legendary resistance. Instead, your race becomes undead and you gain the following benefits:
  - Resistance to damage from Cold, Lightning and Necrotic.
  - Immunity to Poison damage and Bludgeoning, Piercing, and Slashing from Nonmagical Attacks.
  - Immunity to the Charmed, Exhaustion, Frightened, Paralyzed and Poisoned conditions.
  - If you are destroyed you gain a new body in 1d10 days, regaining all of your hit points and becoming active again. The new body appears within 5 feet of your phylactery.

Jon Irenicus

Medium undead, Neutral Evil

Armor Class. 17 (natural armor)
Hit Points. 135 (18d8 + 54)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	22 (+6)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +13, Wis +9
Skills Arcana +20, History +13, Insight +9, Perception +9
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 19
Languages Abyssal, Celestial, Common, Elvish, Infernal, Sylvan
Challenge 22 (41,000 XP)

Legendary Resistance (3/Day). If Jon Irenicus fails a saving throw, it can choose to succeed instead.

Rejuvenation. If he has a phylactery and is destroyed, Jon Irenicus gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Turn Resistance. Jon Irenicus has advantage on saving throws against any effect that turns undead.

Spellcasting. Jon Irenicus is an 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). Jon Irenicus has the following wizard spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*
1st level (4 slots): *detect magic, magic missile, shield, thunderwave*
2nd level (3 slots): *detect thoughts, invisibility, Melf's acid arrow, mirror image*
3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*
4th level (3 slots): *blight, dimension door*
5th level (3 slots): *cloudkill, scrying*
6th level (1 slot): *disintegrate, tenser's transformation*
7th level (1 slot): *finger of death, mordenkainen's sword*
8th level (1 slot): *dominate monster, power word stun*
9th level (1 slot): *power word kill, time stop*

Actions

Multiattack (only useable with Tenser's Transformation). Jon Irenicus makes two flame tongue attacks or two mace attacks. Each attack does an additional 13 (2d12) force damage.

Flame Tongue (Rod of Lordly Might). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 4) slashing damage and 7 (2d6) fire damage.

Mace (Rod of Lordly Might). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage.

Legendary Actions

Jon Irenicus 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. Jon Irenicus regains spent legendary actions at the start of his turn.

Cantrip. Jon Irenicus casts a cantrip.
Drain Life Attack. Jon Irenicus makes a drain life attack with his rod of lordly might. If he hits a creature with his rod, the creature must make a DC 17 Constitution saving throw. On a failure, the creature takes an extra 4d6 necrotic damage, and Jon regains a number of hit points equal to half that necrotic damage. This property can't be used for 24 hours.
Paralyze Attack. Jon Irenicus makes a paralyze attack with his rod of lordly might. If he hits a creature with his rod, the creature must make a DC 17 Strength saving throw. On a failure, the creature is paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property can't be used for 24 hours.
Tenser's Transformation (Costs 3 Actions). Jon Irenicus casts tenser's transformation. He gains 50 temporary hit points. He gains advantage on his attack rolls with his rod of lordly might. When he hits a target with his rod of lordly might, that target takes an extra 2d12 force damage. He gains proficiency in Strength and Constitution saving throws. He can use his multiattack





Bodhi Irenicus

Bodhi was born in the elven city of Suldanessellar. She was the sister of the city's greatest mage, Joneleth Icarus, and shared his interest in the arcane arts, even if she didn't have his talent for it. Jealous of her brother's prestige, she left Suldanessellar, searching for secrets that might make her the equal of Jon. During her journeys she came across the wandering folk known as the Vistani.

The Vistani showed her paths into the foul regions of the Shadowfell, where Bodhi encountered the sinister Dark Powers. Bodhi made a pact with these enigmatic beings and they showed her secrets that would allow her to draw power directly from the elven gods.

Returning to Suldanessellar, Bodhi shared the secrets she had discovered with Joneleth. Her whispers enflamed his desire to gain even greater power. She and her brother embarked on a plot to achieve godhood by draining Suldanessellar's Tree of Life of its magical essence. The ritual would have killed most of the elves in the city, but the pair were thwarted by Ellesime, the city's queen.

For their crimes, the siblings were cursed—stripped of their elven longevity and exiled from their home.

Bodhi was enraged at what had happened to her. Despite her brother's protests, she returned to Suldanessellar to try and murder the queen. She slaughtered dozens of her kin before Ellesime finally killed her. But Bodhi did not stay dead. Instead, the Dark Powers of the Shadowfell brought her back as a vampire so that she could continue to corrupt her brother and bring about his final downfall as well.

With her newfound powers, Bodhi helped her brother capture dozens of powerful individuals from across the nation of Amn. One of the victims she brought to her brother for torture and experimentation was the Bhaalspawn named Abdel Adrian, mortal son of the God of Murder. Abdel and his half-sister Imoen escaped and sought vengeance against Bodhi. Eventually they tracked her down and staked her in the heart while she slept in her sarcophagus.

But that wasn't the end of Bodhi's story. Her brother suffered his final downfall shortly after her death, completing the pact Bodhi had originally made with the Dark Powers of the Shadowfell. As a result, she and her brother were drawn into a dark reflection of the treetop city in the Domain of Dread. Despite being trapped there, Bodhi and her brother still find ways to torment the elves of Suldanessellar, even as they seek to escape their prison.

Bodhi is exceptionally cruel, sadistic, and evil, delighting in playing with her prey before their destruction. Like her brother, she holds a deep hatred for the elven community she was born into and was later exiled from.

Bodhi Irenicus as a Contact

Bodhi is the primary contact for members of the Order of Icarus at low levels. Bodhi is willing to allow those that she favors to drink from her blood. Doing so grants you one of the supernatural gifts below. You can only ever have one gift from Bodhi.

Supernatural Gifts from Bodhi Irenicus

Supernatural Gift	Benefits	Required Level
Death's gift	You have the benefits of a periapt of wound closure	1
Nightmare's gift	You have the benefits of a ring of feather falling	1
Lich's gift	You have advantage on saving throws against spells and other magical effects	5
Spider's gift	You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check	5
Panther's gift	You can cast the *polymorph* spell once per day without using any verbal or somatic components You can only cast it on yourself and it must be a panther	7
Vampire's gift	You can cast the *dominate person* spell once per day without using any verbal or somatic components	9

Van Richten might think he has the market cornered on books about the undead, but he'd be wrong. I've done a great deal of research on vampires, which you can read about in my upcoming book "Volo's Guide to Spirits and Specters". Then you can judge who is the expert about undead.

—Volo

Bodhi Irenicus

Medium undead (shapechanger), chaotic evil

Armor Class. 17 (natural armor)
Hit Points. 144 (17d8 + 68)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +10, Wis +7, Cha +9
Skills Perception +7, Stealth +15
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 17
Languages Common, Elvish, Sylvan
Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If Bodhi Irenicus fails a saving throw, she can choose to succeed instead.

Regeneration. Bodhi Irenicus regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight. If she takes radiant damage, this trait doesn't function at the start of her next turn.

Shapechanger. If Bodhi Irenicus isn't in sun light, she can use her action to polymorph into a Medium panther or back into her true form. While in panther form, Bodhi Irenicus can't speak, her walking speed is 40 feet, and she has a climb speed of 30 feet. Her statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. She reverts to her true form if she dies.

Sneak Attack (1/Turn). Bodhi deals an extra 28 (8d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Bodhi that isn't incapacitated and Bodhi doesn't have disadvantage on the attack roll.

Spider Climb. Bodhi Irenicus can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Summoned By Name (1/Day). If a creature says Bodhi Irenicus's full name 9 times in a row, Bodhi hears her name and becomes aware of the creature. Bodhi knows the exact location and name of the creature that spoke her name. She can then choose, as a free action, to teleport to a location adjacent to the creature. She must choose to do this within 1 minute of hearing her name. This power works even if the creature is on a different plane of existence. 1 minute after teleporting, Bodhi will teleport back to where she was located when she heard her name spoken. This occurs even if Bodhi is unwilling and even if she is in an antimagic effect.

Vampire Weaknesses. Bodhi Irenicus has the following flaws: Elvish Song. Bodhi Irenicus can't abide a song performed in the elvish language. A creature that can speak the elvish language can use an action to sing an elven song. If Bodhi is within 60 feet of the singer and can hear the song, she has disadvantage on attacks and saving throws. Stake to the Heart. If a piercing weapon made of wood is driven into Bodhi's heart while she is incapacitated in her resting place, Bodhi Irenicus the vampire is paralyzed until the stake is removed. Sunlight Hypersensitivity. Bodhi Irenicus takes 20 radiant damage when she starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Rejuvenation. If Bodhi is destroyed, her body immediately appears in her resting place. She is paralyzed until she regains at least 1 hit point. After spending 24 hours in her resting place with 0 Hit Points, she regains 1 hit point. While paralyzed in this manner, if a creature within 60 ft. says her name 9 times, Bodhi is permanently destroyed.

Actions

Multiattack (Vampire Form Only). Bodhi Irenicus makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, Bodhi Irenicus can grapple the target (escape DC 18).

Bite (Panther or Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Bodhi Irenicus regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Bodhi's control.

Charm. Bodhi Irenicus targets one humanoid she can see within 30 ft. of her. If the target can see Bodhi, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Bodhi. The charmed target regards the Bodhi as a trusted friend to be heeded and protected. Although the target isn't under Bodhi's control, it takes Bodhi's requests or actions in the most favorable way it can. Each time Bodhi Irenicus or her companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Bodhi Irenicus is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Legendary Actions

Bodhi Irenicus 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. Bodhi regains spent legendary actions at the start of her turn.

Move. Bodhi Irenicus moves up to her speed without provoking opportunity attacks.
Unarmed Strike. Bodhi Irenicus makes one unarmed strike.
Bite (Costs 2 Actions). Bodhi Irenicus makes one bite attack.



Raven Circle

The Raven Circle is a secret sect devoted to the enigmatic Raven Queen. The Raven Queen is a powerful entity that resides on the Shadowfell. She is obsessed with collecting memories associated with loss and tragedy.

One of the greatest secrets of the Raven Circle is their members ability to use the Shadowfell to travel the world. The Shadowfell is a dark reflection or "echo" of the Prime Material Plane. When first entering the Shadowfell, it appears very similar to the area of the world it reflects. However, for most, the further the Shadowfell is explored the more divergent from the Prime Material it will become. Soon the distorted nature of the plane makes it easy to become lost. Members of the Raven Circle are able to see through these distortions and can thus navigate the Shadowfell without losing their place in the Prime Material. This ability also means that the Circle often uses domains within the Shadowfell as bases of operations.

Non-traditional Group Patron

The Raven Circle are not a traditionally heroic organization. A campaign can still use them as a group patron from start to finish, but there are alternatives.

Raven Circle Operatives

The Raven Circle. These are members who directly venerate the Raven Queen.

- *Classes:* Clerics, Druids, Paladins, Rangers, Warlocks

Shadowed One. You are an ally of the Raven Circle, though you don't directly serve the Raven Queen.

Classes: Any

Raven Circle Enemies

The Raven Circle are enemies of any who oppose the Raven Queen, including such powerful entities as the demon lord Orcus and the ancient lich/god Vecna.

Raven Circle Quests

The Raven Circle are focused on collecting memories from those associated with loss and tragedy.

Random Quests from the Raven Circle

d6	Quest
1	**Vecna.** Collect the memories from an archmage who is dedicated to Vecna
2	**Fallen Paladin.** Collect the memories of an oath breaking paladin
3	**Corrupt Despot.** A powerful lord or king rules with an iron fist while drowning himself in drink and debauchery to forget the many tragedies of his life. Complete his fall by engineering his overthrow
4	**Faithless Priestess.** Collect the memories of a priestess who has lost faith in her god after the death of her husband and children
5	**Obsessed Vigilante.** Capture or kill a vigilante that has been terrorizing a city. Collect the memories of the tragedy that drives his obsession
6	**Dark Lord.** Stop a Dark Lord's scheme to escape the Domain of Dread that she rules



Raven Circle Perks

Walk the Shadowfell. Any member of the Raven Circle can find paths in the Prime Material World that enter the Shadowfell. While traveling the Shadowfell, you don't have to worry about enemies in the Prime Material Plane finding you. You can also bypass barriers and dangerous monsters in the Prime Material. While you are skilled in avoiding the dangerous predators of the Shadowfell, you still risk discovery. You may use the paths of the Shadowfell once per month. When you enter the Shadowfell you can remain for as long as you want. You can return to the Prime Material at any point. Each day spent in the Shadowfell gives a cumulative 1 in 20 chance of coming under attack by one of the denizens of the Shadowfell. The kind of attack is up to your DM.

Collect Memories. The Raven Queen collects memories just like a raven collects trinkets. The Raven Queen only seeks the memories of powerful or influential entities, specifically those who have suffered great loss or tragedy. If you can give her the memories from these kinds of people, the Raven Queen will reward you. Collecting memories requires you to obtain an item that is precious to the person whose memories you wish to steal. You must then say a prayer to the Raven Queen with the item in hand and the owner in sight within 100 ft. This infuses the item with all of the target's memories of loss, shame and tragedy. When you give this item to one of your contacts (Lothar or Viktor) everyone in your group gains a devotion token that is either a feather, a gold coin or a gem (so long as the target associated with the item is still alive/undead). Each member of your group can only have one of each token at any given time and cannot give them to anyone else. The tokens you gain are as follows:

Weapons of the Raven Queen. The Raven Queen is famed for using shadow magic to create weapons that are infused with the memories that she has collected over the millennia. The most famous weapon is Blackrazor, but there have been many others. All of these weapons are sentient and can only be used after their user attunes with them. You can call upon the Raven Queen to gift you such a weapon. For her to respond you must offer up a powerful magical weapon (rare, very rare or legendary) and the memories of a powerful tormented being (CR 5+ lycanthrope, intelligence undead, cursed, or a creature who has changed alignment). When you do this, you are granted a sentient weapon of your choice with a bonus as determined by the following chart:

Raven Queen Sentient Weapon Bonuses

CR	Rare	Very Rare	Legendary
5-9	+1	+1	+2
10-15	+2	+2	+3
16+	+2	+3	+3

The sentient weapon has Intelligence, Wisdom, and Charisma scores. To determine them, roll 4d6 for each one, dropping the lowest roll and totaling the rest. The weapon communicates by transmitting emotion to whoever is carrying or wielding it. Its alignment is the same as the memories of the being used in the offering to create it. You must name your weapon when you first use it.

Like all sentient weapons your sentient weapon can come into conflict with you if your goals are not aligned.

Sentient Weapon Powers. You can build up the power of your sentient weapon by spending your devotion tokens. See table below.

Devotion Tokens

CR	Neutral	Chaotic	Lawful	Lycanthrope, Intelligent Undead*, Cursed**	Good, Used To Be Evil	Evil, Used To Be Good
5-9	Feather	Feather	Feather	Gold Coin	Gold Coin	Gem
10-12	Feather	Feather	Feather	Gold Coin	Gold Coin	Gem
13-15	Feather	Feather	Feather	Gold Coin	Gem	Gem
16-18	Feather	Feather	Gold Coin	Gold Coin	Gem	Gem
19+	Feather	Feather	Gold Coin	Gem	Gem	Gem

* Intelligent undead must have an Intelligence or Wisdom score of at least 16. Examples include dracoliches, liches, mummy lords, vampires.

** DMs discretion; examples include driders, medusa, shadow dragons.

Sentient Weapon Powers

Devotion Cost	Level Required	Power
Feather token	1	The weapon can speak, read, and understand one language. This can be taken multiple times
Gold token	3	The weapon can communicate telepathically with any character that carries or wields it
Gem token	3	Roll on the Magic Item Minor Property table of the DMG. This can only be taken three times
Feather token	3	The weapon has hearing and normal vision out to 30 feet
Gold token	5	The weapon has hearing and normal vision out an additional 30 feet (to a maximum of 120 ft.)
Gold token	7	The weapon has darkvision (requires hearing and normal vision)
Gem token	7	The weapon has advantage on all Perception checks
Feather token	9	One aspect of the weapon's alignment can be changed (good to evil, chaotic to lawful)
Gold token	9	The weapon scores a critical hit on a roll of 19 or 20
Gem token	12	Roll once on the Artifact Minor Beneficial Properties table in the DMG. This can only be taken three times

Lothar of the Raven

Lothar is an Uthgardt barbarian and priest of the Raven Queen. He was born to the Uthgardt tribe of the Black Raven. His mother left him to be raised by her Uthgardt husband when Lothar was still young. Lothar was struck with wanderlust an early age, both because of a desire to see the world and a chance to escape the superstition of his people. Lothar can sense paths that are invisible to mortal senses. He can walk into a forest glade and emerge in the Feywild or track a stag through the snow to appear on the glacial fields of Elysium.

Eventually the wanderings of his youth took him into the Shadowfell. Unlike most, Lothar felt an affinity for the dread realm and had no desire to leave. In the years he spent there, he met his lifelong friend Borivik as well as coming into the service of the Raven Queen.

Unlike most faithful, Lothar's devotion to the Raven Queen was not something that came willingly. Lothar was infected with lycanthropy when he stayed with a family of wereravens disguised as simple merchants. Initially he searched for a cure to the supernatural affliction, but soon began to hear the whisperings of the Raven Queen. At first, she only spoke to him in his dreams, but her voice became more insistent as time went on. It was not long before her voice would encroach upon his thoughts day and night. Lothar realized that he could swear fealty to the enigmatic ruler of the Shadowfell or he could descend into madness. He chose the former.

Much like most who follow the Raven Queen, Lothar rarely understands her motivations or goals. It is his duty to find those he has seen in the visions that she sends him.

Lothar as a Contact

Lothar is the primary contact for the Raven Circle at low levels. Lothar can take companions with him when he walks the paths between worlds. He will only take members of the Raven Circle on each unique journey once and he waits for one week before returning to Faerûn.

Journeys with Lothar

Journey	Required Level
Barovia	1
Suldanessellar	1
Other domain of dread	3
Shadowfell—evernight	3
Feywild	5
Elysium	5
Beastlands	7
The Outlands	7

Lothar

Medium humanoid (human), lawful neutral

Armor Class. 13
Hit Points. 105 (14d8 + 42)
Speed. 30 ft., fly 50 ft. in raven and hybrid forms

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Skills Insight +4, Perception +4, Stealth +7, Survival +8
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses darkvision 60 ft., passive Perception 14
Languages Common, Orc
Challenge 9 (5,000 XP)

Shapechanger. Lothar can use his action to polymorph into a raven-humanoid hybrid or into a raven, or back into his human form. Any equipment he is wearing or carrying isn't transformed. He reverts to his human form if he dies.

Mimicry. Lothar can mimic simple sounds he has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Rage. Lothar can enter a rage as a bonus action. His rage lasts for 1 minute. During his rage he has advantage on Strength checks and Strength saving throws. He gains a +4 bonus to damage while he is in a rage. He has resistance to bludgeoning, piercing, and slashing damage while in a rage. Lothar cannot cast spells while in a rage.

Innate Spellcasting. Lothar's innate spellcasting ability is Charisma (spell save DC 12). Lothar can innately cast the following spells, requiring no material components:

1/Day: *plane shift*

Spellcasting. Lothar is a 5th-level spellcaster. His spellcasting ability is Charisma (save DC 12, +4 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *blade ward, eldritch blast, message*
1st-3rd level (2 3rd level slots): *bane, charm person, daylight, faerie fire, fear, misty step*

Actions

Multiattack (Humanoid or Hybrid Form Only). Lothar makes two attacks, only one of which can be a bite.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage, 14 (1d12 + 8) while in a rage.

