



FORGOTTEN REALMS  
ENCOUNTERS  
IN  
CANDLEKEEP

BY KAYLA BAYENS



EXPLORE THE GREAT LIBRARY FORTRESS AND  
EXPERIENCE THE INCREDIBLE!



# FORGOTTEN REALMS



*Bob Carpenter*

**DUNGEONS & DRAGONS, D&D, Wizards of the Coast, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.**

**This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.**

**All other original material in this work is copyright 2021 by Christian Zeuch & Kayla Bayens and published under the Community Content Agreement for Dungeon Masters Guild.**





# CONTENTS


INTRODUCTION.....	4
OVERVIEW .....	4
THE SETTING.....	4
Hierarchy of Candlekeep.....	5
Areas of Candlekeep .....	6
RUNNING ENCOUNTERS .....	6
Skill Challenges .....	6
Escape Encounters .....	7
Disaster Encounters.....	7
ENCOUNTERS.....	8
A CALLING OF THE MINDS .....	8
A PROPHECY'S END .....	10
ATTACK AT DAWN .....	12
CALLING OF THE PROPHECIES .....	14
CASE OF THE DISAPPEARING WORDS .....	16
CHANGING WORDS, TWISTED PAGES.....	17
COUNCIL OF INTERPLANAR MEDDLERS.....	19
DEEP RUMBLINGS .....	20
EVENING IN THE CATACOMBS.....	22
FALSE PROPHETS.....	23
LOST TOME OF THE WILDS .....	25
MADNESS IN THE KEEPING .....	27
NONE SHALL PASS .....	28
PASSING OF THE KEEPER.....	29
THE CARE OF THE BROKEN.....	31
THE IGNITION OF KNOWLEDGE.....	32
TO BE AVOWED .....	33
UNEXPECTED DARKNESS.....	35
WHEN THE GHOST DRAGON HOWLS.....	37
WORN OUT WELCOME .....	38
APPENDIX A: NPCs AND CREATURES .....	41
APPENDIX B: MAGIC ITEMS.....	58
APPENDIX C: PLAYER OPTIONS .....	63
APPENDIX D: MAPS .....	65


## FOREWORD


When I put the writer's call out for this project, I got quite some nice applications and it was hard to decide on which creators to move forward with. I am glad to have chosen to work with the Kay-Kai duo! It was a delight to work with them. Kay came up with amazing content which really impressed me, and Kai did a phenomenal job with editing. The end result is what you will see in the following pages, which goes very much in line with my mission: provide amazing content with fantastic presentation, supported by great maps. I hope you enjoy this product we came up with just for you!

- Christian Zeuch


## CREDITS

**Authors:** Kayla Bayens 

**Editor:** Kai Linder 

**Layout:** Christian Zeuch 

**Art Direction:** Christian Zeuch

**Cover Illustrator:** Mike Zairos 

**Interior Illustrators:** Some artwork © Grim Press, used with permission. All rights reserved, Bob Greyvenstein, WotC Free Art Pack, camilkuo, vlrcomics, k\_yu, Digital Storm, Sergey Nivens, Ihor, grafik\_art, ra2 studio, Warm\_Tail, Reamolko, Unholy Vault Designs, golubovy, Aaron Lee, Joyce Maureira, grandfailure