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage in raven form, or 4 (1d4 + 4) piercing damage in hybrid form. If the target is humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with wereraven lycanthropy.



Viktor Kuhn

Viktor was born into a large family of simple farmers harvesting cabbage, beets, and potatoes. His family's farmstead sits on the northern reaches of a village called Barovia. At an early age he learned about the dread master of Barovia ruling from atop Castle Ravenloft. It was his fate and the fate of every other Barovian to never leave the mist shrouded valley. The lord of Ravenloft and first vampire, Strahd Von Zarovich, would never allow that.

But Viktor's fate turned out to be different from the rest of his people. Viktor prayed to the Morninglord every day, promising to serve the Morninglord as a holy warrior against Strahd's evil. In his early 20s, when his family was pressuring him to settle down and marry, Viktor's prayers were finally answered, but not by the god that he had been praying to. Two strangers arrived in the village of Barovia. One, named Borivik, would become Viktor's most beloved friend. The other, Lothar, would introduce Viktor to a goddess who would listen to his pleas—the Raven Queen.

The three managed to escape Barovia with the help of the Raven Queen. They adventured together for many years, forming a strong bond of friendship. The Raven Queen felt her hold over Viktor slipping, as his friends provided him with love and companionship. So, she sent Viktor a gift: a gold dragon named Thraxis that would be his mount and partner. But Thraxis wasn't a normal dragon; he had been corrupted by the Shadowfell.

The whisperings of this new friend began to turn Viktor down a dark path, one that his friends were helpless to prevent. One night he convinced Lothar to return with him to the Shadowfell. Borivik refused to accompany them and so their friendship came to an end.

Viktor is sullen and without humor. His farmer's upbringing means he has no concept of formalities or subtleties. Viktor is distrustful of arcane magic and hates hags, witches, or undead entities that harness magical power.

Viktor as a Contact

Viktor becomes a contact for the Raven Circle at 7th level. Viktor can grant memory amulets to members of the Raven Circle in exchange for a devotion token. These amulets are shaped as the face of the person that they came from. When the memory is used, you are transformed into the creature as the polymorph spell for 10 rounds. Every round that you stay in the form you must make a successful Wisdom saving throw to avoid being possessed by the memories. The possessing entity will lash out at your friends to try and inflict as much harm as possible in vengeance for utilizing its memories in such a manner. Once the 10 rounds are complete, the possessing entity departs.

Memory Amulets from Viktor

Polymorph Form	Devotion Token	Required Level	Possession DC
Wolfwere	Feather	7	10
Skeleton warrior	Gold	7	10
Wolfwere alpha	Feather	9	15
Skeleton lord	Gold	9	15
Death knight	Gem	12	20

Viktor

Medium humanoid (human), lawful neutral

Armor Class. 20 (plate, shield)
Hit Points. 136 (16d8 + 64)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws Con +8, Wis +4
Skills Persuasion +7, Religion +4
Senses passive Perception 10
Languages Common
Challenge 9 (5,000 XP)

Brave. Viktor has advantage on saving throws against being frightened.

Spellcasting. Viktor is a 16th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Viktor has the following paladin spells prepared:

1st level (4 slots): *bless, shield of faith, thunderous smite*
2nd level (3 slots): *aid, branding smite, lesser restoration*
3rd level (3 slots): *blinding smite, revivify*
4th level (2 slots): *banishment, deathward*

Shadow Dragon Companion. Viktor has a young gold shadow dragon that accompanies him at all times. If Viktor dies, the young gold shadow dragon returns to the Shadowfell.

Sun Blade. Viktor wields a Sun Blade. Viktor gains a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage (this is already factored into Viktor's stat block). When Viktor hits an undead with this sword, that target takes an extra 1d8 radiant damage. The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight.

Actions

Multiattack. Viktor makes two melee attacks.

Sun Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) radiant damage or 11 (1d10 + 6) radiant damage if used with two hands. An additional 4 (1d8) radiant damage is dealt if the target is undead.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.





Shadow Thieves

The Shadow Thieves are the most powerful thief's guild in Faerûn. While originally based in the city of Waterdeep, the guild is now headquartered in Athkatla. Unlike other guilds of its kind that remain local to a single city, the Shadow Thieves run criminal operations all along the Sword Coast. This also includes enclaves in a few cities within the Underdark. The Shadow Thieves are primarily concerned with the accumulation of wealth through whatever means necessary.

The Shadow Thieves engage in almost every form of criminal activity. This includes black mail, smuggling, piracy, burglary, illegal drugs. The only criminal activities that they avoid are prostitution and slavery.

Shadow Thieves Operatives

Cloakmasters. You represent the will of the Shadow Council. You are responsible for running one or more of the criminal enterprises that the Shadow Thieves excel at—burglary, extortion, blackmail, bounty hunting, smuggling, piracy, racketeering, fencing, pick-pocketing or street begging.

- *Classes:* Bards, Monks, Rogues, Rangers

Silhouettes. You are an agent of the Shadow Thieves.

- *Classes:* Artificers, Bards, Clerics, Druids, Fighters, Paladins, Rogues, Sorcerers, Warlocks, Wizards

Shadow Thieves Enemies

The Shadow Thieves hate the Lords of Waterdeep. They also despise the guild that replaced them in that city—Xanathar's Guild. Another enemy are the Zhentarim, a rival organization that engages in many of the same illegal activities.

> I wrote a book on the Shadow Thieves a while back, but before I could get it published, they stole all my material. That's a joke by the way.
>
> —Volo

Shadow Thieves Quests

Many of the quests that you engage in are criminal in nature.

Random Quests from the Shadow Thieves

d6	Quest
1	**Assassination.** Kill an enemy of the Shadow Thieves
2	**Difficult Heist.** Rob a high-profile target such as a noble family estate, temple or palace
3	**Prison Break.** Break a number of Shadow Thief operatives out of a prison
4	**Destroy a rival.** Destroy an existing thief's guild in a town or city so that the Shadow Thieves can move in
5	**Disrupt Slave Lords.** Attack a slaver stockade run by the Zhentarim
6	**Infiltrate the Undercity.** Spy on a newly started organization with ties to Xanathar based out of the undercity of a major city



Shadow Thieves Perks

Contraband. You have access to all of the illegal items that the Shadow Thieves deal in. This ranges from poisons and narcotics to rare scrolls and magic items. You must pay full price for all of them. Please refer to the Contraband tables below.

Fences. The fences of the Shadow Thieves are amongst the best in the world. They can sell rare and easily recognizable items (such as stolen art and jewelry) as well as expensive magic items. Any item that you want to sell can be sold for its full price. Non-magical items and common and uncommon magic items take a day to sell. Rare and very rare items take 1d10 days. Legendary items take 1d4 weeks.

Safe Houses. The Shadow Thieves maintain safe houses in all of the major cities along the Sword Coast. You can use these safe houses to maintain a moderate lifestyle for no cost.

Heist Targets. As a member of the Shadow Thieves you are given access to a list of heist targets. These targets have been extensively researched by the Shadow Thieves. If you decide to engage in one of these heists you must promise to give a 25% cut to the organization.

Heist Details

Heist	Magical Treasure	Gold	Guardians	Lock DC
Diamond Dragon Jewelers in Athkatla	Gem of seeing	15,000 gp in jewels	1 **mage**, 4 **veterans**	20
Seven Songs import in Athkatla	Nolzur's marvelous pigments	8,000 gp	12 **thugs**, 1 **assassin**	15
High House of Wonders in Baldur's Gate	Apparatus of kwalish, shield guardian control medallion	20,000 gp in art objects	2 **clay golems**, 1 **stone golem**, 1 **iron golem**	25
Duchal Palace in Baldur's Gate	Figurine of wondrous power—obsidian steed	15,000 gp in platinum ingots	12 **knights**, 2 **mages**	25
Temple of Lolth in Ust Natha	Candle of invocation	10,000 gp	6 **elite drow warriors**, 4 **drow priestesses**	20

Montaron and the Laughing Skull

Possibly the most ornery halfling in all of Toril, Montaron is aggressive, bloodthirsty, and absolutely ruthless. He puts his natural nimbleness to use as a skilled assassin working for the Shadow Thieves. He used to work for a rival criminal organization known as the Zhentarim until he was killed during a mission. He despises his old organization, but not nearly as much as he does so-called "goody-goodies." He was eventually brought back to life by the Shadow Thieves because of his relationship with his old partner, a necromancer named Xzar.

Xzar was already known for his erratic and bizarre behavior before he decided to attempt the magical ritual that would turn him into a lich. While successful at achieving this goal, once he embraced undeath he quickly descended into insanity. Xzar lost track of his phylactery and thus didn't feed it the souls required to fuel his undead state. Several decades later his body had crumbled to dust and Xzar had devolved into a demilich.

Montaron was brought back by the Shadow Thieves to utilize the demilich. The halfling keeps Xzar's skull in a bag of holding, only bringing it out during a mission. When Xzar is active, he will sometimes affectionately refer to the halfling as "Monty". Most of the time he will just berate Montaron for being an insufferable idiot.

Montaron is motivated by two things: amassing coin and finding outlets for his hot temper. He secretly despises his old partner Xzar, but knows that the demilich makes him a much more effective assassin.

Montaron as a Contact

Montaron is the primary contact for members of the Shadow Thieves at low levels. Montaron has access to fences in all of the major cities of the Sword Coast. He can exchange magic items of equal value for a small cost.

Items Available from Montaron

Magic Item	Required Trade	Cost
Armor, +1 of your choice	Armor +1	200 gp
Ring of jumping, ring of mind shielding, ring of swimming, ring of warmth, ring of water walking	Uncommon magic ring	100 gp
Ring of evasion, ring of feather falling, ring of free action, ring of protection, ring of x-ray vision	Rare magic ring	300 gp
Rod of rulership, staff of the adder, staff of charming, staff of the python, staff of swarming insects	Rare magic rod or staff	500 gp
Wand of magic detection, wand of magic missiles, wand of secrets, wand of web	Uncommon magic wand	150 gp
Wand of binding, wand of enemy detection, wand of fear, wand of paralysis, wand of wonder	Rare magic wand	300 gp
Weapon, +1 of your choice	Weapon +1	100 gp

Montaron and the Laughing Skull

Small humanoid (halfling), neutral evil

Armor Class. 17 (studded leather)
Hit Points. 91 (14d6 + 42)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +9, Int +5
Skills Acrobatics +9, Deception +4, Perception +4, Stealth +13
Damage Resistances poison
Senses passive Perception 14
Languages Common, Halfling, Thieves' cant
Challenge 11 (7,200 XP)

Assassinate. During his first turn, Montaron has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Montaron scores against a surprised creature is a critical hit.

Evasion. If Montaron is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Montaron instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Nimbleness. Montaron can move through the space of any creature that is of a size larger than his.

Sneak Attack (1/Turn). Montaron deals an extra 21 (6d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Montaron that isn't incapacitated and Montaron doesn't have disadvantage on the attack roll.

Special Items. Montaron possesses a bag of holding. He keeps the demilich, Xzar, in the bag. He also possesses a portable hole, which he uses to aid in robberies. As a bonus action, Montaron can place his portable hole in his bag of holding. This instantly destroys both items and opens a gate to the Astral Plane. Montaron and any creature within 10 feet of him is sucked through the gate to a random location on the Astral Plane. The gate then closes.

Actions

Multiattack. Montaron makes two shortsword attacks and uses the ability Unleash the Demilich if available.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Unleash the Demilich. Montaron reaches inside his bag of holding and releases Xzar. Xzar is a demilich and appears within 5 ft. of Montaron. Xzar rolls for his own initiative. Xzar cannot use lair actions or legendary actions. He has a CR of 14.



Imoen the Godspawn

Imoen is a Bhaalspawn and the half-sister of Abdel Adrian. She was his first companion when he set out from Candlekeep after witnessing the murder of his mentor. Imoen is naturally inquisitive and her expertise in lockpicking and stealth ensures that no secret is ever safe from her.

During her adventures with Abdel, Imoen was captured by the wizard Jon Irenicus who experimented on her, hoping to unlock the powers she unknowingly had as a Bhaalspawn. Irenicus managed to extract Imoen's divine blood and transfuse it with his sibling Bodhi. While Imoen escaped her brush with death, she no longer had the powers of a Bhaalspawn and her blood was contaminated with a vampire's.

This contamination made several changes in Imoen. She has elongated incisors that she takes pains to conceal. Her aging process has slowed down, extending her life by centuries. Despite learning of her heritage and becoming infected with the blood of a vampire, Imoen has managed to retain a sunny outlook. However, her reputation in Baldur's Gate as the child of a god of murder eventually forced her to relocate south to the city of Athkatla, where she joined the Shadow Thieves.

In her new home city Imoen has embraced the fact that she is a fusion of god, human and vampire. She has become an expert in all of those who struggle with their identity. Imoen is friendly and easygoing but has no patience for wickedness—and she's not afraid to show it.

Imoen as a Contact

Imoen becomes available as a contact for members of the Shadow Thieves at 7th level. Imoen has uncovered secrets of transformation that she is willing to share if asked. Imoen does require a donation for the poor and downtrodden of Athkatla and Baldur's Gate. She will cure someone already infected with lycanthropy for free, but this is not the same as showing them how to better control their changes.

Transformation Secrets from Imoen

Transformation	Required Level	Prerequisites	Cost
Blessing of Corellon (gender change)	1	–	25 gp
Druidic reincarnation (race change)	1	–	100 gp
Controlled lycanthropy—werewolf	7	Infected by a werewolf	1000 gp
Controlled lycanthropy—weretiger	9	Infected by a weretiger	2000 gp
Controlled lycanthropy—werebear	9	Infected by a werebear	2000 gp

Imoen

Medium humanoid (human), neutral good

Armor Class. 16 (studded leather)
Hit Points. 78 (12d8 + 24)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	14 (+2)

Saving Throws Dex +7, Int +5
Skills Acrobatics +7, Deception +5, Perception +3, Stealth +10
Damage Resistances necrotic, poison
Senses darkvision 60 ft., passive Perception 13
Languages Common, Thieves' cant, Undercommon
Challenge 8 (3,900 XP)

Evasion. If Imoen is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Imoen instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack (1/Turn). Imoen deals an extra 13 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Imoen that isn't incapacitated and Imoen doesn't have disadvantage on the attack roll.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, Imoen has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Imoen makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Boo has always liked Imoen. She's like his big sister. Though not as furry and a lot smaller.

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Chapter 3
Campaign Villains

There are six campaign villains in this chapter. If you aren't using one of them as your campaign villain, you might want to use them as a potential ally for your player characters, albeit one that isn't to be trusted. They also make powerful boss monsters for any high-level campaign.

Baalzebul

Baalzebul, is an archdevil and the lord of Maladomini, the seventh layer of the Nine Hells. He is known as the Lord of the Flies because his tightly woven web of intrigue traps even the smallest fly. In recent centuries he has been cursed with a new hideous form by the Lord of the Nine Hells—Asmodeus. This form has earned him a new title—The Slug Archduke.

Baalzebul was originally known as Triel, one of the most powerful and beautiful angels to be found in Celestia. Triel's selfish acts in the name of achieving his perfection resulted in his corruption and exile from Celestia. After his fall, Asmodeus, perhaps out of some lingering sense of sympathy, quickly promoted Baalzebul to the ranks of devilish nobility. Baalzebul's ruthless lust for power served him well and before long he not only displaced the ancient, original Lord of Maladomini but managed to become the only archdevil to rule two layers of the Nine Hells, although he ruled Malbolge through the devil Moloch.

However, Baalzebul's pride continued to be his undoing. When he attempted to take Asmodeus's throne, his schemes were discovered and thwarted. Asmodeus inflicted a series of bizarre penalties upon Baalzebul. He was cursed to appear as a slug for one year per lie he had told to a devil. Any deal he struck with a mortal would result in a disaster for the participant. His castle was turned to excrement and filled with filth and his dominion of Malbolge was stripped from him.

Despite his punishments, Baalzebul is still dangerously cunning and charismatic. Even if trapped in the form of a slug, he is still the Lord of Lies, whose every deception is made with ease. Every one of his untruths is told with a specific purpose in mind. Only other devils are safe from his lies, as Baalzebul wishes to return to his original beautiful form.

If forced into combat Baalzebul's first tactic is to belch out gargantuan clouds of flesh-devouring flies. Baalzebul's stench is so putrid that simply trying to get anywhere close to him is sickening. Despite his bloated form, he can still burrow underground and easily scale surfaces. He is easy to track, since he always leaves a thick layer of putrid slime in his wake.

Lair Actions

On initiative count 20 (losing initiative ties), Baalzebul can take one lair action to cause one of the following effects; Baalzebul can't use the same effect two rounds in a row:

- Baalzebul casts his innate hold monster.
- Baalzebul emits slime in a 5-foot radius centered on him. Any creature that starts their turn standing in this slime is considered grappled and must use their action to succeed on DC 17 Strength (Athletics) check to break free.
- Baalzebul uses half his burrow speed to dig into the ground. He gains half-cover when buried 10 feet and three-quarters cover when at 20 feet.

Regional Effects

The region containing Baalzebul's lair is corrupted by his presence, which creates one or more of the following effects:

- Within 1 mile of Baalzebul's lair, stinking piles of filth accumulate as if from nowhere. The entire area is covered with garbage and feces and is treated as difficult terrain.
- Within 2 miles of the lair, the air is filled with buzzing flies. Any creature that finishes a short or long rest in this area must succeed on a DC 22 Wisdom saving throw or derive no benefit from the rest.

If Baalzebul dies, the effects fade over the course of 1d10 days.

> **I have no idea how the big dolt and his hamster scrounged up information on so many dangerous entities, but it's foolish to write about them if you ask me. There's a reason I've never written a book about the Nine Hells.**
>
> **—Volo**

Baalzebul

Huge fiend (devil), lawful evil

Armor Class. 19 (natural armor)
Hit Points. 540 (40d12 + 280)
Speed. 20 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	25 (+7)	24 (+7)	24 (+7)	26 (+8)

Saving Throws Str +17, Con +15, Int +15, Cha +16
Skills Athletics +17, Deception +24, Insight +15, Intimidation +16, Persuasion +16
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., tremorsense 10 ft., passive Perception 17
Languages All, telepathy 100 ft.
Challenge 26 (90,000 XP)

Devil's Sight. Magical darkness doesn't impede Baalzebul's darkvision.

Decipher Weakness. Baalzebul scores a critical hit on a roll of 19 or 20.

Innate Spellcasting. Baalzebul's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *animate dead, detect evil and good, detect magic, fireball, hallow spell, hold monster, suggestion, teleport, true seeing*
3/Day each: *dispel evil and good, symbol (pain or insanity)*
1/Day each: *wish*

Legendary Resistance (3/Day). If Baalzebul fails a saving throw, he can choose to succeed instead.

Lord of Flies. Insects do not attack Baalzebul and as a bonus action he can command any number of them within 50 feet to take move or action attacks.

Magic Resistance. Baalzebul has advantage on saving throws against spells and other magical effects.

Magic Weapons. Baalzebul's slam attacks are magical.

Regeneration. Baalzebul regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Baalzebul dies only if he starts his turn with 0 hit points and is unable to regenerate.

Stench of the Slug. Any creature that starts its turn within 10 feet of Baalzebul must succeed on a DC 21 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to this stench for 1 hour.

Undead Mastery. When casting animate dead, Baalzebul can summon 10 additional zombies or skeletons as long as sufficient corpses are available.

Actions

Multiattack. Baalzebul uses his Fear and Weakness gaze (if available) and then makes two slam attacks.

Slam. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 14 (1d10 + 9) bludgeoning damage. Baalzebul's attacks wither the limbs of opponents he strikes. Any creature hit by Baalzebul's slam attack must make a DC 21 Constitution saving throw. Failure means the target loses the use of their legs (stuck in the prone position) or their arms (unable to cast spells or engage in attacks; lose any AC bonus from shields). Baalzebul decides whether he targets arms or legs before making the attack roll. This withering effect lasts for one minute but at the end of each of their turns the afflicted creature may repeat the saving throw.

Fear and Weakness Gaze (Recharge 5-6). Baalzebul activates a gaze attack and triggers two effects on everyone within 50 feet of him. The first requires a DC 21 Charisma saving throw; failure means the target is frightened of Baalzebul as per the fear spell. The second effect requires another DC 21 Charisma saving throw. Failure means the target suffers the effects of the ray of enfeeblement spell. Both effects last one minute.

Teleport. Baalzebul magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Summon Allies (1/Day). Baalzebul summons 1d6 horned devils, 1d4 ice devils, or 1 pit fiend.

Legendary Actions

Baalzebul 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. Baalzebul regains spent legendary actions at the start of his turn.

Teleport. Baalzebul uses his Teleport action.
Insect Gorge (Costs 2 Actions). Baalzebul disgorges a swarm of biting flies (otherwise same as insect plague) that deals 44 (8d10) piercing damage and does not require concentration.

Bhaal

A wholly evil, debased and sadistic god, Bhaal—the God of Murder—is reviled by a majority of Faerûn's pantheon; his divine foes include Chauntea, Helm, Ilmater, Lathander, Lliira and Tyr.

Before his ascension to godhood, Bhaal was a power-hungry adventurer on Toril. Along with his companions Bane and Myrkul, he sought to attain the portfolio of Jergal, God of the Dead. Jergal willingly offered his realm to the Dark Three, though they couldn't decide amongst themselves who would rule. Upon Jergal's suggestion, the three divided his power, deciding how to divide it based on the outcome of a game. The three played a game of knucklebones, and Bane emerged as the victor. He claimed the domains of hatred, strife and tyranny as his own. Myrkul, coming second, chose rule over the dead. Finally, Bhaal chose the divine province of death and murder.

A century ago, Bhaal foresaw that he would die in the Time of Troubles and enacted a plan that would allow him to return to life by creating the Bhaalspawn—mortal children imbued with a fraction of his divine essence. While that plan took more than a century to come to fruition, Bhaal has indeed been reborn. Having been dead for more than a century, he now works to rebuild his following, which will augment his divine power. Some of his most powerful and devout followers include his Bhaalspawn son Sarevok and the famous sky captain Pelyious.

Bhaal has two avatar forms: a corpse-like male humanoid called the Slayer, and a huge beast known as the Ravager. He hunts victims at night in his Slayer form. When he has killed, it gives him the power to transform into the Ravager.

Bhaal, Slayer

Medium humanoid, lawful evil

Armor Class. 19 (natural armor)
Hit Points. 209 (22d8 + 110)
Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	20 (+5)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Str +13, Dex +12
Skills Stealth +18
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common
Challenge 20 (25,000 XP)

Assassinate. During its first turn, the slayer has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the slayer scores against a surprised creature is a critical hit.

Devil's Sight. Magical darkness doesn't impede the slayer's darkvision.

Immutable Form. The slayer is immune to any spell or effect that would alter its form, except for its Ravager Form ability.

Legendary Resistance (2/Day). If the slayer fails a saving throw, it can choose to succeed instead.

Magic Resistance. The slayer has advantage on saving throws against spells and other magical effects.

Magic Weapons. The slayer's claw attacks are magical.

Prey. As a bonus action the slayer focuses on a single creature it can see within 60 feet. Afterwards, the first time each turn that the slayer hits that creature, the slayer does an additional 7 (2d6) damage.

Actions

Multiattack. The slayer makes four melee attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Legendary Actions

The slayer 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. The slayer regains spent legendary actions at the start of its turn.

Savage Disengage. The slayer disengages without provoking opportunity attacks. If it moves within 5 feet of a creature it makes a claw attack against the creature.

Finish (Costs 2 Actions). The slayer attacks a creature that has been marked by its Prey ability. If this attack hits and the creature has less than 40 hit points remaining after the attack, the creature is reduced to 0 hit points.

Ravager Form (Costs 3 Actions). If the slayer has killed a creature of CR/level 5 or greater that it previously marked with its Prey ability in the last minute, it can transform into its Ravager form. The form lasts until dawn (minimum 1 hour).



Bhaal, Ravager

Huge beast, lawful evil

Armor Class. 20 (natural armor)
Hit Points. 351 (26d12 + 182)
Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	24 (+7)	24 (+7)	14 (+2)	16 (+3)	14 (+2)

Saving Throws Str +16, Dex +14, Cha +9
Skills Athletics +16, Perception +10, Stealth +14
Damage Resistances necrotic
Damage Immunities acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Senses darkvision 120 ft., truesight 60 ft., passive Perception 20
Languages Abyssal, Common, Primordial, Undercommon
Challenge 24 (62,000 XP)

Avatar of Bhaal. When the ravager drops to 0 hit points, its form fractures. Within the next 24 hours, it will re-appear in its slayer form within 2d6 miles of where the ravager form fell.

Cull the Weak. When the ravager damages a creature with a melee attack and the target is left with 20 or fewer remaining hit points, the creature must make a DC 21 Constitution saving throw or be reduced to 0 hit points.

Immutable Form. The ravager is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the ravager fails a saving throw, it can choose to succeed instead.

Magic Resistance. The ravager has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ravager's claw, bite, and spine attacks are magical.

Spiked Hide. At the start of each of its turns, the ravager deals 16 (3d10) piercing damage to any creature grappling it or being grappled by it.

Actions

Multiattack. The ravager uses its Fear aura (if available) and then makes one bite attack and two claw attacks or two spine attacks.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage plus 7 (2d6) necrotic damage. If the target is a creature, it must succeed on a DC 21 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic. Large or smaller creatures damaged by this attack are grappled (escape DC 20) and the ravager cannot make another Bite attack until this grapple ends.

Spines. *Ranged Weapon Attack:* +14 to hit, range 60/120 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage. If the target fails a DC 19 Constitution saving throw, they are stunned until the end of their next turn.

Legendary Actions

The ravager 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. The ravager regains spent legendary actions at the start of its turn.

Detect. The ravager makes a Wisdom (Perception) check.
Smash. The ravager smashes the ground and creates a thunderwave. Any creature in a 10-foot cube originating from the ravager must make a Constitution saving throw against DC 20. On a failed save, the creature suffers 36 (8d8) thunder and is pushed 5 feet away from the ravager. On a successful save, the creature takes half damage and is not pushed. The soundwave produced by this attack can be heard up to 100 feet away.
Spiky Carapace (Costs 2 Actions). The ravager flares its numerous spines and they elongate. Any creature that starts their turn within 5 feet of ravager must make a DC 21 Dexterity saving throw or suffer 44 (8d10) piercing damage. The damage is halved with a successful save.

When evil knocks on your door, don't ask who's there. Let your SWORD do the talking! But when you knock on evil's door, give it a good, hard KICK. And when evil asks, "Who's there?" tell them Boo sent you!

MINSC & BOO!



Cryonax

Cryonax, the Prince of Evil Ice Creatures, is an elemental prince of evil from the Plane of Ice. Cryonax appears as a hulking simian beast that stands about fifteen feet tall. Shaggy white fur covers his powerfully-built humanoid body. Instead of arms, he has a pair of long, suckered, tentacles. The air around him is frigid and cold as death itself.

The elemental princes of evil are ancient elemental beings that wield immense power. Each one of them commands countless twisted and evil elementals and is worshipped by insane cultists on the mortal world. Unlike the princes that are embodiments of the four base elements, Cryonax draws power from multiple elements. For this reason, some feel that Cryonax is the favorite prince of the Elder Elemental Eye. The Eye is a dark, primordial god that corrupted the elements in the beginning of the world, giving rise to each of the princes.

Cryonax seeks to turn the multiverse into ice. To this end, he strives to unleash eternal winter upon entire worlds. When he comes to a realm, he schemes to prevent the coming of summer, dim the light of a world's sun, and extend the glaciers of a world's polar regions through weather control magic.

Cryonax rules the Frostfell, also known as the Plane of Ice. It is a place of pure, bone-chilling cold. Cryonax resides in the Chiseled Estate; a massive fortress constructed of ice, rock, crystal, and glass that rises a mile above the surface of Frostfell's glaciers.

Lair Actions

When Cryonax occupies Frostfell, or any area that he has corrupted by inhabiting it for at least a week, he can command the snow and ice around him to take lair actions. On initiative count 20 (losing initiative ties), Cryonax can take a lair action to cause one of the following effects; Cryonax can't use the same effect two rounds in a row:

- Ice and snow explode in radius of 60 feet around Cryonax. This creates a freezing mist full of hail and larger chunks of ice that will heavily obscure the area and last until initiative count 20 of the next round. All creatures within the area of effect take 13 (3d8) cold damage and must make a DC 20 Wisdom saving throw or be blinded until initiative count 20 of the next round.
- The air freezes in a 120 feet wide (and tall) hemisphere centered around Cryonax. This effect forms hundreds of sharp icicles. These immediately crash to the ground causing 14 (4d6) slashing damage to everyone in the area of effect (the damage is halved if a DC 22 Dexterity saving throw is successful). Afterwards the terrain becomes difficult and anyone falling prone within it takes the damage again (no saving throw).
- The frozen ground buckles, driving massive chunks of rock and ice into the air. 1d8 thirty-foot-tall stalagmites will rise into the air and all creatures in a 30-foot radius around Cryonax must make a DC 24 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be knocked prone.

Regional Effects

The region containing Cryonax's lair is warped by his presence, which creates one or more of the following effects:

- Within ten miles of the lair all water has frozen and any precipitation becomes thick snow and hail instead.
- The ground beneath the lair is freezing, causing the earth to buckle and rise. Tremors become common within 5 miles of the lair. After five days any wooden structure or weaker has collapsed; within 10 days stone buildings are destroyed. For every hour in the area there is a 1 in 10 chance that a tremor strikes forcing everyone other than Cryonax to make a DC 22 Dexterity saving throw or be knocked prone and suffer 9 (2d8) bludgeoning damage.
- Within 1 mile of Cryonax's location inside the lair the air becomes bitterly cold and difficult to breath. Each hour while within this area every living creature must make a DC 15 Constitution saving throw or suffer a level of exhaustion.

If Cryonax is destroyed or banished back to his home plane, the regional effects fade over the next 1d10 weeks.

By all the gods! How the ranger hasn't gotten himself killed is beyond my understanding.

—Volo

Some fish people told Boo about a dread beast called Leemooggoogoon. We eventually found it on the icy glaciers to the north, but it didn't go so well. Sometimes when you dare to kick the butt of evil, your feet get frozen into icicles..

MINSC

Cryonax

Huge elemental, neutral evil

Armor Class. 21 (natural armor)
Hit Points. 464 (32d12 + 256)
Speed. 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	26 (+8)	19 (+4)	19 (+4)	23 (+6)

Saving Throws Str +15, Dex +10, Con +15, Wis +11
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone
Senses blindsight 60 ft., passive Perception 14
Languages Common, Primordial
Challenge 22 (41,000 XP)

Cold Aura. At the start of each of Cryonax's turns, each creature within 10 feet of him takes 21 (6d6) cold damage. A creature also takes 21 (6d6) cold damage if they touch or hit Cryonax. Nonmagical weapons that hit Cryonax are frozen immediately after dealing damage to Cryonax. If used again and they hit any creature, the weapon shatters. The freezing effect disappears after an hour.

Empowered Attacks. Cryonax's slam attacks are treated as magical for the purpose of bypassing resistance and immunity to nonmagical weapons.

Ice Walker. No ability checks are required when Cryonax walks or climbs across icy surfaces and difficult snow or ice terrain does not cost him extra movement.

Innate Spellcasting. Cryonax's innate spellcasting ability is Charisma (spell save 21, +13 to hit with spell attacks). Cryonax can innately cast the following spells, requiring no material components:

At will: *wall of ice, ice storm, sleet storm*
3/Day each: *cone of cold*
1/Day each: *otiluke's freezing sphere (45 (13d6) damage)*

Legendary Resistance (3/Day). If Cryonax fails a saving throw, he can choose to succeed instead.

Magic Resistance. Cryonax has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Cryonax makes two slam attacks with his tentacles or two ice spear attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage, and the target is grappled (escape DC 20). Cryonax can grapple up to two targets but any tentacle that is grappling cannot be used to slam attack or use the ice spear attack.

Ice Spear. *Ranged Weapon Attack:* +10 to hit, range 120 ft., one target. *Hit:* 55 (10d10) piercing damage.

Summon Frost Horde (1/Day). Cryonax summons two young white dragons or a frost giant with 2 yetis. The summoning costs Cryonax 50 hit points. The summoned creatures have maximum hit points and appear within 100 feet of Cryonax.

Legendary Actions

Cryonax 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. Cryonax regains spent legendary actions at the start of its turn.

Smash. Cryonax slams a grappled target against the ground, dealing 18 (4d8) bludgeoning damage to it.

Tentacle Freeze. Cryonax's tentacle freezes a grappled target. If the target fails a DC 22 Constitution saving throw they are paralyzed and Cryonax releases them from its tentacle. They remain frozen indefinitely but can attempt the constitution saving throw at the end of each of their turns. Success means they shrug off the freezing.

Ice Shroud (Costs 3 Actions). With a gesture Cryonax targets a frozen creature (see Tentacle Freeze) that is within 30 feet of him. The target is encased instantly in a hard shell of crushing ice. The target receives no saving throw and suffers 22 (5d8) cold damage immediately and at the start of each of their turns. The target is considered stunned but is partly protected by the shroud so is resistant to all damage. The shroud disappears if Cryonax removes it, Cryonax dies, the shroud takes 100 hit points of damage or another character uses their action and succeeds against a DC 22 Strength check to remove the trapped ally.

> If there were ever a subject I would never dare to write about it's the lord of Cania. I don't know the real reason of how the ranger came into information on this lord of Hell, but he claims it has something to do with his hamster. His hamster! How did I ever get bamboozled into editing this tome.
>
> —Volo

Mephistopheles

Mephistopheles is the lord of Cania, the eighth level of the Nine Hells, and the most powerful archdevil next to Asmodeus himself. He is famed as Hell's most powerful wizard and the wielder of a power known as Hellfire.

Mephistopheles is an ancient entity, a being rivaling even Asmodeus in terms of age. During his time as an archdevil he had been responsible for many schemes to try and unseat the Lord of the Nine. One of his infamous schemes was an alliance between himself, Dispater, Mammon, and Geryon. They conspired to take power from the other archdevils, Baalzebul, Zariel, Belial and Moloch. With this increased power, Mephistopheles would then be able to challenge Asmodeus himself. But he was betrayed by Geryon, who had been secretly siding with Asmodeus. Despite the blatancy of his rebellion, he was the archdevil that suffered the least: not cursed like Mammon or Baalzebul; not cast down like Belial, Moloch or Geryon. This has led many to believe that there is some ancient secret to the relationship between the Asmodeus and Mephistopheles, though what it could be is a mystery none have discovered.

Mephistopheles is a brilliant tactician and strategist, and he has an unparalleled understanding of Hell's political machinations and the potential pitfalls of every scheme and alliance. He is courteous and charming when he speaks, demonstrating a wry wit while projecting an image of self-restraint and composure. But beneath this civil persona lurks a savage, barely controlled temper, and he often flies into uncontrollable rages when alone in his palace. In addition to his barely contained anger, Mephistopheles suffers from obsessive envy, and he is bitterly resentful that he is "merely" the second most powerful archdevil.

As the foremost wizard of the Nine Hells, Mephistopheles often resorts to magic when forced to defend himself. But his greatest power comes from the ability to wield Hellfire itself. Created by tapping into the profane essence of Hell, Hellfire is unimaginably, unbearably hot. Unless he chooses to suppress it, his body emanates dark flames, causing anyone who touches him to be scorched by the unholy energy. Mephistopheles can also shape Hellfire any way he wishes, making it his most potent weapon.

Lair Actions

On initiative count 20 (losing initiative ties), Mephistopheles can take one lair action to cause one of the following effects; Mephistopheles can't use the same effect two rounds in a row:

- Mephistopheles casts any spell from his wizard list and if it normally requires concentration, it lasts for the full duration instead.
- Mephistopheles covers a 5-foot area with Hellfire. Any creature that starts their turn on that area suffers 27 (6d8) fire damage. The Hellfire remains until Mephistopheles dismisses it or he uses this ability again.

Regional Effects

The region containing Mephistopheles's lair is corrupted by his presence, which creates one or more of the following effects:

- Flaming winds scour the area within 2 miles of Mephistopheles's lair. Any creature with vulnerability to fire damage suffers 1 level of exhaustion for every hour spent this close to the lair.
- Within 2 miles of Mephistopheles's lair, every 60 feet of movement results in a flame geyser erupting. When a geyser appears, the creature that triggered its appearance and fails a Dexterity 22 saving throw suffers 10 (3d6) fire damage. Damage is halved if the saving throw is successful. The geyser remains for a day.

If Mephistopheles dies, the effects fade over the course of 1d10 days.



Mephistopheles

Large fiend (devil), lawful evil

Armor Class. 21 (natural armor)
Hit Points. 460 (40d10 + 240)
Speed. 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	23 (+6)	22 (+6)	30 (+10)	28 (+9)	26 (+8)

Saving Throws Int +18, Wis +17, Cha +16
Skills Deception +24, Insight +25, Persuasion +24
Damage Resistances acid, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 19
Languages All, telepathy 100 ft.
Challenge 27 (105,000 XP)

Devil's Sight. Magical darkness doesn't impede Mephistopheles's darkvision.

Flames of Hell. Mephistopheles is covered in dark flames. At the start of his turn, any creature within 5 feet of him takes 7 (2d6) fire damage, if Mephistopheles desires it.

Flyby. Mephistopheles doesn't provoke opportunity attacks when he flies out of an enemy's reach.

Hellfire Mastery. When Mephistopheles inflicts fire damage from a Hellfire ability on any opponent that fire damage ignores the target's fire resistance and immunity. Mephistopheles is immune to damage from his own hellfire abilities.

Innate Spellcasting. Mephistopheles's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *animate dead, detect evil and good, detect magic, dispel magic, fireball, geas (duration 1 year), greater restoration, hallow, hold monster, locate creature, locate object, major image, resurrection, scrying, suggestion, teleport, true seeing, wall of fire, wall of ice*
1/Day each: *meteor swarm, symbol (any), wish*

Legendary Resistance (3/Day). If Mephistopheles fails a saving throw, he can choose to succeed instead.

Magic Resistance. Mephistopheles has advantage on saving throws against spells and other magical effects.

Magic Weapons. Mephistopheles's weapon attacks are magical.