**Cartography:** Christian Zeuch

**Special Thanks to:**

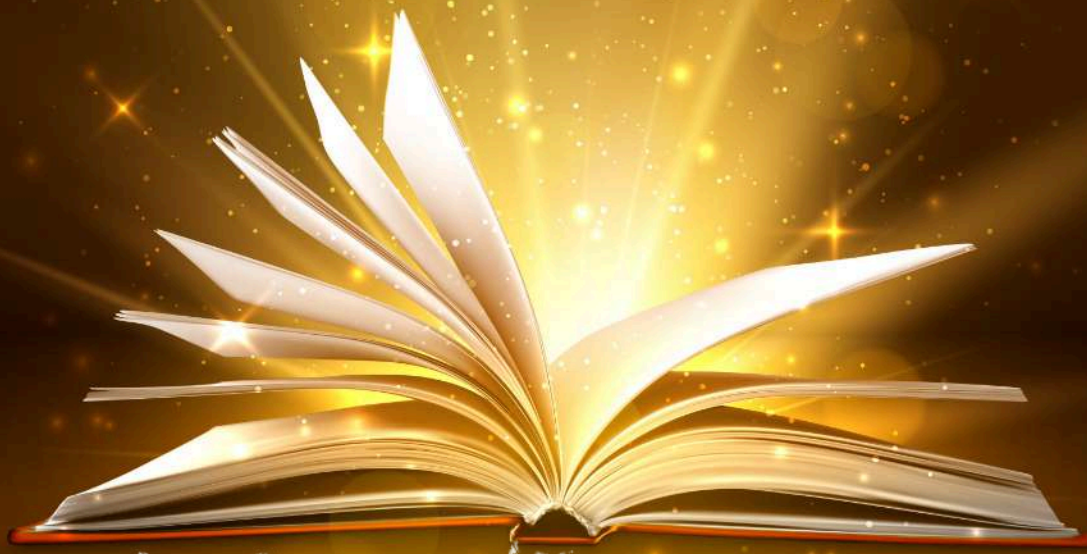
- Anthony Joyce for his insights which allowed a Necessarium to be mapped;
- Anthony Joyce, Justice Arman, M.T. Black and the team for the inspiration from [Elmisnter Candlekeep Companion](#);
- Marco Bernardini for the inspiration that came from his [Candlekeep map](#).

**Playtesters:** Arjun Somekawa Jaishankar, Carsen Decker, Conor Fitzpatrick, Daniel LegaspiIV, David McAllister, Fraser Mathie, Jacob Dickinson, James Gribben, James Todd, Jay Greck, Jordan Grayson, Kyle Greck, Liam Mcalinden, LukeGilbert, Nikolas Fenton, Oisin Donnelly, Oran Donnelly, Peter SousaLennon, Tiernan Kelly, Tom Partington

"TWITTER, TWEET, RETWEET and the Twitter logo are trademarks of Twitter, Inc. or its affiliates."







## INTRODUCTION

### OVERVIEW

Encounters in Candlekeep provides a series of 20 detailed encounters or events that you can use during your party's stay in Candlekeep, the Castle of Tomes, and its immediate surroundings in the Forgotten Realms setting. Within you will also find magic items, NPCs, and a new feat. These encounters can easily be used in any massive knowledge hold or library the party comes across if Candlekeep is not in their future.

The focus of these encounters is to provide a lore-rich environment for any DM to pick up and run with. The encounters are divided into several types, such as combat, social, exploration, and puzzle. You are encouraged to select the encounter that makes the most sense for your party or situation.

This book also comes with detailed maps of special areas within Candlekeep for the party to explore and interact in. While most of the party's interactions during their stay will most likely happen in either the reading rooms or the Courts of Air, there will be special occasions. Even if the particular encounters those areas go with are not run, the maps can be reused for other purposes within Candlekeep. The supplement is divided in the below chapters:

- Introduction
- Encounters
- Appendix A: NPCs and Creatures
- Appendix B: Magic Items
- Appendix C: Player Options
- Appendix D: Maps

### THE SETTING

A large keep jam-packed with fortified towers and underground spaces, Candlekeep is located on a spur of volcanic rock that overlooks the Sea of Swords. A single road called the Way of the Lion makes its way from the west to the entry gate. The wealth of knowledge it holds both protects it and makes it a massive target, to the point where factions of powerful mages have declared they will rise to support it if imperiled. The monks and others who live in and maintain Candlekeep pride themselves on keeping it a neutral ground despite whatever else may be going on outside its walls.