Regeneration. Mephistopheles regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Mephistopheles dies only if he starts his turn with 0 hit points and is unable to regenerate.

Spellcasting. Mephistopheles is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). Mephistopheles has the following spells prepared:

Cantrips (at will): *mage hand, ray of frost*
1st level (4 slots): *absorb elements, mage armor, magic missile, shield*
2nd level (3 slots): *scorching ray, web*
3rd level (3 slots): *haste, sending, slow*
4th level (3 slots): *acid arrow, banishment, storm sphere*
5th level (2 slots): *arcane hand, cone of cold, scrying*
6th level (1 slot): *chain lightning, disintegrate, eyebite*
7th level (1 slot): *delayed blast fireball, forcecage, whirlwind*
8th level (1 slot): *horrid wilting, sunlight*

Actions

Multiattack. Mephistopheles uses his Hellfire Lash ability (if available) and then makes two attacks with his ranseur.

Ranseur, +3. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage. At Mephistopheles's whim, a successful hit does an additional 27 (6d8) fire or cold damage.

Ashen Teleport. Mephistopheles's body and any equipment he is wearing or carrying turns to ash and he magically teleports up to 120 feet to an unoccupied space he can see and reforms.

Hellfire Lash (Recharge 5-6). Mephistopheles unleashes a 60-foot long lash of hellfire that ignites a 5-foot radius around where it strikes. Any targets in the area of effect must make a DC 22 Dexterity check or take 22 (5d8) fire damage. The damage is halved on a successful saving throw.

Summon Allies (1/Day). Mephistopheles summons 1d4 ice devils.

Legendary Actions

Mephistopheles 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. Mephistopheles regains spent legendary actions at the start of his turn.

Hellfire Storm (Costs 2 Actions). Mephistopheles selects an area up to 160 feet away from him and creates a hellfire explosion in a 20-foot radius. Anyone in the area that fails the DC 22 Dexterity saving throw takes 38 (7d10) fire damage. Those that succeed suffer only half the damage.

Hellfire Wings. Mephistopheles uses his wings to generate a burst of heat. Each creature within 10 feet of him must succeed on a DC 22 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. They also must make a DC 22 Constitution saving throw or suffer 10 (3d6) fire damage.

Teleport. Mephistopheles uses his Ashen Teleport action.



Pazuzu

Pazuzu is a powerful demon lord, one of the eldest and most reprehensible of his ilk. He is also called the Dark Angel of the Four Winds, and the Prince of the Lower Aerial Kingdoms. He holds sway over all evil flying creatures, even among the different layers of the Abyss.

Pazuzu's home is the first layer of the Abyss, called Pazunia, known as the Plain of Infinite Portals or the Palace of 1,001 Closets. It is a harsh place with many pits and chasms marring its surface. The pits are portals that not only lead to all of the planes of the Abyss, but to other planes of existence and even mortal worlds. Only Pazuzu knows where each leads.

Unlike most demon lords, Pazuzu is not interested in the conquest of the Abyss. His passion is for corruption. He is fond of corrupting mortals, especially the innocent and honest. Some believe that Pazuzu is the entity responsible for the ultimate corruption—that of the angel Asmodeus.

Pazuzu is often credited with bringing the Blood War between Demons and Devils to fruition. Some believe he was capable of this as he is the only demon lord who has good relations with the Archdevils of Hell. Strangely, the demon lord that hates Pazuzu the most is Grazz't, supposedly a Lord of Hell before becoming an Abyssal Lord.

When he visits the mortal world, Pazuzu often uses the names Pazrael, Imdugud, or Typhon. Whichever name he uses, he passes himself off in the guise of a benevolent entity that grants protections against pestilence and blesses childbirth. Those who use his protections are corrupted into committing vile acts, and children blessed by him are cursed to grow up with evil in their hearts.

The first and most ancient demon lord. He has been trapped in an iron flask and must be kept imprisoned until a way is found to destroy him.

Lair Actions

On initiative count 20 (losing initiative ties), Pazuzu can take a lair action to cause one of the following effects; Pazuzu can't use the same effect two rounds in a row:

- Pazuzu opens a portal and summons forth 1d4 perytons or gargoyles.
- Pazuzu casts insect plague but does not need to concentrate to maintain it. The insects inflict 33 (6d10) piercing damage.
- Pazuzu telepathically speaks to all creatures within 120 ft. of him and offers each what they most desire. Each target must succeed on a DC 21 Charisma saving throw or forfeit their next action as they contemplate the decision. A good-aligned target may voluntarily fail the saving throw and forfeit their action to agree to Pazuzu's terms. If so, and if he has the wish spell available, he will cast it as long as he sees no immediate negative consequence to his doing so. Pazuzu does not suffer any of the negative effects of casting the wish spell.

The Iron Flask

One way to use Pazuzu is to have him imprisoned in an iron flask magic item. In this scenario, the group patron gives the players the iron flask at some early point in their career and tasks them with keeping Pazuzu trapped inside until they find a way to destroy the demon lord so that he is sent screaming back to the Abyss for a century. Many different powerful entities will seek to take the iron flask from the players over the course of the campaign.

The henchmen Edwin Odeisserron and Eo Ashmajir are powerful magic users who want to possess the iron flask to augment their own power. They might compete against each other in their attempts to wrest the flask away from the players.

Archdevils such as Baalzebul and Mephistopheles also actively pursue the flask, wanting to gain favor with Asmodeus by presenting him the demon lord who supposedly led to his downfall. The players might be able to play the archdevils against each other in order to survive.

The demodands of Ust Natha's Carcerus prison might send bebilith in search of the flask. They seek to imprison the demon lord in Carceri for reasons only known to their shator overlords.

Jon Irenicus might seek to steal the iron flask, believing that Pazuzu holds the secret to escaping the dread domain of Suldanessellar. He might send members of the Order of Icarus, or the players might be tricked into summoning Jon's sister—Bodhi Irenicus.

Regional Effects

The region containing Pazuzu's lair is warped by his presence, which creates one or more of the following effects:

- A warm, sickly sweet wind blows briskly within one mile of Pazuzu. Each day, upon first encountering this wind, every creature must make a DC 21 Constitution saving throw or immediately vomit, suffering 14 (4d6) necrotic damage. Those that failed the saving throw are also poisoned for one hour.
- Any flying creature of CR 2 or less becomes twisted after a day spent within 6 miles of Pazuzu. If not already evil-aligned, they become so. Flying insects, birds, and other flying creatures will harass any other creatures moving through the region, slowing movement by one half.

If Pazuzu dies, the effects fade over the course of 1d10 days.

Boo once heard words coming from a flask made of iron. If I know anything, it's that a flask is meant for drinking, not talking.

MINSC

The rumors that Pazuzu corrupted Asmodeus, presupposes that Asmodeus was originally an angel. This has never been proven! The numerous origins attributed to the lord of the Nine include that he was the first god of Law or that he served such a god and murdered her. We will likely never know the truth.

—Volo

Pazuzu

Large fiend (demon), chaotic evil

Armor Class. 21 (natural armor)
Hit Points. 432 (32d10 + 256)
Speed. 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	30 (+10)	27 (+8)	23 (+6)	18 (+4)	27 (+8)

Saving Throws Dex +18, Con +16, Cha +16
Skills Perception +12, Persuasion +16
Damage Resistances acid, cold, fire
Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 22
Languages All, telepathy 120 ft.
Challenge 25 (75,000 XP)

Innate Spellcasting. Pazuzu's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *astral projection, blight, charm person, detect evil and good, dispel magic, hallow, insect plague, telekinesis, teleport, wind walk*
3/Day each: *dominate person, hypnotic pattern, plane shift (only itself and willing creatures)*
1/Day each: *wish*

Aura of Servile Avians. Any evil creature with a natural fly speed and a CR of 20 or less must make a DC 21 Wisdom saving throw if they attempt to attack Pazuzu. Failure means their action is wasted and the attack fails. On a successful saving throw the target is immune to this effect in the future.

Legendary Resistance (3/Day). If Pazuzu fails a saving throw, he can choose to succeed instead.

Magic Resistance. Pazuzu has advantage on saving throws against spells and other magical effects.

Magic Weapons. Pazuzu's weapon attacks are magical.

Spell Disruption. When Pazuzu casts dispel magic, he automatically dispels any spell of 6th level or lower on the target.

Actions

Multiattack. Pazuzu makes two attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. As a bonus action Pazuzu can activate this sword's special feature which grants him haste until the end of his next turn.

Talon. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Breath Weapons (Recharge 5-6). Pazuzu exhales poisonous acid in a 100-foot line that is 5 feet wide. Every creature caught in the cone must make a DC 21 Dexterity saving throw. Each creature takes 63 (18d6) acid damage on a failed save or half as much damage on a successful one. A creature killed by this breath weapon melts and is disintegrated.

Legendary Actions

Pazuzu 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. Pazuzu regains spent legendary actions at the start of his turn.

Disarm. Pazuzu knocks a weapon out of a target's hand if his attack roll (+14) beats the target's Strength (Athletics) or Dexterity (Acrobatics) check. If disarmed, the target's weapon flies 10 ft. in a random direction.
Lethal Leap. Pazuzu attacks once with his greatsword or talons and can then fly away. Pazuzu's movement does not provoke attacks, whether he hits or not.
Disruption. Pazuzu casts dispel magic.

Ssendam

Ssendam is the Slaad Lord of Madness. She was born in the ancient days, when Primus, Lord of the Modrons, came to Limbo to bring order to chaos with his Spawning Stone. A shard of the Spawning Stone broke off in the god's hand and worked its way into his divine body. The wound made him feverish and clouded his thoughts; this was the first instance of what is now known as the chaos phage or "slaad fever".

Not wanting to bring the illness to his home plane of Mechanus, Primus purged himself before leaving Limbo. Not only did he expel the shard, but all the chaos that had touched his body, in a pile of vile excrement. Through the power of the Spawning Stone, this excrement transformed itself into the first slaad—Ssendam.

Ssendam is not interested in the realm of Limbo. Her only desire is to spread sickness and madness. To this end she travels to different mortal worlds, bringing with her the chaos phage. She has two forms, that of a golden amoeba or alternatively that of a golden slaad. As an amoeba, Ssendam moves through the waters of a mortal world, looking for a perfect host. When she finds that host, she allows her target to consume her by drinking water or wine. She then infects her host's mind and slowly turns them toward madness. This madness leads to an obsession with the slaad, the chaos phage, and Limbo.

Eventually, the host will find a way to bring slaad into their world. When there are enough of her kind, Ssendam completes her corruption of the host and transforms into her golden slaad form, utterly consuming her unfortunate living vessel. Her only goal after this transformation is spread the chaos phage to all corners of the world she now inhabits.

Lair Actions

On initiative count 20 (losing initiative ties), Ssendam can take one lair action to cause one of the following effects; Ssendam can't use the same effect two rounds in a row:

- All creatures within 30 ft. of Ssendam must succeed on a DC 20 Wisdom saving throw or come under the effects of the confusion spell until the end of its next turn.
- Until the end of Ssendam's next turn, any creature that casts a spell within 60 ft. of Ssendam must roll on the sorcerer's wild surge table in the PHB.

Regional Effects

The region containing Ssendam's lair is corrupted by the chaos phage, which creates one or more of the following effects:

- Within 1 mile of Ssendam's lair, there is a 1 in 20 chance that any creature that casts a spell must roll on the sorcerer's wild surge table in the PHB.
- Within 10 miles of the lair, any creature that takes a long or short rest must succeed on a DC 20 Wisdom saving throw or be inflicted with a random short-term madness.

If Ssendam dies, the effects fade over the course of 1d10 days.

The lord of insanity is a difficult subject to find accurate information on. Mainly because most that encounter the primal slaad are left either catatonic, incoherent or psychotic. Ssendam is one of the two known slaadi lords, the other being Ygorl, lord of entropy. There are rumors of other slaadi that may rival the power of Ssendam and Ygorl. Netherese texts refer to them as void slaad and chronal slaad.

—Volo



Ssendam, Lord of Madness

Large aberration (shapechanger), chaotic evil

Armor Class. 19 (natural armor)
Hit Points. 299 (26d10 + 156)
Speed. 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	22 (+6)	20 (+5)	18 (+4)	26 (+8)

Saving Throws Dex +14, Con +13, Cha +15
Skills Arcana +12, Deception +15, Insight +18, Intimidation +15, Perception +11
Damage Resistances acid, cold, fire, lightning, thunder
Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses blindsight 60 ft., truesight 120 ft., passive Perception 21
Languages All, telepathy 120 ft.
Challenge 23 (50,000 XP)

Aura of Madness. Any creature (other than undead or constructs) that ends its turn within 10 feet of Ssendam must make a DC 20 Charisma saving throw or be inflicted with a random short-term madness. If a creature succeeds against any madness ability of Ssendam's, they are immune to Ssendam's madness for 1 hour.

Innate Spellcasting. Ssendam's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Ssendam can innately cast the following spells, requiring no material components:

At will: *detect good and evil, detect magic, detect thoughts, dispel magic, fear, fly, mass suggestion, plane shift*
2/Day each: *finger of death, flame strike*
1/Day each: *power word (any)*

Legendary Resistance (3/Day). If Ssendam fails a saving throw, she can choose to succeed instead.

Magic Resistance. Ssendam has advantage on saving throws against spells and other magical effects.

Magic Weapons. Ssendam's weapon attacks are magical.

Regeneration (Golden Amoeba Form Only). Ssendam regains 40 hit points at the start of her turn if she has at least 1 hit point.

Shapechanger. Ssendam can use her action to polymorph into a Small or Medium humanoid, into a Small aberration that looks like a golden amoeba, or back into this, her golden slaad form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies. Her statistics in the humanoid forms, other than her size, are the same.

While in her amoeba form, Ssendam has the same statistics with the following changes. She can't take any actions (except her Shapechanger action), speak, or manipulate objects. She has a movement speed of 40 feet and can enter a hostile creature's space and stop there. In addition, Ssendam can move through a space as narrow as 1 inch wide without squeezing. She has advantage on Strength and Dexterity saving throws, and has resistance to all damage except psychic and radiant.

Actions

Multiattack. Ssendam makes three attacks: one with her Touch of Madness and two with her chaos staff.

Chaos Staff. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 16 (3d10) necrotic damage. The target must also make a DC 19 Constitution or be stunned. The target may repeat the saving throw at the end of each of their turns.

Summon Slaadi (1/Day). Ssendam summons 1d4 + 1 death slaadi. A summoned slaad appears in an unoccupied space within 60 feet of Ssendam, acts as an ally of Ssendam, and can't summon other slaadi. It remains for 1 minute, until it or Ssendam dies, or until Ssendam dismisses it as an action.

Teleport. Ssendam magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Touch of Madness. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 16 (3d10) necrotic damage. A target that fails a DC 20 Charisma saving throw is inflicted with a random short-term madness. If it is already mad, the existing madness is replaced with a random long-term madness.

Reactions

Amoeba. When damaged, Ssendam can use her reaction to shapechange into her golden amoeba form and the damage is reduced to 0.

Legendary Actions

Ssendam 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. Ssendam regains spent legendary actions at the start of her turn.

Chaos Staff. Ssendam makes one attack with her chaos staff.
Teleport. Ssendam uses her Teleport action.
Subversion (Costs 2 Actions). Ssendam forces every creature suffering from madness within 60 feet of her to use their reaction to attack another creature within 5 feet of them.

Chapter 4
Henchmen

The characters presented in this chapter can be used as the henchmen for your campaign villain, even if they aren't intended as such. They can also be used as unusual allies for your player characters or boss monsters for a side adventure. You might also want to use them as a random encounter for high level groups.

Aribeth de Tylmarande

Aribeth was once an elven paladin of Tyr, the Blind God of Justice. Renowned for her beauty and beloved for her kindness, she was the personal guard of Nasher Alagonder, the lord of the city of Neverwinter. But when her fiancé, Fenthick Moss, was unjustly hanged for treason, grief and a desire for vengeance corrupted her once noble spirit. She started down a path of revenge against her lord, her people, and even her god that ultimately ended with her own death.

After she was killed, the arch devil Mephistopheles sought out Aribeth's spirit in Hell. He made a bargain with the fallen paladin, offering her a chance to mete out justice once again as she had done when she served Tyr. Aribeth accepted and was returned to the world of the living.

The decades Aribeth had spent in hell, along with the betrayals she had experienced in her first life, had transformed her into a shell of a person. Devoid of conscience, remorse, and compassion, Mephistopheles made her into a hunter of those who had broken pacts made with the powers of Hell.

But despite his efforts to completely break her, Mephistopheles soon recognized that a tiny spark of Aribeth's former kindness and compassion remained, buried deep within her. In acknowledgement of this, he bestowed upon Aribeth an unholy sword called Void that would eat the souls of its victims, sparing them from being damned to the eternal suffering of the Nine Hells. However, Mephistopheles only granted Aribeth permission to use this sword to spare one out of every nine victims, knowing that choosing who to save and who to let suffer would be a constant burden that would eventually corrupt the last noble vestiges of Aribeth's soul.

But Aribeth was smart enough to understand her overlord's true plan. Instead of actively selecting who Void will spare, she makes the choice by using a simple, but extremely precise, scale that resembles the holy symbol she once carried as a priest of Tyr. When she encounters her victims, she asks them for a gold piece. If they give it to her, she places it on the scale, measuring the weight to the thousandth of an ounce. If the scale comes to balance on the last digit of "9", she will slay them with Void, sparing her the emotional burden of personally deciding who will be cast down and who will be spared.

Even now, though she still serves as an avatar of Mephistopheles, Aribeth is not evil in the strict sense. Her victims are never the innocent, and she only unleashes her savage justice upon those who deserve it through their own choices and actions. And she takes no pleasure in her duties; no cruel revelry in the suffering she inflicts. In this way she is more akin to a relentless force of nature—unstoppable and uncaring, but unbiased in her dispensation of dark justice.

Aribeth de Tylmarande

Medium undead, neutral evil

Armor Class. 17 (half plate)
Hit Points. 120 (16d8 + 48)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	16 (+3)

Skills Perception +5, Religion +4
Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish, Infernal
Challenge 10 (5,900 XP)

Sunlight Sensitivity. While in sunlight, Aribeth has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Magic Resistance. Aribeth has advantage on saving throws against spells and other magical effects.

Regeneration. Aribeth regains 20 hit points at the start of her turn. If Aribeth takes radiant damage, this trait doesn't function at the start of Aribeth's next turn. Aribeth's body is destroyed only if she starts her turn with 0 hit points and doesn't regenerate.

Infernal Tracker. Aribeth knows the distance to and direction of any creature that has broken a pact with Mephistopheles, even if the creature and Aribeth are on different planes of existence.

Spellcasting. Aribeth is a 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Aribeth has the following paladin spells prepared:



1st level (4 slots): *command, searing smite, shield of faith*
2nd level (3 slots): *aid, magic weapon*
3rd level (3 slots): *dispel magic*

Nightmare. Aribeth is accompanied by a nightmare. The nightmare allows Aribeth to use it as a mount.

Shadows. 3 shadows hide within the saddle of Aribeth's nightmare. These shadows only come out if there is a creature within 30 feet that is at 0 hit points. When that happens, 1 shadow will emerge and attack the creature in order to make it fail a death saving throw. It continues to do so until the creature is dead.

Actions

Multiattack. Aribeth makes three longsword attacks or three attacks with her sword called Void.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (3d6) necrotic damage.

Void. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands, plus 9 (3d6) necrotic damage. A creature reduced to 0 hit points from damage dealt by the sword Void dies and can't be revived by any means short of a wish spell.

Reactions

Parry. Aribeth adds 4 to her AC against one melee attack that would hit her. To do so, Aribeth must see the attacker and be wielding a melee weapon

Dagryn the Lost

Dagryn appears as an old, stooped dwarf, crippled with age and afflictions. Long ago, however, he went by another name... and another form.

Originally, Dagryn was a powerful black dragon that hunted the Underdark, feasting on everything from beholders to drow to illithid. But he was particularly fond of dwarves, whom he considered a delicacy. Supremely arrogant, Dagryn believe no denizens of the Underdark could challenge his power, until he had the misfortune of angering a coven of hags.

The hags trapped and killed the great wyrm, but instead of leaving him for dead, they reincarnated him in the form of a dwarf—a twisted joke on the once fearsome creature. In a final mockery of his former glory, they branded him with the name Dagryn—a bastardized echo of the mighty beast he once had been. Dagryn has now lived so many years as a dwarf that the memories of his life before the reincarnation have mostly faded. In addition to forgetting his true name, he no longer remembers his origin world, though he knows that Faerûn is not where he was born.

In the early years after his transformation, Dagryn discovered another cruel quirk of the hag's curse. After several years his wretched existence as a lowly dwarf became unbearable, and Dagryn was driven to suicide. But upon his death, he woke to discover his body had been restored to its original dragon form. However, his joy was short lived—after 24 hours he once again shifted back into his dwarven shape... but now he had a malformed leg, giving him a painful limp.

Over the next decades, the true scope of the horror inflicted upon him became apparent. Each time his dwarven body was killed, he would be reborn as a dragon for a single day. And each time he turned back into a dwarf he would find himself afflicted with some new infirmity: arthritic joints; rotting teeth; punishing migraines; constant ulcers.

Dagryn now dreads adding new ailments to the relentless, crippling pain of his dwarven body. Whenever he is killed—a somewhat frequent occurrence, as a frail, old dwarf is an easy target—he spends his time as a dragon unleashing mad vengeance upon the world in an orgy of death, destruction, and mayhem. As a result, he has developed two very distinct and contrasting personalities: the timid, subservient dwarf and the raging, hate-filled dragon.

> I've long pursued the story of the dwarf who could change into a dragon. That Minsc and his ridiculous pet could track him down first is infuriating!
>
> —Volo

Dagryn

Medium humanoid (dwarf), neutral evil

Armor Class. 19 (splint, shield)
Hit Points. 39 (6d8 + 12)
Speed. 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	14 (+2)	13 (+1)	17 (+3)

Skills Deception +5, Performance +5, Persuasion +5
Damage Resistances poison
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 11
Languages Common, Draconic, Dwarvish, Undercommon
Challenge 4 (1,100 XP)

Dwarven Resilience. Dagryn has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Innate Spellcasting. Dagryn's innate spellcasting ability is Charisma (spell save DC 13). Dagryn can innately cast the following spells, requiring no material components:

At will: *alter self, disguise self, conjure image, levitate*

Spellcasting. Dagryn is a 11th-level spellcaster. His spellcasting ability is Charisma (save DC 13, +5 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *blade ward, eldritch blast, friends, message, vicious mockery*
1st-5th level (3 5th level slots): *bane, charm person, dimension door, dominate beast, faerie fire, fear, hold monster, misty step, phantasmal force, seeming*

Draconic Transformation. When Dagryn drops to 0 hit points, instead of falling unconscious, he begins to transform into his dragon form. He immediately gains all the statistics of an adult black dragon with the exception that his size is medium, and he is stunned. At the start of his next turn, he grows to large size, but remains stunned. At the start of his subsequent turn, Dagryn grows to huge size, takes the form of an adult black dragon and is no longer considered stunned. Dagryn remains in his dragon form for 24 hours whereupon he reverts to his dwarven form and stat block.

Actions

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Invisibility (Recharges after a Short or Long Rest). Dagryn magically turns invisible until he attacks, casts a spell, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment Dagryn wears or carries is invisible with it .



Darien the Ice Witch

Typically appearing as a beautiful, young elven woman clad in golden jewelry, Darien is usually accompanied by several scantily clad and equally beautiful "bodyguards", all of whom seem to be comfortable in any climate, no matter how cold. However, in reality Darien is a powerful half-ogre illusionist and the golden jewelry aren't simply valuable trinkets, but the soul circlets of **skeleton warriors**—the magically disguised bodyguards that accompany her. Worst of all, Darien is driven by a disturbing obsession for those who call themselves adventurers.

Born to a human mother who died at birth, Darien was rescued by an elven adventurer from Evereska named Vail. Vail tried to keep Darien's nature a secret from the elves of Evereska, knowing that they would never accept a half-ogre. When Darien was in her teens, Vail taught her illusion magic which she could use to change her appearance and create an entirely different identity. Darien modeled her looks and behavior off an elven girl named Shirri—a young elven princess that Darien idolized to the point of obsession. But Darien lacked the grace and refinement of a true elf and despite looking the part, she was never accepted by the elven youth of Evereska.

One spring, when Vail was away on a campaign, Darien kidnapped Shirri. She kept her a prisoner for weeks, obsessively studying her in order to learn how to mimic her poise and speech. She both loved and hated Shirri, and her moods would constantly shift between fawning adoration and bitter resentment. She would often shower her prisoner with gifts, like rich cakes and beautiful clothes, but even the smallest, seemingly insignificant thing could trigger a sudden bout of rage, causing Darien to lock Shirri for days in the cellar, naked, cold, and starving.

When Vail returned, he was horrified to discover what Darien had done and cast her out of Evereska. Banished, Darien wandered the Greycloak Hills that protect Evereska, hoping to die in the snows of an early winter. Instead, she was found by a force of Elemental Evil: Cryonax, Prince of Ice. A pact was made, and Darien survived the winter to make her way down into the civilized lands of the Sword Coast.

Darien's natural talent with illusion magic, coupled with the power that Cryonax provided, allowed her to thrive. In her travels, she became obsessed with the men and women that called themselves adventurers. These bands of treasure hunting thrill seekers seemed to exist outside of the normal order of the world. They did what they liked and became rich and powerful doing so. They also reminded her of the one man who had ever showed her love—Vail.

Darien is parasitic in nature. The smallest word or act—or even seeing them across a crowded room—will cause her to become obsessed with an individual. From that point on she will use all her powers to insert herself into their life, typically by hiring her victim for a high-paying adventuring job. If her machinations fail, however, she is not averse to resorting to brute force such as enchantment magic or taking loved ones as hostages to compel compliance.

Ultimately, she wants the targets of her obsessive infatuation to come to love and respect her. If she is not shown the love that she craves, then she will lash out. Often this means that she will wait for an opportune time to "rescue" them from a battle not going their way. These adventurers might wake to find themselves hostages of Darien, where they must endure her erratic emotional outbursts and cruel mind games until they either escape, are rescued, or are driven into total madness.

Darien

Large giant (ogre), chaotic evil

Armor Class. 12 (15 with mage armor)
Hit Points. 127 (15d10 + 45)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	18 (+4)

Saving Throws Wis +4, Cha +8
Skills Arcana +8, Deception +8, Persuasion +8
Damage Resistances psychic
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 10
Languages Aquan, Auran, Common, Elvish, Giant, telepathy 30 ft.
Challenge 9 (5,000 XP)

Innate Spellcasting. Darien's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 16, +8 to hit with spell attacks), requiring no material components:

At will: *alter self, disguise self, false life, invisibility, mage armor (self only), silent image*
1/Day each: *feeblemind, mass suggestion, project image*

Spellcasting. Darien is a 15th-level spellcaster. Her spellcasting ability is Charisma (save DC 16, +8 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *blade ward, chill touch, eldritch blast, minor illusion*
1st-5th level (3 5th level slots): *armor of agathys, cone of cold, darkness, dream, fear, hallucinatory terrain, hold person, hypnotic pattern, major image, mirror image, mislead, project image, sleet storm*

Devil's Sight. Darien can see normally in darkness, both magical and nonmagical, to a distance of 120 feet

Eldritch Mind. Darien has advantage on Constitution saving throws that she makes to maintain concentration on a spell.



Actions

Multiattack. Darien makes two attacks with her War Pick.

War Pick. *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 10 (1d8 + 6) piercing damage plus 4 necrotic damage.

Eldritch Blast. *Ranged Weapon Attack:* +8 to hit, range 300 ft., three targets. *Hit:* 9 (1d10 + 4) force damage.

Create Thrall. Darien touches an incapacitated humanoid. That creature is then charmed by her until a remove curse spell is cast on it, the charmed condition is removed from it, or she uses this feature again. Darien can communicate telepathically with the charmed creature as long as the two of them are on the same plane of existence.

Summon War Pick. Darien creates a magical war pick in her empty hand. The war pick counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The war pick has a +1 bonus to attack and damage (already factored into Darien's attacks).

Reactions

Shield of Cryonax (1/Day). When Darien takes damage, she can entomb herself in ice, which melts away at the end of her next turn. She gains 150 temporary hit points, which take as much of the triggering damage as possible. Immediately after she takes the damage, she gains vulnerability to fire damage, her speed is reduced to 0, and she is incapacitated. These effects, including any remaining temporary hit points, all end when the ice melts.

Edwin Odesseiron

In many ways an archetypal Red Wizard, Edwin Odesseiron is an exceedingly arrogant conjuration mage hailing from the eastern nation of Thay. He originally traveled west to the Sword Coast on a mission to kill the Rashemi Wychlaran Dynaheir, both as part of a personal rivalry and under orders from his superior Red Wizards. Once his mission was accomplished, and Dynaheir was dead, Edwin remained on the Sword Coast in order to build up his own personal power without the oversight of the Zulkirs of Thay.

While Edwin had a falling out with the Red Wizards of Thay some time ago, he managed to repair the relationship by delivering one of the Nether Scrolls to the ruler of Thay—Szass Tam. His short time studying the Nether Scroll resulted in some calamitous results, but one of the spells he learned imparted him with the longevity of an elf.

While Edwin will often return to his homeland of Thay, he can most often be found in the city of Baldur's Gate. He has recently taken over Ramazith's Tower and adopted the identity of Lorroakan, the young mage who formerly lived in the tower (now dead by Edwin's hand).

Despite his inarguably high intelligence, Edwin seems to lack common sense. As a result, his grand schemes and power grabs are typically undone by his own hubris and oversights. Edwin almost universally treats others with disdain, openly insulting his "lessers." As much as Edwin detests those he views as his inferiors, he gets along no better with his betters. (His envy of the legendary wizard Elminster Aumar is particularly venomous.) Edwin has a simulacrum of himself that he uses to augment his power or send into dangerous situations. Since he doesn't respect the intelligence of anyone other than himself, he often finds himself engaged in conversation with his simulacrum.

Edwin Odesseiron

Medium humanoid (human), lawful evil

Armor Class. 15 (18 with mage armor)
Hit Points. 117 (18d8 + 36)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +10, Wis +7
Skills Arcana +15, History +15
Senses passive Perception 12
Languages Abyssal, Aquan, Auran, Common, Ignan, Infernal, Terran
Challenge 15 (13,000 XP)

Focused Conjuration. While Edwin is concentrating on a conjuration spell, his concentration cannot be broken as a result of taking damage.

Staff of Power. A magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While held it grants a +2 bonus to armor class, saving throws, and spell attack rolls (all factored into Edwin's statistics). The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn.

While holding this staff, Edwin can use an action to expend 1 or more of its Charges to cast one of the following Spells from it, using his spell save DC and spell attack bonus: cone of cold (5 charges), fireball (5th-level version, 5 charges), globe of invulnerability (6 charges), hold monster (5 charges), levitate (2 charges), lightning bolt (5th-level version, 5 charges), magic missile (1 charge), ray of enfeeblement (1 charge), or wall of force (5 charges).

Contingency. Edwin has a contingency spell trigger if he is incapacitated, paralyzed or stunned. When this occurs, a 6th level dispel magic targets himself. He also has a clone body stored in a cavern one mile beneath the city of Baldur's Gate.

Simulacrum. Edwin is always accompanied by a simulacrum of himself. The copy is identical to him in all respects except that it has 58 HP, does not have the staff of power and does not have a 7th level spell slot.

Spellcasting. Edwin is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 18, +12 to hit with spell attacks). Edwin has the following wizard spells prepared:

Cantrips (at will): *acid splash*, fire bolt, mage hand*, poison spray**
1st level (4 slots): *mage armor, shield, unseen servant**
2nd level (3 slots): *cloud of daggers*, mirror image, misty step**
3rd level (3 slots): *counterspell, dispel magic, fireball, stinking cloud*
4th level (3 slots): *conjure minor elementals, evard's black tentacles**
5th level (3 slots): *cloudkill*, conjure elemental*, scrying*
6th level (1 slot): *arcane gate*, contingency*
7th level (1 slot): *simulacrum, teleport**
8th level (1 slot): *clone, maze*
9th level (1 slot): *meteor swarm*

* Conjuration spell of 1st level or higher.

Actions

Staff of Power. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if wielded with two hands. Edwin can expend one of the staff's charges to deal an extra 3 (1d6) force damage on a hit.

Summon Hell Hounds. Edwin magically summons three hell hounds. The summoned hell hounds appear in an unoccupied space within 60 feet of its summoner, and act as allies of their summoner. They remain for 10 minutes, until they or their summoner dies, or until their summoner dismisses them as an action.



Eo Ashmajiir

Born from the experiments of Belic Haphrat, a Red Wizard from the lands of Thay, Eo is a powerful tiefling sorceress. The offspring of a half-dragon and a succubus, Eo was raised by Belic as his own child, and showed an early affinity for magical gifts. As she grew older, Eo became increasingly useful to the Haphrat's families plans and schemes, eventually becoming a key cog in their complex machinations. Only then did Belic realize his daughter had been carefully manipulating him her entire life, working herself into a position of power and influence in his affairs so she could betray him. By then, however, it was too late, and Eo used her power to take control of Belic's mind, his family, and his wealth before ultimately discarding her adopted father when he ceased to be useful.

Eo is obsessed with her lineage, believing her bloodline makes her inherently superior to other beings. Her infatuation with her kinfolk—demons, devils, and dragons—has led her to walk the Nine Hells, playing dice games with demon lords and signing contracts with archdevils. She has sought audience with dragons of all kinds, including several of the most ancient wyrms in all of Faerûn. There are even rumors she possess a dragon orb, one of the most rare and powerful magical items.

The other driving influence in her life is the unbridled pursuit of hedonistic pleasure. Eo believes that the promise of the afterlife is a conspiracy by the gods to trick mortals into living lives of conformity, preparing them to be consigned to an eternity of sheer boredom after they die. In this way, Eo believes, the status quo of the Heavens and the Hells can be more easily maintained. Eo rebels against this status quo by pursuing earthly pleasures in all their forms, regardless of the long-term costs. She lives almost exclusively in the moment, relying on her wealth, fame, and privilege to protect her against any serious consequences of her actions.

Eo is a narcissist of the highest order, desiring attention, adulation, and unbridled praise at all times. Eager to be recognized as the most beautiful and the most powerful woman in history, she has spent much of her ill-gotten Thayvian fortune in a campaign to be elected Duke of Baldur's Gate. In her pursuit of political power, she continually tries to buy the love and loyalty of the populace with extravagant festivals where wine and illicit drugs are freely available in virtually unlimited quantities. While winning many of the ordinary citizens to her side, these public orgies have put her at odds with the reigning political establishment and various religious figures championing a more traditional morality.

Eo's only weakness is her children. Her son, Aeshma, has gone missing recently. Rumor has it that Eo gambled his soul away in a drunken game of cards with some fiendish lord, though there is no proof as to his fate. Whatever the truth may be, one thing is certain—Eo is desperate to find him... though whether for his sake or simply to protect her own reputation is up for debate.

Eo Ashmajiir

Medium humanoid (tiefling), chaotic neutral

Armor Class. 16 (natural armor)
Hit Points. 81 (18d8)
Speed. 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Con +4, Cha +9
Skills Arcana +9, Deception +9, Persuasion +9
Damage Resistances lightning
Senses passive Perception 12
Languages Abyssal, Celestial, Common, Draconic, Infernal, Undercommon
Challenge 11 (7,200 XP)

Lightning Affinity. When Eo Ashmajiir casts a spell that deals lightning damage, that spell deals an additional 5 damage. When Eo casts a spell that deals a type of damage from the following list, she can change that damage type to lightning: acid, cold, fire, poison, thunder.

Spellcasting. Eo Ashmajiir is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Eo can cast the following spells:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): chromatic orb*, *detect magic, magic missile, shield*
2nd level (3 slots): *detect thoughts, mirror image, misty step*
3rd level (3 slots): *counterspell, fireball, lightning bolt*
4th level (3 slots): *banishment**, *greater invisibility**, *polymorph**
5th level (3 slots): *dominate person**, *scrying*, *wall of force*
6th level (1 slot): *chain lightning, disintegrate**
7th level (1 slot): *finger of death**, *teleport*
8th level (1 slot): *power word stun**
9th level (1 slot): *wish***

* Eo can cast these spells with the Twinned Spell action.
** Eo uses Wish to ensure she has a simulacrum of herself at all times.

Actions

Dagger. Melee or *Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Twinned Spell. Eo Ashmajiir casts a spell from her spell list that targets only one creature and doesn't have a range of self. This spell targets a second creature in range. Eo cannot use this action in conjunction with her Lightning Affinity ability.



Kagain the Scream Hunter

Kagain is an infamous dwarven mercenary, known as much for his sadistic cruelty and naked greed as his prodigious skill in battle. He is known by many nick names including "the Headhunter", "the Blood Dwarf" and most famously the "the Scream Hunter". This last name comes from his supposed love for the screams of his dying victims. Head of a small but elite mercenary company, Kagain is willing to take on unscrupulous contracts that most rivals would never stomach. His band is based out of Baldur's Gate, where he most often takes on jobs from the Flaming Fist.

Kagain

Medium humanoid (dwarf), neutral evil

Armor Class. 18 (plate)
Hit Points. 152 (16d8 + 80)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +8, Con +9
Skills Athletics +8, Perception +4, Survival +4
Senses darkvision 30 ft., passive Perception 14
Languages Common, Dwarvish
Challenge 11 (7,200 XP)

Berserking Greataxe. +3 greataxe. In addition, while Kagain is attuned to this weapon, his Hit Point maximum increases by 1 for each of his levels or hit dice (176). Whenever a hostile creature damages Kagain while the axe is in his possession, he must succeed on a DC 15 Wisdom saving throw or go berserk. He can choose to fail this saving throw. While berserk, Kagain gains advantage on all melee attacks and attacks made against him are made with advantage.

Actions

Multiattack. Kagain makes three attacks with his berserking greataxe.

Berserking Great Axe. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Legendary Actions

Kagain 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. Kagain regains spent legendary actions at the start of his turn.

Weapon Attack. Kagain makes an attack with a melee weapon.
Berserk Whirlwind (Costs 3 Actions). Kagain makes a weapon attack against every creature within 5 ft. of him.