To gain entry into Candlekeep a supplicant must donate a gift, a noteworthy writing that can not already be found within the library. The monks will also accept a rare piece of writing if it is in better condition than the current one housed within the library or is the only one of its kind and irreplaceable, though this does not include the diary your gnome ranger scrawled in on your way there. These gifts are evaluated by the five Avowed guarding the entry gate who also interview anyone requesting entrance, testing for intentions of theft or destruction.

So many visitors flow in and out of Candlekeep that it is easy to get caught up and lose track of things, providing a unique chance for the party to meet creatures and NPCs from anywhere and everywhere in the Planes. But be careful, the castle is a massive maze of walkways, towers, tunnels, and corridors. In fact, some might say Candlekeep is so much more than a mere library.





## HIERARCHY OF CANDLEKEEP

The monks who run and maintain the library and its knowledge are known as the Avowed. While an Avowed might be a scholar it is just as likely that they come from a different background. The only requirement is that they pass the training and live by the Oath of the Avowed: *“Duty, Honor, Knowledge. Those three sacred words reverently preserve our purpose, our dedication to turn from temptation, and the vital treasure that we safeguard from ever being lost. They are our battle cry to build heart when all seems lost, our charge to regain determination when all we’ve done seems for naught, and our oath to preserve knowledge when it is abandoned.”* As part of their training, Avowed learn to speak a variety of different languages to better serve Candlekeep.

To help understand the power structure of Candlekeep, here is the basic hierarchy of all those within its walls, starting from the top with those in power:

**The Keeper of Tomes**, often simply called “Keeper”, is the highest authority in Candlekeep, recognisable by their white robes of position. Their word is law and can only be overruled by the next Keeper of Tomes. The current Keeper is Euphemius Wagner.

**The First Reader** is responsible for the Great Library and general upkeep of Candlekeep, a position that requires someone charismatic and articulate. The current First Reader is Borig Kularim.



**The Chanter** leads an endless march of Avowed and Seekers through Candlekeep reciting the as-of-yet-unfulfilled prophecies of Alaundo the Seer endlessly.

**The Guide** is responsible for the training and academic education of the acolytes.

**The Gatewarden** is responsible for the security and defense of Candlekeep. They also train the standing guards for the keep.

**The Keeper of the Emerald Door** guards the entrance from the Court of Air to the Great Library, as well as the more restricted sections of Candlekeep. They also greet all Seekers who gain entrance.

**Great Readers** are eight Avowed who are chosen based on merits and contributions to Candlekeep’s mission.

**Master Readers** are extremely knowledgeable and articulate individuals. They are said to be able to identify any tome from a single line within it. These monks hold debates to determine the true meaning of texts where there is confusion regarding its interpretation, carry out magical experimentations, and quest for valuable tomes of knowledge. Additionally, they are responsible for voting on promoting Seekers to the rank of scribe.

**Scribes** are responsible for copying existing books and producing the new ones published by Candlekeep, which provides the main source of income for the Avowed.

**Seekers** are both those who have been given permission to enter Candlekeep in search of knowledge, and the lowest-ranking monks. At this rank the monks do menial labor jobs or monotonous tasks in 12-hour shifts. A secret ritual completing their promotion from acolyte to Avowed is held when they are inducted.

**Acolytes** are those attempting to complete the training and gain the recommendations needed to be fully inducted into the ranks of the Avowed. They will need to be endorsed by five members of the Avowed plus either a tutor under The Guide or The Guide themself.

A **supplicant** is someone who comes seeking access to Candlekeep but has yet to be granted access.

### LANGUAGES

As part of their training, all Avowed learn to speak a variety of different languages so that they can better serve Candlekeep. All Avowed speak Common and any five other languages of the DM’s choice. Some are also able to cast comprehend languages and/or tongues, as even with their intensely academic background the incredible diversity of visitors to the keep inevitably brings people, items, and situation that no one could have prepared for..