Largely indifferent to the suffering of others, Kagain's sole motivations seem to be gold and unleashing death and bloodshed upon the world. This has led Kagain to indulge in increasingly depraved acts in order to get the gold that he craves, and there is no moral or ethical line he will not cross. He has been known to pass off the bones of Uthgardt tribespeople as a substitute for orc fingers in the hopes of claiming outstanding bounties, and he once slaughtered an entire village of innocent gnomes, then tried to pass off their scalps as goblin heads. No act is too despicable for the dwarf if it makes his pursuit of gold easier.

The return of Bhaal has given Kagain a unique opportunity to apply his skills. In his younger years he traveled with one of the Bhaalspawn, Abdel Adrian. This early exposure to the mythology of the Lord of Murder intrigued Kagain, but nothing ever came from it. However, one drunken night in Baldur's Gate, Kagain and several of his mercenaries were set upon by Bhaal while they stumbled home. Despite murdering all his companions, the god spared Kagain on the condition that he become one of his devout followers. Given his love for killing, his lust for gold, and his utter lack of loyalty to his slain brothers-in-arms, it was an easy choice for the black-hearted dwarf

Kagain employs a band of mercenaries that are equally unscrupulous. He has little care for their well-being, so membership changes on a regular basis. Current members include the tasloi poisoner named Gixis; a gnoll tracker that goes by the name "Hungry" and a dread doppelganger Kagain refers to as the "Face Peeler".

The dwarf knew how to live by the axe, but Boo always thought that he needed a swift kick in the morals!

MINSC



Pelyious Avhoste

Pelyious is a Halruaan sky captain who hires out his services to those with a desperate need to get somewhere quickly. His skyship is one of the fastest in all Faerûn, designed by his uncle, Zythan Oolorius Avhoste, the famed Halruaan designer.

Charismatic, cultured and sophisticated, Pelyious is a lover of ancient art and music. He professes an admiration for the extinct Netherese—precursors to the Halruaan people—and the ancient kingdom of Mezro. His skyship is decorated with artifacts and paintings from these cultures, and he enjoys showing off his impressive collection to his guests. He is also an excellent musician and delights in playing complex compositions from the "lost ages" that haven't been heard in centuries.

Though a bit pretentious, Pelyious is unfailingly courteous and polite. He has utter disdain for those who do not share his refinement, viewing them as barbarous, rude, or just plain uncouth.

Pelyious is a skilled ship captain and an excellent swordsman. He has also been mentored in the magical arts by his uncle Zythan. This combination of skills makes him an unpredictable and dangerous opponent; someone who can engage in close melee combat or use magical spells from range.

However, unbeknown to most, Pelyious and his crew are also faithful servants of Bhaal, the God of Murder. Beneath his cultured veneer lurks a bloodthirsty monster (a lycanthropic form he learned through an ancient Mezro ritual), and he occasionally plans "murder rituals" where he turns his entire Halruaan skyship into a slaughterhouse. Victims in these massacres are not merely killed, but often tortured, mutilated, and eventually skinned. While most of the remains are tossed over the side of the airship when it crosses the oceans, the hearts and other vital organs of his victims are used for ritual feasts to celebrate the slaughter.

Pelyious prefers to reserve these ritual killing sprees for those that have insulted him, tried to cheat him, or offended his honor in some manner. However, if no suitable candidates have made themselves available, Pelyious sometimes has to settle on victims that he genuinely likes, for the Lord of Murder can only wait so long for his sacrifices. Pelyious shows no remorse when forced to slaughter those he considers friends, as his devotion to Bhaal supersedes all other loyalties.

Pelyious crews his airship with a family of wolfweres. Most stay in their human forms when there are passengers on board, though the alpha, who is also the wife of Pelyious, likes to take the role of a wolf that Pelyious has tamed.

Pelyious Avhoste

Medium humanoid (human), neutral evil

Armor Class. 12 (15 with mage armor)
Hit Points. 104 (16d8 + 32)
Speed. 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	17 (+3)	11 (+0)	13 (+1)

Saving Throws Str +8, Dex +6
Skills Perception +8, Stealth +6
Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 18
Languages Abyssal, Common, Draconic
Challenge 9 (5,000 XP)

Shapechanger. Pelyious can use his action to polymorph into a crocodile-humanoid hybrid, or back into his true form, which is humanoid. His statistics are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

Hold Breath. Pelyious can hold his breath for 15 minutes.

Spellcasting. Pelyious is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). Pelyious has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *cone of cold*

Actions

Multiattack (Humanoid or Hybrid Form). In humanoid form, Pelyious makes two scimitar attacks or two hand crossbow attacks. In hybrid form, he can substitute one scimitar attack for a bite attack.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. The target is grappled, escape DC 16 until this grapple ends, the target is restrained, and Pelyious can't bite another target.

Hand Crossbow (Humanoid or Hybrid Form). *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Humanoid or Hybrid Form). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) poison damage.



Fool me once, shame on you; fool me twice, watch it! Fool me three times and you're a pirate! Never trust a pirate! This is something me and Boo agree wholeheartedly on.

MINSC

Saemon Havarian

Saemon Havarian is a flamboyant and opportunistic sea-captain and a wizard with a knack for getting out of trouble, often by putting others in it in his stead. He has been sailing the Sea of Swords for decades. During this time, he has amassed a huge fortune, mostly through double crosses, unsavory business deals, and piracy.

Saemon is almost always accompanied by a small band of **sirenes**. These beautiful fey creatures are not only famed for their haunting song, but also as deadly warriors. How Saemon managed to earn their loyalty is a topic of discussion in seaports up and down the Sword Coast.

On the surface, Saemon's life looks truly blessed. With his vast fortune he has managed to buy his way into Athkatla's Council of Six, rising from a simple ship's captain, to merchant lord, to the head of one of the most powerful families in the nation of Amn. But there is a dark secret that haunts him; a looming shadow even he has not been able to connive his way out from under.

While Saemon appears to be 60 years old, he is actually almost double that age. Seven decades ago, years ago, he had a heart attack during a pirate raid against Calishite merchant ships. While it looked like fate had finally caught up with him, one of his Calishite prisoners offered him a way out in exchange for his freedom. The merchant, a follower of the Archdevil Baalzebul, granted Saemon another century of life if he signed over his soul.

Now the clock is ticking for the sea captain. While he still has almost a quarter of a century left before his bargain ends, he has no intention of spending eternity in Hell. He is desperate for a way out of his deal, and recently Baalzebul gave Saemon the impression that he could buy his way out of the contract by giving the Archdevil access to political power in Athkatla. But since joining the Council of Six, it has become increasingly clear to Saemon that Baalzebul will never rip up his soul contract; the sea captain has been on the other side of enough double crosses to see one coming his way.

Saemon Havarian

Medium humanoid (human), chaotic neutral

Armor Class. 14 (17 with mage armor)
Hit Points. 91 (14d8 + 28)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	18 (+4)	11 (+0)	14 (+2)

Saving Throws Str +8, Dex +8, Wis +4
Skills Athletics +8, Deception +6, Intimidation +6
Senses passive Perception 10
Languages Common, Infernal, Undercommon
Challenge 10 (5,900 XP)

Magical Equipment. Saemon wears a quiver of ehlonna.

Spellcasting. Saemon is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Saemon has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *animate objects*

Actions

Multiattack. Saemon makes three melee or ranged attacks.

Handaxe. *Melee* or *Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Reactions

Parry. Saemon adds 4 to his AC against one melee attack that would hit him. To do so Saemon must see the attacker and be wielding a weapon.

Legendary Actions

Saemon 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. Saemon regains spent legendary actions at the start of his turn.

Weapon Attack. Saemon makes a weapon attack.
Cantrip. Saemon casts a cantrip from his spell list.
Animate Objects (Costs 3 Actions). Saemon casts the spell animate objects, targeting hand axes that he has hurled at enemies up to a total of 10. If there are not enough hand axes to equal 10, then he provides the remaining hand axes from his quiver of ehlonna. The hand axes are considered tiny objects.



Sarevok Anchev

Sarevok Anchev is a powerful Deathbringer, an elite group of warriors trained to kill their enemies with a single, seemingly random strike in combat. He is also one of the Bhaalspawn, the mortal offspring of the dead god Bhaal. Sarevok attempted to reclaim the divine seat of the Lord of Murder vacated by his immortal father's demise, but his plans were thwarted when he was slain by his half-brother, Abdel Adrian, who rejected his heritage and fought against his Bhaalspawn siblings.

Sarevok's spirit was sent to the Abyss as punishment. There he eventually crossed paths with Abdel a second time when his noble-hearted brother ventured into the lower realms on a dangerous quest to stop another Bhaalspawn named Melissan. Sarevok agreed to help Abdel kill Melissan, on the condition that Abdel helped him escape the eternal torments of the Abyss.

Abdel agreed, and Sarevok was reborn into the mortal world. After his rebirth, Sarevok was true to his word, and the two brothers fought side-by-side against their half-sister. Ultimately Melissan was defeated, and Sarevok was granted a second chance at life.

With his prodigious strength, his legendary skill in battle, and the Sword of Chaos—a life-stealing, enchanted blade—Sarevok became one of the most famous mercenaries in Faerûn. Yet his many accomplishments brought him no joy. He felt no thrill at victory in battle, no delight in the routing of his enemies. The power he accumulated was bitter as ashes on his tongue, and he became a man haunted by his former life. The realization that no earthly achievements could ever compare to what he once almost had—immortality and godhood—left him broken and empty.

Sarevok plunged into a deep despair. To numb his pain, he indulged in every vice imaginable, squandering his wealth and health on alcohol and drugs. While his divine heritage slowed his aging, it did not stop it entirely, and after decades of self-abuse he was eventually reduced to an old man begging in the streets of Baldur's Gate.

This was how his father—Bhaal, the reborn god of murder—found him. But even though it was dimmed, Bhaal recognized his own divine spark in the pathetic old man, and he sensed Sarevok still had potential. Bhaal recruited him to become the high priest of his fledgling clergy, giving Sarevok new purpose... and another chance to become an agent of death and destruction.

Sarevok

Medium humanoid (human), neutral evil

Armor Class. 21 (plate armor of Bhaal)
Hit Points. 119 (14d8 + 56)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Con +9, Wis +8
Skills History +5, Intimidation +12, Religion +5
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Infernal
Challenge 15 (13,000 XP)

Magic Resistance. Sarevok has advantage on saving throws against spells and other magical effects.

Spellcasting. Sarevok is a 12th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Sarevok has the following cleric spells prepared:

Cantrips (at will): *sacred flame, thaumaturgy*
1st level (4 slots): *command, guiding bolt, shield of faith*
2nd level (3 slots): *hold person, silence, spiritual weapon*
3rd level (3 slots): *animate dead, dispel magic*
4th level (3 slots): *divination, guardian of faith*
5th level (2 slots): *contagion, insect plague*
6th level (1 slot): *harm*

Rejuvenation. If Sarevok is killed he gains a new body in 24 hours, regaining all his hit points and becoming active again. The new body appears on the altar of the temple of Bhaal beneath Baldur's Gate. This ability ceases to function if a cleric of good alignment casts the spell hallow on the altar in the temple of Bhaal.

Actions

Multiattack. Sarevok can cast a spell and make one attack with his long sword.

Long Sword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) if wielded in two hands. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed by Bhaal. The cursed target can't regain hit points. The curse lasts until removed by the remove curse spell or other magic.

Assassin's Strike. Sarevok makes an attack with his long sword. If he hits the target and has advantage on the attack roll, then he deals an additional 21 (6d6) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be poisoned for 10 minutes.

Legendary Actions

Sarevok 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. Sarevok regains spent legendary actions at the start of his turn.

Attack. Sarevok makes one attack with his long sword.
Cast Cantrip. Sarevok casts a cantrip from his spell list.
Channel Bhaal's Hate (Costs 2 Actions). Sarevok unleashes Bhaal's power. Creatures within 30 feet of Sarevok, including ones behind barriers and around corners, can't regain hit points until the end of Sarevok's next turn.



Viconia DeVir

Viconia DeVir is an exiled drow cleric in the service of Shar, goddess of darkness and loss. Once a loyal priestess of Lolth in the great drow city of Menzoberranzan, Viconia and House DeVir first lost the Spider Queen's favor when she refused to sacrifice an infant, an act she saw as pointless. In a desperate attempt to appease Lolth, her own mother arranged for Viconia to be sacrificed herself. She was saved by her devoted brother, Valas, who freed her and slew their mother in the process. For this crime, Valas was transformed into a drider, a monstrous centaur-like creature with a drow torso grafted onto the body of an immense spider. These events contributed to the once great House DeVir's destruction at the hands of House Do'Urden nearly a century ago.

Viconia fled Menzoberranzan and soon left the Underdark altogether to evade retribution from Lolth's minions. Stripped of most of her spellcasting abilities, she eventually found solace and newfound power in the worship of Shar, an ancient deity outside the Dark Seldarine. Like Lolth, Shar is a cruel goddess who values strength and duplicity.

Viconia has now lived apart from drow society for almost a century. During that time, she traveled with the Bhaalspawn Abdel Adrian, but eventually their relationship soured. In recent years, Shar has directed her to work with elemental cults that worship the Elder Elemental Eye. Viconia has faithfully carried out her goddesses wishes, which has often put her into conflict with surface organizations such as the Lord's Alliance or the Harpers.

When not working with cults of elemental evil, Viconia travels the Underdark looking for fellow outcasts. She has put together a motely band including a pair of driders named Cackle and Backle and a deep spider that she has raised since she saved it from being eaten by its mother. She also rides an achaierai that lost the rest of its flock to a war band of dwarves.

Me and Boo can attest that Viconia never helped us write the chapter about Ust Natha.

MINSC & BOO!

Viconia DeVir

Medium humanoid (drow), neutral evil

Armor Class. 21 (cloak of protection, plate, shield)
Hit Points. 81 (18d8)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	10 (+0)	14 (+2)	20 (+5)	14 (+2)

Saving Throws Con +5, Wis +10
Skills Insight +10, Persuasion +7, Religion +12
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common, Elvish
Challenge 13 (10,000 XP)

Special Equipment. Viconia wears a belt of fire giant strength and a cloak of protection and wields a mace +3. Without the belt, her strength is 12 and her speed is reduced to 20 ft.

Fey Ancestry. Viconia has advantage on saving throws against being charmed, and magic can't put Viconia to sleep.

Living Shadow. While in dim light or darkness, Viconia has resistance to damage that isn't force, psychic, or radiant.

Innate Spellcasting. Viconia's spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/Day each: *darkness, faerie fire*

Sunlight Sensitivity. While in sunlight, Viconia has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. Viconia is a 16th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Viconia has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *bestow curse, spirit guardians*
4th level (3 slots): *deathward, wall of fire*
5th level (2 slots): *antilife shell, flame strike*
6th level (1 slot): *blade barrier*
7th level (1 slot): *divine word*
8th level (1 slot): *holy aura*

Actions

Multiattack. Viconia attacks with her Mace +3 and casts a spell.

Mace, +3. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 10) bludgeoning damage plus 9 (2d8) necrotic damage.



Xzar the Chaos Clone

Xzar was a talented necromancer known for his erratic and bizarre behavior. He worked with the Zhentarim for a number of years with a halfling partner named Montaron or "Monty," as Xzar called him. The two of them got involved in the Bhaalspawn incident more than a century ago and their partnership dissolved soon after.

Xzar decided to attempt a magical ritual that would turn him into a lich. While successful at achieving this goal, once he embraced undeath he quickly descended into insanity. Xzar lost track of his phylactery and thus didn't feed it the souls required to fuel his undead state. Several decades later his body had crumbled to dust and Xzar had devolved into a demilich.

Before becoming a lich, Xzar had created a clone as a contingency against death. A clone usually remains inert until a soul reanimates the body. But the Slaad Lord Ssendam was able to animate the clone body by using the power of the Chaos Phage. The animated clone has the base personality of Xzar, along with his magical skills with necromancy.

I have long wondered what a creature without a soul would be like. It is unfortunate that the first example is also insane.

—Volo

This reanimated Xzar is missing a soul and because of this he does not feel whole. This has made him even more erratic than the original Xzar. Xzar is desperate to create a new soul for himself and everything he does is in pursuit of that goal. He does revere his Slaad creator, but mostly because Ssendam has promised to aid him in his quest to create a soul.

Xzar is pragmatic and manipulative enough to appear amicable while sizing up potential allies (or victims). Many of Xzar's casual observations come out as gibberish, though they can often have cryptic meanings.

Xzar the Chaos Clone

Medium humanoid (human), chaotic evil

Armor Class. 15 (18 with mage armor)
Hit Points. 88 (16d8 + 16)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	20 (+5)	10 (+0)	12 (+1)

Saving Throws Int +9, Wis +4
Skills Arcana +13, History +13
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 10
Languages Abyssal, Common, Infernal, Primordial, Undercommon, telepathy 60 ft.
Challenge 11 (7,200 XP)

No Soul. Since Xzar doesn't have a soul, resurrection magic is able to work upon him no matter how much time has passed. For example, a revivify would work on Xzar a week after he died. The only drawback is that True Resurrection and Wish are unable to bring Xzar back to life if no body exists.

Grim Harvest (1/Turn). When Xzar kills a creature that is neither a construct nor undead with a spell of 1st level or higher, Xzar regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Chaos Phage. Xzar's infusion with the Chaos Phage gives him the following benefits:

- Xzar regains 10 hit points at the start of his turn if he has at least 1 hit point
- Xzar has advantage on saving throws against spells and other magical effects
- Xzar has resistance to acid, cold, fire, lightning, thunder
- Xzar has darkvision and telepathy to 60 ft.

Spellcasting. Xzar is an 16th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +12 to hit with spell attacks). Xzar has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, mage hand, poison spray*
1st level (4 slots): *false life*, mage armor, ray of sickness**
2nd level (3 slots): *ray of enfeeblement*, mirror image, misty step*
3rd level (3 slots): *animate dead*, counterspell, dispel magic, vampiric touch**
4th level (3 slots): *blight*, evard's black tentacles*
5th level (3 slots): *cloudkill, conjure elemental, scrying*
6th level (1 slot): *circle of death*, create undead**
7th level (1 slot): *finger of death*, teleport*
8th level (1 slot): *Abi-Dalzim's Horrid Wilting*, clone**

*Necromancy spell of 1st level or higher

Actions

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.





Chapter 5
Monsters

THIS BESTIARY HAS GAME STATISTICS FOR A dozen monsters. These are monsters that can often be found on the Sword Coast or are allies of a particular Campaign Villain. They might play a role in one of the Hometowns or the region surrounding it. Feel free to use them however you like.

Achaierai

Dwelling mostly in the Underdark, achaierai are cunning avian quadrupeds originally from the plane of Acheron. Tribalistic and organized, they possess a strong—if skewed—sense of justice and will often band together to seek bloody vengeance against those who have wronged their kin. They are highly intelligent, with a strong streak of sadistic cruelty, compelling them to devise new and inventive strategies of torture for their victims.

Deadly Foes. Achaierai have razor sharp beaks, and each of their four legs are tipped with savage talons that can rip an opponent to shreds. They typically hunt in flocks, using coordinated strategy to maximize the efficiency of their attacks. If an achaierai is threatened, it can expel a toxic cloud to distract its enemies and flee... only to resume the fight again later under more favorable conditions.

A Community of Cruelty. Social creatures by nature, the achaierai typically form small flocks of up to a half-dozen members. However, these flocks are not family. The leader is simply the largest and strongest member, and in times of food scarcity the weakest members are routinely cannibalized. Achaierai can only breed on their home plane. To increase their numbers in the Underdark, they capture wizards and torture them until they summon more of their kind from Acheron. Because of this, wizards are the only captives the carnivorous achaierai don't eventually eat.

A Cycle of Vengeance. Flocks of achaierai have been known to band together to wage war upon a svirfneblin village or drow outpost. These attacks come with little warning, and there are typically no survivors as the ravenous achaierai devour everything in sight. For this reason, the other Underdark races despise the achaierai, and will even work together to wipe out a flock whenever one is discovered. Inevitably, this triggers retaliation from other achaierai, leading to an endless cycle of vicious and bloody reprisals.

Achaierai

Large monstrosity, lawful evil

Armor Class. 15 (natural armor)
Hit Points. 90 (12d10 + 24)
Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Infernal
Challenge 5 (1,800 XP)

Magic Resistance. The achaierai have advantage on saving throws against spells and other magical effects.

Spring Attack. The achaierai can take the Disengage action as a bonus action on each of its turns.

Actions

Multiattack. The achaierai makes two attacks with its talons and one attack with its beak.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

Talon. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Reactions

Defensive Cloud. When injured the achaierai can use its reaction to release a cloud of poisonous gas in a 10-foot radius. All creatures in the cloud take 7 (2d6) poison damage and must make a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned the target is confused as if from a confusion spell. At the end of its turns, the affected target can repeat the Constitution saving throw. If it succeeds the confusion ends. Achaierai are immune to the effects of this cloud.



Bebilith

Bebiliths, or Creepers of the Abyss, are arachnoid demons that prey upon other demons... though whether they do so out of hunger, cruelty, or a strange compulsion to inflict justice on their chaotic evil kin is unknown. Other demons typically leave the bebilith alone and killing them is considered a great taboo. Further adding to the intrigue of their strange mystique, it is believed several greater demonic beings pay homage to the bebiliths.

Barbed Horrors. Massive, hulking hunters, bebiliths possess foreleg claws that can carve through the thickest armor like warm butter. They can cast webs imbued with searing green fire, and the venom from their bite causes victims to ignite with green flames that burn them alive from the inside out. While their spiderlike appearance suggests the demon queen Lolth created them, most Abyssal scholars have refuted that theory. Their origins are seemingly lost in time, though most suspect the bebilith are natural predators that roamed the Abyss long before other demons spread across it in their teeming hordes.

Relentless Hunters. Though they typically feed upon other demons, a bebilith will attack any creature it encounters without hesitation. During the initial strike, they mark their prey using a combination of pheromones and demonic magic. Once marked, a bebilith can track its victim across any distance—the only way to escape pursuit is by killing the bebilith or fleeing the Abyss. Fortunately, bebiliths cannot be summoned to the prime material plane. However, the drow discovered a way to draw their spirits into mechanical, spider-like constructs called retrievers, which they use to hunt or track their enemies.

Carcerus Prison

The demodands of the Carcerus prison in Ust Natha have tortured a small number of bebilith into doing their bidding. These bebilith can use their relentless hunter ability on anyone ever imprisoned in Carcerus.

> It is said that the drow can imprison a Bebilith in a metal shell. This new creation is called a Retriever and is used by the dark elves to track down and exterminate their enemies.
>
> —Volo

Bebilith

Huge fiend (demon), chaotic evil

Armor Class. 17 (natural armor)
Hit Points. 189 (18d12 + 72)
Speed. 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	18 (+4)	11 (+0)	13 (+1)	8 (–1)

Saving Throws Con +8, Wis +5
Skills Perception +5, Stealth +10
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15
Languages understands Abyssal but only speaks telepathically to its own kind
Challenge 12 (8,400 XP)

Innate Spellcasting. The bebilith can innately cast the following spell, requiring no material components:

3/Day: *darkness*

Relentless Hunter. The bebilith may use a bonus action to mark prey that it has damaged. Only one creature can be marked at a time. The bebilith always knows the exact location of the marked prey on the current plane of existence, cannot be surprised by it, and has advantage on all attack rolls against it.

Spider Climb. The bebilith can climb difficult surfaces, including upside down, without needing to make an ability check and ignores any movement restrictions caused by webbing.

Actions

Multiattack. The Bebilith uses poisoned web if it can and then makes two melee attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 21 (6d6) poison damage. Any creature that drops to zero hit points because it has been bit by the bebilith lights on fire and suffers 7 (2d6) fire damage each round until healing is applied to them.

Foreleg. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Poisoned Web (Recharge 5-6). *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one creature. *Hit:* 36 (8d8) poison damage, and the target is restrained by webbing. While restrained, the target takes 9 (2d8) poison damage at the start of each of its turns and the target may then make a DC 17 Strength check to free itself from the webbing. Unlike normal webs, fire cannot burn a bebilith's webbing but if used will ignite the web inflicting an additional 3 (1d6) fire damage to trapped targets.



Demodand

Demodands are primal creations of evil and implacable agents of destruction. Exiled to Carceri for their chaotic taint, they are also known as gehreleths or leths.

Wardens of the Damned. Though they are trapped in Carceri, the demodands do not consider themselves prisoners. Instead, they are the self-appointed wardens and jailors of the Tarterian Depths. They derive pleasure from tormenting and terrorizing their fellow captives through acts of brutality, cruelly taunting them the entire time. However, they make no distinction between those actually condemned to Carceri, and planar travelers just passing through. As far as the demodand are concerned, all must be prevented from escaping at any cost.

A Trio of the Grotesque. Demodands have three castes, each with a form so repulsive even other denizens of the Lower Planes view them with disgust. The farastu are forced to do the most menial tasks, under orders from their kelubar and shator superiors. When around weaker creatures they are vicious bullies; around more powerful beings they become whimpering cowards. The kelubars are the bureaucrats of the demodands, acting as intermediaries between the lowly farastu and their shator overlords. The kelubar decide which prisoners are rewarded, and which should be punished with extra torments. The shators make up the ruling caste, effectively serving as prison wardens to the lower-ranked guards.

The Memory of Eons. Each shator possesses an obsidian triangle. These powerful magical artifacts grant the demodands access to the collective memory of their kind; a shared recollection stretching back to the very dawn of time. The shators primarily use the triangles to track the identity of every being that has ever escaped Carceri, concocting elaborate, generation-spanning strategies to recapture these fugitive souls.

Demodand, Farastu

Medium fiend, neutral evil

Armor Class. 16 (natural armor)
Hit Points. 71 (11d8 + 22)
Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	14 (+2)	8 (-1)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +5
Skills Athletics +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities acid, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal
Challenge 7 (2,900 XP)

Adhesive Slime. The farastu secretes a thick, tarlike slime and it can choose to use this slime to secure enemies that it has grappled or to make weapons become attached to it. It is able to end the adhesion with a bonus action, causing all items and creatures secured to it to be released. The adhesion also ends after the farastu dies.

Devil's Sight. Magical darkness doesn't impede the farastu's darkvision.

Keen Smell. The farastu has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The farastu has advantage on saving throws against spells and other magical effects.

Magic Weapons. The farastu's weapon attacks are magical.

Reckless. At the start of its turn, the farastu can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The farastu makes two claw or bite attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. The target is held fast by the farastu's adhesive slime (grappled, escape DC 15) if the farastu isn't already grappling a creature.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Reactions

Adhesive Hide. After taking damage from a melee weapon, the farastu can use its reaction to take the weapon, if the attacker fails a DC 15 Dexterity saving throw. The weapon is attached to the farastu's hide until it releases the weapon, or an attacker takes an action and succeeds with a DC 15 Strength check to pry it off the farastu.

Demodand, Kelubar

Medium fiend, neutral evil

Armor Class. 17 (natural armor)
Hit Points. 97 (13d8 + 39)
Speed. 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	17 (+3)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Str +9, Con +7, Cha +8
Skills Athletics +9, Insight +6, Persuasion +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities acid, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, Common
Challenge 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the kelubar's darkvision.

Freedom of Movement. The kelubar is unaffected by difficult terrain, and spells and other magical affects do not reduce its speed or cause it to be paralyzed or restrained. If the kelubar spends 5 feet of movement is automatically escapes from nonmagical restraints or a creature that has it grappled. It is also able to move underwater with no movement or attack penalties.

Innate Spellcasting. The kelubar's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *acid arrow, clairvoyance, detect magic, fear, invisibility (self only), spider climb, tongues*
3/Day each: *fog cloud, ray of enfeeblement*
2/Day each: *dispel magic*

Keen Smell. The kelubar has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The kelubar has advantage on saving throws against spells and other magical effects.

Magic Weapons. The kelubar's weapon attacks are magical.

Reckless. At the start of its turn, the kelubar can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Sneak Attack (1/Turn). The kelubar deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the kelubar that isn't incapacitated and the kelubar doesn't have disadvantage on the attack roll.

Stench. Any creature that is not a demodand and starts its turn within 30 feet of the kelubar must succeed on a DC 16 Constitution saving throw or be poisoned. On a successful saving throw, the creature is immune to the stench of this kelubar for 1 hour.

Actions

Multiattack. The kelubar makes two claw or bite attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 7 (2d6) acid damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 7 (2d6) acid damage.

Summon Reinforcements (Recharges after a Short or Long Rest). If the kelubar rolls 1-2 on a d6 it summons in two farastu, a result of 3-4 summons in one kelubar.

Reactions

Impossible Dodge. When an attacker that the kelubar can see hits it with an Attack, the kelubar can use its Reaction to halve the attack's damage.

Me and Boo like many sticky things, most especially donuts and Boo's favorite, candied pecans. But some sticky things belong on the pointy end of a sword.

MINSC & BOO!

Demodands are difficult to study since they usually never leave their native plane of Carceri. However, the prison in Ust Natha presents a unique opportunity to view them up close. Not that I enjoyed the experience.

—Volo

Demodand, Shator

Large fiend, neutral evil

Armor Class. 17 (natural armor)
Hit Points. 189 (18d10 + 90)
Speed. 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	20 (+5)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Str +12, Con +10, Cha +10
Skills Athletics +12, Insight +8, Persuasion +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities acid, fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common
Challenge 15 (13,000 XP)

Devil's Sight. Magical darkness doesn't impede the shator's darkvision.

Innate Spellcasting. The shator's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *clairvoyance, detect magic, magic missile, invisibility (self only), spider climb, tongues*
3/day each: *cloudkill, tasha's hideous laughter*
2/day each: *dispel magic, plane shift*

Keen Smell. The shator has advantage on Wisdom (Perception) checks that rely on smell.

Magic Resistance. The shator has advantage on saving throws against spells and other magical effects.

Magic Weapons. The shator's weapon attacks are magical.

Poisonous Slime. A creature within 5 feet of the shator is splattered with slime whenever it hits the shator with a melee attack. The creature must make a DC 18 Dexterity saving throw or becoming paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the paralyzed effect on itself on a success..

Actions

Multiattack. The shator makes two claw attacks and one bite. It can substitute its bite for a poisonous spit attack if available.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 10 (3d6) acid damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 14 (4d6) acid damage.

Poisonous Spit (Recharge 5-6). The shator exhales poisonous spit in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save and becoming paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the paralyzed effect on itself on a success. The creature takes 18 (4d8) acid damage on a successful save.

Summon Reinforcements (Recharges after a Short or Long Rest). If the shator rolls 1-2 on a d6 it summons in two farastu, a result of 3-4 summons in one shator.



Dopplegangers are enigmatic creatures. While they can be charismatic if they desire to be, they are moody by nature and dangerous if provoked.

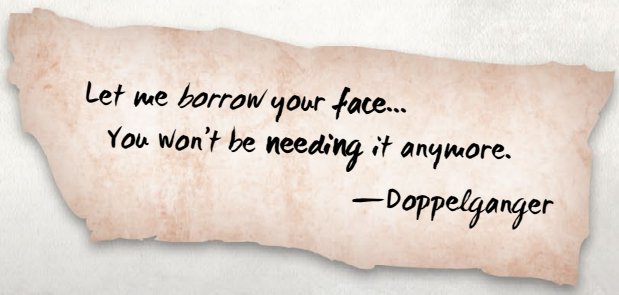
—Volo

Dread Doppleganger

The dread doppleganger is an ancient member of that race. It has lived for centuries adopting the forms of hundreds or even thousands of different creatures. The long years of impersonating others has drained these elder beings of any kind of empathy. Most dread dopplegangers work alone, though sometimes they will lead a band of younger members of their kind.

Emotionless. Dread dopplegangers have impersonated the feelings and emotions of so many others that they find it difficult to feel emotions of their own. Because of this they make excellent spies and assassins, for they don't experience remorse for anything that they might have to do. Dread dopplegangers seek out increasingly risky and bizarre behavior in order to instill any kind of emotion. Often this means they will take on dangerous jobs that could bring about their own death.

Unnatural Gait. In their natural form dread dopplegangers move about in a disturbing fashion. They are so used to mimicking the movements of others that their own manner of moving seems broken and chaotic. While they might seem ungainly and clumsy when they move, they can lash out at speeds that often surprise their victims.



Dread Doppelganger

Medium monstrosity (shapechanger), neutral evil

Armor Class 15
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	17 (+3)	14 (+2)	15 (+2)

Skills Deception +7, Stealth +8
Senses darkvision 60ft., passive Perception 11
Languages Common
Challenge 5 (1,800 XP)

Innate Spellcasting. The dread doppelganger's spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no components:

3/day each: *phantasmal killer*
1/day each: *mirror image, mislead*

Shapechanger. The dread doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. In the first round of a combat, the dread doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the dread doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The dread doppelganger makes three melee attacks.

Slam. *Melee Weapon Attack:* +8 to hit, range 5 ft., one target. *Hit:* 8 (1d6 + 5).

Read Thoughts. The dread doppelganger magically reads the surface thoughts of one creature within 60 ft. of it. The effect can penetrate barriers, but 3 ft. of wood or dirt, 2 ft. of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the dread doppelganger can continue reading its thoughts, as long as the dread doppelganger's Concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.



Gibberling

Gibberlings are small, feral humanoids believed to have originally come from the Far Realm, a distant plane characterized by chaos and madness. However, just how these creatures reached the Prime Material Plane and Faerûn is unknown. Regardless, these deadly, wild creatures have become an increasingly common sight for unfortunate travelers along the Sword Coast who stray from major roads at night. Luckily, the gibberlings' intense fear of all sources of light, including fire, make safeguarding camps and settlements a simple task.

Madness Made Flesh. Gibberlings are short, squat creatures roughly the same height as the average gnome, though their hunched posture makes them appear to be even smaller. Thick black fur covers most of their muscular bodies, though bare patches of sickly gray skin are found on their faces, arms, and legs. Jet-black eyes and a perpetual deranged grin adorn the bestial face of a gibberling, which is framed by pointed ears topped with hairy tufts.

Chattering Hunger. Gibberlings roam the wilderness in large groups, largely preferring to stay within dense forests and caverns. They are exclusively carnivorous and do not hesitate to eat the flesh of their fallen kin. Gibberlings are rarely able to surprise their prey, as they constantly shriek, howl, and chatter. Although these vocalizations appear to be a form communication, the few linguists who study these creatures have concluded that these noises are not a language.

Unpredictable Combatants. Even a novice adventurer could make short work of a single gibberling, though they always travel in packs. If left unchecked, these groups swell to vast hordes that devour everything in their path. Despite their animalistic behavior, gibberlings are intelligent enough to wield weapons, albeit ones stolen from victims rather than forged themselves. When such arms are unavailable, gibberlings improvise using rocks, bones, and large sticks. Gibberlings lack any sense of self-preservation; with no concept of retreat, a gibberling always fights to the death.

Gibberlings are appropriately named, for they babble, or should I say gibber, incessantly. They are unpredictable and thus barely worthy of any kind of research. Thus, why I didn't include them in my book "Volo's Guide to Monsters".

—Volo

SKREEE EEEEEGLURKLGLURKL!
BLARKBLARKBLARKBLARK.
JAGAJAGAJAGAJ AGAJAGA!?
—GIBBERLING

Gibberling

Small aberration, chaotic neutral

Armor Class 12
Hit Points 7 (2d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	6 (–2)	8 (–1)	8 (–1)

Skills Stealth +4
Damage Resistances psychic
Condition Immunities charmed, frightened,
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Reckless. At the start of its turn, the gibberling can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Light Sensitivity. While in bright light, gibberlings have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Burrow. A gibberling gains advantage on stealth checks if it uses an action to burrow into dirt.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Swarm. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. The target is grappled (escape DC 10). All gibberlings within 5 ft. of the target can use a reaction to make a dagger attack with advantage on the attack roll.



Hamadryad

These fey come into being when the home tree of a dryad is destroyed or becomes corrupted by foul magic. If the dryad isn't killed she slowly wastes away and over the course of several months becomes a hamadryad. Hamadryads are mad creatures that seek vengeance against any non-fey that wanders into the deep places of the wood that is their home.

Beauty Lost. Hamadryads do not retain the beauty that they had before whatever tragedy befell them. Their mouths have vanished and their laughter is forever gone. The beautiful feminine forms dryads are famed for have become twisted. Their emerald skin is grey and sickly and their very touch is corrupt and poisonous.

Madness. Hamadryads rarely behave in a manner that seems rational. They might viciously attack an intruder and then vanish, only to return later when their mood changes. Sometimes they might help a group of adventurers against evil creatures only to turn on the adventurers once their mutual foe is vanquished.

I cannot drink the water.
My roots grow black and rotten.
I cannot drink the water.
My leaves wither and die.
I cannot drink...

—Hamadryad

Hamadryad

Medium fey, chaotic neutral

Armor Class 12 (16 with barkskin)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	15 (+2)

Skills Perception +2, Stealth +6
Senses darkvision 60ft., passive Perception 12
Languages Sylvan
Challenge 2 (450 XP)

Innate Spellcasting. The hamadryad's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components:

3/day each: *entangle*
1/day each: *barkskin, grasping vine, pass without trace*

Magic Resistance. The hamadryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The hamadryad can communicate with Beasts and Plants as if they shared a language.

Tree Stride. Once on her turn, the hamadryad can use 10 ft. of her Movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be Large in size (or bigger).

Actions

Multiattack. The hamadryad makes two melee attacks.

Claws. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 5 (1d4 + 3) plus 10 (3d6) poison damage.

It is a sad thing when one of nature's most beautiful fey is corrupted into a hamadryad. Be careful about feeling too much sympathy for them, for they are fearsome when someone trespasses into their territory.

—Volo



Sirenes are seen in only a few places in Faerûn. Obviously, the Sword Coast region is one such place. Sirenes have also been sighted in the Sea of Fallen Stars and the Moonsea lake. There are rumors that sirenes can be found at the courts of storm giant lords.

—Volo

Sirene

Sirenes are fey creatures that live along the cliffs and jagged rocks of the Sword Coast. Equally comfortable on land or beneath the waves, sirenes prefer to keep close to shore and rarely go out into deep water. They are famed for their beautiful singing that often lures sailors to steer their ships to disaster on the coast.

Territorial. Sirenes live together in small bands. They are extremely territorial and try to drive out any other humanoid that trespasses in their domain. They initially use non-deadly means to convince intruders to leave, but if that is not successful, they are willing to kill.

Beautiful Song. Sirenes love to sing and use their music to communicate amongst themselves. Their songs are beautiful and haunting, but usually not magical in nature. Only when they are in danger will they weave magic into their songs.

Skilled Warriors. Sirenes are deadly warriors who use their skills to hunt for food and to kill those who trespass on their territory. Their wicked daggers are made from bone and are their primary weapon when they travel beneath the water. They store their bows close to shore, ready to be retrieved if needed.