## AREAS OF CANDLEKEEP

The encounters in this book highlight certain areas of Candlekeep, which are briefly detailed below. For a more in-depth look at all of the locations within the keep, please see either *Candlekeep Mysteries* by Wizards of the Coast, or [Elminster's Candlekeep Companion](#) on the DMsGuild.

**The Court of Air.** The large and spacious cobblestone courtyard guests step into when first entering Candlekeep, which the main structures the Seekers are allowed access to are immediately off of, including The Hearth.

**The Hearth.** A vast dining hall and tavern with a massive fire pit in the center. This connects to the nearby House of Rest and a bath house for Seekers to use during their stay.

**The House of Rest.** A building filled with rooms of bunk beds for Seekers during their stay. There are 4 Seekers to a room, the building has magic sound dampening and regular Avowed patrols.

**The House of Binder.** This is a temple to Oghma, god of Knowledge, and where many damaged texts are repaired.

**Exaltation Tower.** Believed to be the tallest tower in Candlekeep, it is currently used as a barracks for the Avowed, a library dedicated to warfare, and an observation room for battles going on outside the walls. It also has many heavily magicked rooms for volatile experiments as well as stables for aerial steeds.

**Caves and Catacombs.** A network of systems both constructed and natural that Candlekeep has converted into controlled storage for food, supplies, and very rare or dangerous items housed in vaults.

**Necessariums.** Twelve tall rounded towers located off of the Court of Air. Each tower contains a spacious reading room open to all Seekers, with the second floor up filled with stuffed bookshelves that are only accessible to the Avowed but visible by any in the reading room. There are also several rooms for gathering purposes.

## RUNNING ENCOUNTERS

When using Encounters in Candlekeep you will need to reference the core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*) as well as the newly released *Mysteries of Candlekeep* book. We also encourage you to pick up *Elminster's Candlekeep Companion* from the DMsGuild as it holds a wealth of knowledge and lore about the location that was outside the scope of this book. Despite being set within Candlekeep, these encounters can be easily adapted to any scenes that happen within libraries or similar stores of knowledge.

All important NPCs that the party will interact with are detailed in Appendix A. Most of the creatures in these encounters are modified creatures whose base stat can be found in the *Monster Manual*. For any

creatures that are not found in the *Monster Manual* please see Appendix A. Magic items from encounters can be found listed in Appendix B. When the Rewards

### CHALLENGE DIFFICULTY CLASS

Challenge/Difficulty	DC
----------------------	----

Easy	10
------	----

Moderate	15
----------	----

Hard	20
------	----

Improbable	30
------------	----

section of an encounter includes an experience points (XP) reward, refer to the XP Thresholds by Character Level table (Chapter 3 of the *Dungeon Master's Guide*) to award the correct amount of XP based on the characters' levels and the provided difficulty.

To help with on the fly decisions or with scaling an encounter's ability checks, it is suggested that you keep in mind the standard suggestions for difficulty when it comes to deciding a DC.

## TYPES OF ENCOUNTERS

Below are some specialized encounter types that appear within this book. It is important to keep the information below in mind when reading through and running the encounter to best fit with your party.

## SKILL CHALLENGES

To run a skill challenge, have all the players roll initiative. On their turn, a character chooses a skill, then justifies its usefulness in the current situation. If its usefulness cannot be justified (i.e. trying to use Animal Handling to deal with an acolyte), veto it. If no DC is given, the DM sets a DC based on the likelihood of that skill helping. The character then makes the ability check. The DM marks down whether the check succeeded or failed, and describes the result of the action. A character cannot use the same skill more than once in the same skill challenge, and each challenge requires the characters to succeed on a certain number of checks before they fail a certain number of checks to succeed in the overall skill challenge. A character can also choose to forfeit their chance at making an ability check to instead give another character advantage on their next check.