Come no closer, mortal!
We sing for our sisters and we sing for the ocean.
We sing not for you.

—Sirene

Sirene

Medium fey, chaotic neutral

Armor Class 14
Hit Points 36 (8d8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	11 (+0)	12 (+1)	10 (+0)	16 (+3)

Skills Performance +5, Persuasion +5, Stealth +6
Senses darkvision 60ft., passive Perception 10
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP)

Amphibious. The sirene can breathe air and water.

Magic Resistance. The sirene has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The sirene's spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

3/day each: *crown of madness, suggestion*
1/day each: *invisibility*

Actions

Multiattack. The sirene makes two dagger attacks or two shortbow attacks.

Dagger. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 6 (1d4 + 4)

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



Phaerimm

Highly intelligent, phaerimms are malevolent aberrations that dwell deep beneath the surface of the world. Natural spellcasters, they delight in bringing pain and suffering to others. It is said phaerimms would willingly wipe every other being from existence, save for the fact they would then lack slaves to torture for sport.

Monstrous Horrors. Phaerimms are hideous looking creatures—bulbous bodies with spindly arms and legs, topped by a gaping maw filled with row upon row of razor-sharp teeth. Their evil magic drains life and moisture from the natural world, and the Anauroch Desert was created through extensive use of their powers.

Mental Enslavement. A phaerimm's mind-controlling abilities rival those of any mind flayer or beholder. Extremely solitary beings, they surround themselves with a retinue of mentally dominated creatures that serve as bodyguards, soldiers, and hunters. When these thralls cease to be useful, they are slaughtered and devoured by their phaerimm master. The phaerimm language is incomprehensible to humanoids, even with the use of magical assistance. However, a phaerimm can use telepathic magic to communicate with other beings through its slaves, though due to their solitary existence they seldom have need to communicate at all. The only real exception occurs on those rare occasions when several phaerimm will work together to defeat an enemy that is too strong for them to face individually.

An Endangered Species. Phaerimms were pushed to the edge of extinction thousands of years ago by the ancient Netherese wizards. Only a few isolated pockets still exist, typically sealed away in deep chambers by their enemies. Phaerimms still have a particular hatred for tomb tappers, a Netherese construct that is immune to their mind control. Their population has been slow to recover from this purge, as a phaerimm is only capable of producing a single egg every century. This egg must be injected into a host through a stinger on the phaerimm's tail, which paralyzes the victim. The larva then consumes the host—still alive—from the inside.

Phaerimm

Large aberration, neutral evil

Armor Class. 18 (natural armor)
Hit Points. 144 (17d10 + 51)
Speed. 15 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	19 (+4)	20 (+5)	23 (+6)

Saving Throws Int +9, Cha +11
Skills Arcana +9, Insight +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses truesight 120 ft., passive Perception 15
Languages Undercommon, understands Common, telepathy 100 ft.
Challenge 15 (13,000 XP)

Arcane Sight. The phaerimm discerns the location of all magical auras within sight and knows which creatures within 60 feet are spellcasters.

Extended Concentration. The phaerimm can concentrate on two different spells at the same time. If concentration is broken, then both spells fade immediately.

Immutable Form. The phaerimm is immune to any spell or effect that would alter its form.

Magic Resistance. The phaerimm has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The phaerimm is a 15th-level spellcaster. It's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

Cantrips (at will): *mage hand, minor illusion, poison spray, ray of frost*
1st level (4 slots): *dissonant whispers, magic missile, shield*
2nd level (3 slots): *crown of madness, detect thoughts, phantasmal force*
3rd level (3 slots): *fireball, fear, hypnotic pattern*
4th level (3 slots): *confusion, greater invisibility, phantasmal killer*
5th level (2 slots): *dominate person, hold monster, telekinesis*
6th level (1 slot): *chain lightning, mass suggestion*
7th level (1 slot): *prismatic spray, reverse gravity*
8th level (1 slot): *dominate monster*

Actions

Multiattack. The phaerimm makes four attacks with its claws and a bite or stinger attack. Alternatively, it attacks with two claws and casts one spell.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target fails a DC 18 Constitution saving throw, they will be paralyzed for 1 minute. The phaerimm's poison forces the paralyzed target to float five feet above the ground. The target may repeat the saving throw at the end of each of it's turns.

Implant. The phaerimm uses an action to do a stinger attack against a paralyzed target. If the stinger hits, an egg is implanted in the target. This egg can only be removed by spells that cure disease, such as lesser restoration. If the egg is not removed within 90 days, the larva emerges, and the host is killed. A phaerimm has a single egg so may only use this ability once.



Skeleton Lord

Medium undead, lawful evil

Armor Class 18 (plate armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	18 (+4)	12 (+1)	12 (+1)

Damage Vulnerabilities bludgeoning from magical attacks
Damage Resistances cold, necrotic
Damage Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages all the languages it knew in life
Challenge 9 (5,000 XP)

Fear Aura. Any creature hostile to the skeleton lord that starts its turn within 20 feet of the skeleton lord must make a DC 17 Wisdom saving throw, unless the skeleton lord is Incapacitated. On a failed save, the creature is Frightened until the start of its next turn. If a creature's saving throw is successful, then the creature is immune to the skeleton lord's Fear Aura for the next 24 hours.

Magic Resistance. The skeleton lord has advantage on saving throws against spells and other magical effects.

Magic Weapons. The skeleton lord's weapon attacks are magical and gain a +3 advantage to attack and damage rolls (included in the attack).

Actions

Multiattack. The skeleton lord makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Skeleton Warrior

Held together by necromantic energy, skeleton warriors are distinguished by their high intelligence and considerable battle prowess. All skeleton warriors retain the ability to understand languages they knew in life and most are capable of speech, standing in stark contrast to the mindless and far more common skeletons faced by most adventurers. Only the most skilled necromancers are able to raise a skeleton warrior, which are prized for use as bodyguards and sentinels. Necromancers must use the remains of powerful warriors in order to create a skeleton warrior. Even if a mage succeeds in their task, however, the creatures are difficult to control unless the mage has the golden circlet that contains the undead warrior's soul. Like other skeletons, skeleton warriors are resistant to most forms of damage but vulnerable to bludgeoning; blunt trauma is required to knock dry bones out of place. In addition, skeleton warriors are highly resistant to magical effects.

Battle Beyond Death. Skeleton warriors are created from the remains of great fighters and retain their skills in undeath. Many are former adventurers or prominent lords who died in battle. Skeleton warriors wield fearsome two-handed greatswords and wear heavy, often ornate, armor that has tarnished with age.

Undead Commanders. Skeleton warriors are typically solitary guardians and do not usually associate with other undead unless under the active control of a necromancer. In such cases, a skeleton warrior may lead a detachment of more dim-witted skeletons, directing them to use tactics normally out of reach.

Skeleton Lords. Some skeleton warriors are created using the remains and souls of powerful lords such as kings or other nobility. These skeleton warriors are more powerful than others of their kind and radiate an aura of cold and fear that can chill the heart of even the bravest champion.

Soul Circlets. When a skeleton warrior is created, its soul is trapped within a magical gold circlet, which is used to control the creature. This artifact is what binds a skeleton warrior to the Prime Material plane. Skeleton warriors are driven to recover their circlets and most that succeed choose to destroy the items, ending their ghoulish existence.

Skeleton Warrior

Medium undead, lawful evil

Armor Class 18 (plate armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	16 (+3)	12 (+1)	12 (+1)

Damage Vulnerabilities bludgeoning from magical attacks
Damage Resistances cold, necrotic
Damage Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages all the languages it knew in life
Challenge 5 (1,800 XP)

Magic Resistance. The skeleton warrior has advantage on saving throws against spells and other magical effects.

Magic Weapons. The skeleton warrior's weapon attacks are magical and gain a +3 advantage to attack and damage rolls (included in the attack).

Actions

Multiattack. The skeleton warrior makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Controlling Skeleton Warriors

Someone wearing a skeleton warrior or skeleton lord's golden circlet can use an action to take control of the undead creature if it is within 100 ft. There is no saving throw allowed against this control. This control is complete and allows the wearer of the golden circlet to issue commands through a telepathic link. The skeleton warrior or lord will do its best to obey simple commands such as "attack that creature" or "move over there". If the skeleton warrior or lord does not receive any orders it will defend itself as best as it is able.

Walking skeletons are a sure sign that some EVIL wizard is getting up to no good. Minsc is quite certain that skeletons should be sleeping in their graves—not ambulating around as if in search of midnight snacks! And now you say they have crowns and platemail and magic swords?! Are there no depths to which evil will not sink? And what does evil find down there, anyway? Boo would like to know!

MINSC & BOO!



Sword Spider

Sword spiders are a type of giant arachnid that stalk the forests and caverns of Faerûn, walking on legs that resemble razor-sharp blades. These solitary predators move incredibly fast and with great stealth for their large size. The sword spider's sleek, 12-foot-long body is encased in a durable black exoskeleton covered in fine dark hairs. Although their eyesight is poor, sword spiders locate their prey using tremorsense to feel for minute vibrations in the ground.

Natural Weapons. All eight legs of a sword spider end in thick chitinous plates with serrated ridges. However, its primary weapons are its front two legs, which look like a pair of massive curved swords. Its victims are impaled upon these limbs and brought close enough for the spider to deliver its poisonous bite. Once slain, its prey is then chopped up into manageable morsels that can be fed into its cavernous maw lined with multiple rows of crooked fangs

Death From Above. Rather than trapping its food within a pre-constructed web, sword spiders prefer to wait for prey high up in tree branches and on cavern walls. (Despite their large frames, sword spiders retain the ability to cling to most surfaces, making them adept climbers.) Once it spots its prey, the spider sprays the creature with a restraining web and drops down with all eight of its lethal legs extended to impale its meal. When hunting in areas not conducive to this strategy, sword spiders instead stalk and chase their prey like big cats and are able to leap forward up to 30 feet, lashing out with their forelimbs.

Deep Spiders. Sword spiders are native to the jungles of Mhair on the Chultan Peninsula in southwest Faerûn. Drow traders brought them to the Underdark where they were bred for use in battle under the control of Lolthite priestesses. These variants are called deep spiders and many have since escaped their pens and, with the ability to tolerate a wide range of climates, adapted quickly to their new subterranean homes. These creatures soon spread throughout the Underdark with many finding their way to the surface.

Deep Spider

Huge beast, unaligned

Armor Class. 15 (natural armor)
Hit Points. 95 (10d12 + 30)
Speed. 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	6 (--2)	12 (+1)	4 (--3)

Skills Stealth +8
Senses tremorsense 60 ft., passive Perception 11
Languages —
Challenge 7 (2,900 XP)

Spider Climb. The deep spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the deep spider knows the exact location of any other creature in contact with the same web.

Web Walker. The deep spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The deep spider makes two foreleg attacks and one bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Foreleg. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Sword Spider

Large beast, unaligned

Armor Class. 16 (natural armor)
Hit Points. 45 (6d10 + 12)
Speed. 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (–2)	12 (+1)	4 (–3)

Skills Stealth +7
Senses tremorsense 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

Spider Climb. The sword spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the sword spider knows the exact location of any other creature in contact with the same web.

Web Walker. The sword spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The sword spider makes two foreleg attacks and one bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Foreleg. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



Tasloi

Lanky but small goblin-like creatures, tasloi largely dwell in the dense tropical forests of southern Faerûn. However, groups of tasloi have made their way northwards to the Sword Coast, with a notable enclave within the Cloakwood. With vibrant green skin covered by a thin layer of coarse black hair, tasloi can perfectly blend in with their surroundings with only the faint glow of their golden, almost feline eyes betraying their presence. Although generally less intelligent than humans, tasloi can be quite clever, using superior numbers and pack tactics to make them surprisingly formidable foes.

Tree Dwellers. Tasloi prefer the low-light conditions of jungle canopies and avoid direct sunlight altogether. In more temperate areas where foliage is sparse, such as the forests of the Sword Coast, they largely limit their activities to dawn and dusk. Expert climbers, the tasloi's long arms allow them to rapidly move among treetops by leaping from branches and swinging from vines. Tasloi are less at home on the ground, where they knuckle-walk by adopting a crouched position similar to that of an ape.

Social Creatures. Tasloi live in a loosely structured tribal society together in bands that consist of multiple individual families. Most tasloi communities build homes in trees surrounded by interconnected platforms high off the ground. Tasloi have a deep fear of being alone, which is reinforced by their culture's many superstitions. They practice a form of husbandry, raising giant rats and other large vermin as livestock, both for food and use as mounts. Tasloi mostly speak a language unique to their kind, but some have learned to speak a broken form of Common. Although vicious, these opportunists can be reasoned with under the right circumstances.

Ambush Predators. Although tasloi can and will eat almost anything, they have a strong preference for fresh meat, especially that of humans, elves, and other humanoids. They are known take advantage of much more fearsome monsters by staking out escape routes from their lairs and luring already-injured adventurers into a trap. Tasloi also use hit-and-run tactics and other techniques that take advantage of their familiarity with their forest homes.

Tasloi

Small humanoid, chaotic evil

Armor Class 13
Hit Points 5 (2d6 - 2)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	8 (–1)	12 (+1)	9 (–1)	12 (+1)

Skills Stealth +5, Perception +1
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan, Tasloi
Challenge 1/4 (50 XP)

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

Javelin Expert. Tasloi can use their Dexterity score for attack and damage rolls with a javelin, just as if the javelin had the finesse property.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tasloi Sniper

Small humanoid (goblinoid), chaotic evil

Armor Class. 14
Hit Points. 15 (6d6 - 6)
Speed. 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	8 (–1)	12 (+1)	10 (+0)	12 (+1)

Skills Stealth +8
Senses darkvision 60 ft., passive Perception 10
Languages Goblin, Sylvan, Tasloi
Challenge 1 (200 XP)

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

Javelin Expert. Tasloi can use their Dexterity score for attack and damage rolls with a javelin, just as if the javelin had the finesse property.

Actions

Blowgun. *Ranged Weapon Attack:* +6 to hit, range 25/100 ft., one target. *Hit:* 5 (1 + 4) piercing damage and 7 (2d6) poison damage. The target must succeed on a DC 9 Constitution saving throw or be poisoned for one hour.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



Wolfwere Alpha

Medium humanoid (beast, shapechanger), chaotic evil

Armor Class 12 humanoid form, 13 (natural armor) wolf/hybrid form
Hit Points 104 (16d8 + 32)
Speed 30 ft. (40 ft. in dire wolf form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	10 (+0)	8 (–1)	16 (+3)

Skills Perception +6
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't iron
Senses passive Perception 16
Languages Common (can't speak in wolf form)
Challenge 6 (2,300 XP)

Shapechanger. The wolfwere can use its action to polymorph into a wolf-humanoid hybrid or into a human or elf, or back into its true form, which is a dire wolf. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The wolfwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolfwere has advantage on an attack roll against a creature if at least one of the wolfwere's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack (Hybrid form only). The wolfwere makes three attacks: one with its bite and two with its claws.

Longsword (Humanoid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 5) slashing damage or 11 (1d10 + 6) slashing damage if used with two hands.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Claws (Hybrid form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Lethargic Song (Humanoid form only). The wolfwere plays a magical melody on an instrument. Every humanoid within 200 ft. of the wolfwere that can hear the melody must succeed on a DC 16 Wisdom saving throw or be slowed for 10 minutes. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this wolfwere's melody for the next 24 hours.

Wolfwere

Wolfweres are shapeshifters that have the natural form of a large wolf but can transform at will into both humanoid and bipedal hybrid shapes. These hateful creatures are much more intelligent than a normal wolf and use this preternatural cunning to hunt their favorite prey: humans. Although some believe them to be the offspring of werewolves and normal wolves—and this may very well be their origin—wolfweres are their own species and their form of lycanthropy is not a transmissible curse or disease. Like werewolves, wolfweres are repelled by wolfsbane but are vulnerable to iron rather than silver weapons.

Strange Packs. Although some wolfweres are solitary, others choose to stay in familial bands. However, they most often run in packs of normal wolves or worgs. Wolfweres are able to influence and command these beasts, making them much more vicious and bolder. Rarely, a wolfwere may choose to blend in with human society. Wolfweres never associate with werewolves, as the two share a mutual hatred and will attack each other unprovoked.

Myriad Forms. A wolfwere's natural form is similar in size and appearance to that of a dire wolf. In combat, they usually shift into a hybrid form, which is able to both bite and use weapons with its human-like hands. To trick stronger prey, a wolfwere dons a charismatic human shape. Unlike werewolves, wolfweres have no single humanoid form to revert to. Instead, a wolfwere can transform into any humanoid shape it desires, though they almost universally choose ones with great physical beauty. Wolfweres have the ability to sense what their particular prey would find attractive and assume a seductive disguise. Wolfweres have less control over their appearance when they involuntarily transform under a new moon, though they usually assume a shape they have taken on recently.

A Sedating Melody. While in their humanoid forms, wolfweres have the ability to sing a song that induces a lethargy in their prey that is similar to a slow spell. Many wolfweres play stringed instruments and pose as bards to avoid arousing suspicion while they work their charms.

Shhhh... close your eyes.
Dream of starlight, dream of sights unseen,
and I shall join you soon.

—Wolfwere

Wolfwere

Medium humanoid (beast, shapechanger), chaotic evil

Armor Class 12 humanoid form, 13 (natural armor) wolf/hybrid form
Hit Points 55 (10d8 + 10)
Speed 30 ft. (40 ft. in dire wolf form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	10 (+0)	8 (–1)	15 (+2)

Skills Perception +4
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't iron
Senses passive Perception 13
Languages Common (can't speak in wolf form)
Challenge 4 (1,100 XP)

Shapechanger. The wolfwere can use its action to polymorph into a wolf-humanoid hybrid or into a human or elf, or back into its true form, which is a dire wolf. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The wolfwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolfwere has advantage on an attack roll against a creature if at least one of the wolfwere's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack (Hybrid form only). The wolfwere makes two attacks: one with its bite and one with its claws.

Longsword (Humanoid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

Bite (Wolf or Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Claws (Hybrid form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Lethargic Song (Humanoid form only). The wolfwere plays a magical melody on an instrument. Every humanoid within 200 ft. of the wolfwere that can hear the melody must succeed on a DC 13 Wisdom saving throw or be slowed for 10 minutes. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this wolfwere's melody for the next 24 hours.

I remember being told that wolfweres were nature's perfect predator. Boo disagreed with this though. There is nothing more fearsome than a pissed off space hamster!

MINSC



This book is dedicated to my lost Wychalarn, Dynaheir (pictured at the front). Also, to the late husband of my good friend Jaheira — Khalid (pictured here).

MINSC & BOO!

From the Journal of the Legendary Ranger and his Pet Hamster

A century has passed since the Bhaalspawn fought over the legacy of their father — Bhaal, the Lord of Murder. Two heroes witnessed the epic struggle firsthand — the ranger Minsc and his faithful companion, Boo.

Minsc and Boo were able to track down old friends and hated enemies and find out what they've been up to over the past century. They've compiled everything into this journal, edited by the traveler extraordinaire, Volo Geddarm.

Included in this journal are four cities, including Athkatla and Baldur's Gate; ten group patrons led by some of Minsc and Boo's old friends; a dozen new monsters; six arch villains and eleven dastardly henchmen.

For use with the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*.



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