Here's an example: the characters are attempting to help a ball go well. On Kay's turn, she proposes using Persuasion to make small chat and joke with people at the ball. The DM agrees and sets the skill check at DC 10, because this seems quite straightforward and low risk. Kay gets a 13, and the DM marks one success! It's then Kai's turn, and he suggests using Athletics to do a show of strength. The DM could reject this as out of place, but decides to allow it with a high difficulty as it's possible but unlikely to go over well with the fancy crowd, and sets the skill check at DC 20. Kai gets a 17 and the DM marks one failure. The skill challenge is now at 1 success and 1 failure, and continues around until the target number of successes or failures are reached.



It is suggested that you show your players how these successes and failures are working within the scenes. If they have already failed twice, start building a possibility that might halt any further progress if they fail a third time. Should they hit multiple successes in a row describe how they might build off each other to help move the party forward towards their goal. The object is to make the scene dynamic despite the skill challenge rather than a list of check boxes the party needs to get through. Make the failure to complete the skill challenge really have an impact on the party or encounter moving forward, avoiding endings that feel like time wasters such as 'you get lost and find yourself back at the start of the maze'. It makes things feel like an endless loop as well as a grind rather than an enjoyable encounter.

## ESCAPE ENCOUNTERS

Escape Encounters are run in the same way as a Chase Encounter (see *Dungeon Master's Guide*, Chapter 8: Chases) except in reverse, with the party attempting to escape a situation such as an angry mob, a burning building, or a giant rolling boulder. A major part of these types of encounters is describing the environment and how it changes, as this is important for informing the players of ways they can try to make sure they get out in time. Describing the environment can be as simple as saying the ceiling collapses in front of you blocking the way to the front door, or as complex as describing everything they see.

Running an escape encounter isn't just about movement speed. Terrain and environments can impede or help a party trying to escape, but they also set up opportunities for the party to use a variety of skills to improve their movement, maintain it, or unintentionally slow them down. For example, bookshelves fall in the party's path with an angry dragon bearing down on them. This requires dexterity to get through, so a DM might call for an Acrobatics check with a difficulty set based on the situation. During that same escape from the angry dragon, they may also have to traverse multiple flights of stairs, providing a great place to let strength shine with an Athletics check to maintain pace up all of those flights.

Planning obstacles for the escape provides a variety of contests for the party to go up against. These can be mundane or magical, caused by an outside force, or triggered by the party (like with a trap). As the encounter moves along, if you find that the thrill of the escape and the tension it provides isn't enough, add a time limit to them being able to escape. Maybe that burning building is collapsing and if they don't get out they'll be trapped. Or a gate is closing at the end of the dungeon and if they don't make it through in 5 rounds that angry dragon is going to eat them. Make it fun, make it thrilling, and don't be afraid to adjust to the needs of your party at the table.

## DISASTER ENCOUNTERS

Disaster encounters break down into two sections: the preparation or advanced notice of impending disaster, and the disaster itself. Sometimes there won't be a chance to give advance notice to allow the party to prepare or help with evacuations, so DMs are encouraged to skip that section as needed. It is important however to remember that they are literally facing off against pure forces of nature in these encounters. Volcanic eruptions, tsunamis, earthquakes, and tornadoes are all examples of forms this can take. Additionally, the possibility of the disaster being magically triggered or enhanced is always a very real threat. These are meant to be potentially overpowered when compared to the party's current level. You can't bring a longsword to a volcano fight.

Should the party have advance notice to prepare for the disaster, set up goals that will help against the impending disaster if accomplished. All of the characters' planning will go towards curbing some of the more extreme effects of the natural disaster, saving lives and possibly homes in the process. Providing the party with a long list of things to do and a limited number of rounds to do them in will create tension. This will also force them to quickly strategize and possibly split up to cover more ground, something that the DM can take advantage of in the chaos of the disaster if they don't come back together before it hits.

The disaster itself should be treated like a single legendary enemy, including its own turn order once things kick off. It can have legendary actions, on-going danger zones, or repeating areas of effect at set intervals. As things need to move very quickly during this stage, adding a timer for how long the party has to decide their turns can keep things tense and moving along. Remember that unless augmented by magic or awakened in some way, a disaster isn't going to be actively targeting just the party. Natural disasters act to their nature and will barrel down whatever path they are on whether the party is in their way or not.







## ENCOUNTERS

### A CALLING OF THE MINDS

**Encounter Level:** Any

**Encounter Type:** Social

**Encounter Overview:** A new tome brought to Candlekeep has prompted a call for the greatest minds to descend for a lively debate on its validity and ideas.

**Encounter Location:** Necessarium

### BACKGROUND

Holding knowledge isn't the only thing Candlekeep does; it also encourages intellectual debates over its items. A tome thought lost has come to the keep and, being in a dead language, the Avowed have sent word far and wide for the greatest minds to examine and debate the works described within. A few days before the encounter takes place, a mass of messengers are sent from Candlekeep with invitations and details on the tome that will be the focus of discussions.

Please note that this is an open-ended encounter that can be adapted to your own campaign or the player's ideas, a definitive answer about the tome's contents is not given.

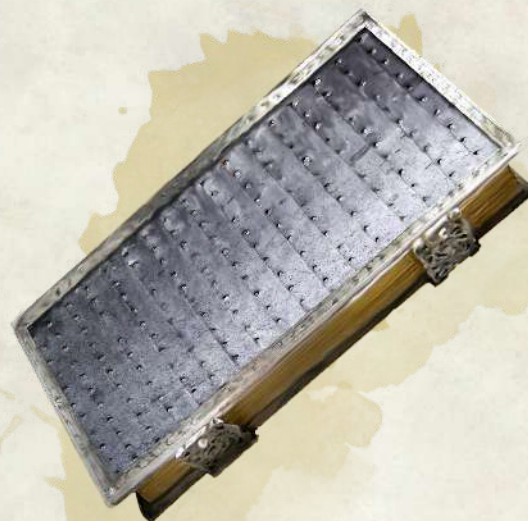
### THE ENCOUNTER

During a quiet moment of reading, read or paraphrase:

There's the sound of a throat clearing gently and you see an Avowed standing there politely waiting. Bowing, they present you with a small envelope

made of a shimmering pearl paper. Inside is an invitation requesting your presence at the Necessarium for a revealing and discussion of a previously lost tome believed to hold lost magical knowledge. When you finish reading, you find the Avowed has already gone.

A large crowd is gathered outside the Necessarium, and the atmosphere is full of excitement and anticipation. The Avowed sent out word of the lost tome, so a diverse party of new Seekers have come to the keep. A successful DC 14 Wisdom (Perception) check notices that far more people are attending this than could be accounted for by the Seekers present in the Hearth last night. You can use the Bizarre NPCs table on page 15





to describe some of those in attendance.

Floating in the center of the Necessarium as if held aloft by something invisible is a very large leather bound tome. It's massive at least 2 feet long, half as wide, and a thickness of two goliath arms of paper. Characters with a passive Perception of 16 or higher notice tiny colored runes and symbols that seem embedded or etched into its surface, and that what at first looks like leather actually has a slight layer of fur. Avowed are arranged around the outside of the room, and stadium seating facing the floating tome is made available to those in attendance.

Once everyone has settled in, a Great Reader thanks everyone for coming before discussing the following bits of the tome's history:

- It is thought that the author was the last survivor of a lost city of knowledge.
- The symbols on the outside of the tome seem to be selections of several lost languages.
- The tome was believed to have been destroyed in the flames of a lower level of the Nine Hells after a fiend stole it from a descendant of the author's, though lineage was never proven.
- As the time period over which the tome was written is so large, it's believed to hold the only true glimpse into several long lost techniques and civilizations.

As the Great Reader finishes giving the history of the tome, Avowed walk around passing a thin notecard with a number on it to each person. The Great Reader explains that everyone will have a chance to examine the tome under supervision before coming back together to discuss any possibilities surrounding the tome. Candlekeep hopes that several smaller viewing parties can be arranged to review the tome as it applies to their areas of expertise. Everyone is filed out of the room and told to wait in line until the card lets them know it's their turn to enter by changing colors.

When it's the party's turn to enter they are brought back into the room where the tome is floating and given pairs of white cloth gloves to wear. The Great Readers and several armed Avowed guards are in the room as well. The party is allowed to handle the tome as long as it is with great care. The following things can be discovered about the tome:

- A successful DC 18 Intelligence (Arcana) check determines that sets of the symbols on the outside of the tome are actually even more archaic versions of ancient interpretations of the schools of magic, though there seem to be two additional symbols that don't match current interpretations of the schools.
- A successful DC 14 Intelligence (History) check recalls that the pictograph or symbol for the City of Knowledge is often paired with symbols for 'home' or 'hearth' during sections which seem to have been written while the author was traveling.
- A successful DC 20 Wisdom (Perception) check notices something stuck into the spine of the book

between the binding and the cover. A successful DC 17 Dexterity (Sleight of Hand) check is needed to remove it without damaging the book or the item, which looks like a paired list of symbols with a note at the bottom in Primordial.

- A successful DC 12 Wisdom (Survival) check identifies the skin used as the cover to be related to a yeti's, but with further properties similar to dragon hide.

The party is then taken back outside to allow the next group's turn. Before everyone is allowed back in, the party can catch people going to and from examining the tome to try and learn more. A successful DC 12 Charisma (Persuasion) check is all that's needed to get most people to talk given the excitement everyone has around the object. Feel free to let the narrative and knowledge contained within the tome be led or shaped by the characters as they come to conclusions about the tome.

Once everyone has been allowed to view the tome they are brought back together and the floor is opened up to discuss findings and conclusions. Several theories are presented by others, such as those in the Tome Theories table below. Start by providing at least two theories to encourage the character's to give their own as well. The characters can back a theory or try to discredit it, but there are challenges from the crowd in either case.

#### TOME THEORIES TABLE

##### d6 Suggested Theories

1	The tome is less a diary and more a sort of list of experimentations in different locations.
2	It's actually just a really old recipe book.
3	Symbols previously translated from other texts as 'Light' and 'Life' are actually referring to magic, and the symbol previously thought to be magic is actually 'test'.
4	To unlock any of its mysterious would require blood and a slightly dark leaning ritual.
5	That this isn't written by the author it has been attributed to but instead their assistant as a chronological record of meetings taken.
6	Several pages towards the end of the tome seem to contain a series of spells 1d4 of which don't seem to have a modern day equivalent.

When speaking themselves the party can approach convincing people in a number of ways including:

- DC 15 Charisma (Persuasion) check, for every +2 above the DC the character gets more of the room agrees with them.
- DC 17 Intelligence (History) check, for every +3 above the DC the character can connect another historical event to a pictogram or symbol viewed in the tome.
- DC 14 Wisdom (Insight) check, to sort through which theories hold water over conspiracies. For every +2 above the DC the character can see the truth of an additional theory.





Helping a theory win the debate helps the party be remembered by those in attendance, and the stranger their arguments are, the more they also impress the Avowed.

When the discussions begin to wind down a Great Reader thanks the Seekers for coming and says they'll consider what has been said. They'll also be taking requests for more in depth looks at the tome. As thanks for their efforts to bring back lost knowledge, all in attendance are given a token of favor that can be used to request an item from the vaults.

## OUTCOMES

Some of the possible outcomes are listed here:

- The party impresses with their insights and knowledge.
- The party learns about some potential quest items.
- The party keeps the item found in the tome.
- The party hands over the item found in the tome.
- The party damages the tome when inspecting it.

## REWARDS

For participating, the First Reader gives the party a token of favor that can be used to request an item from the vaults. Additionally award them the XP for a medium encounter.

If the party impressed the Avowed they are invited to have a chance to study the book in greater detail any time during their stay at Candlekeep. Award them the XP for a hard encounter.

Should the book become damaged during the examination, the character that damaged the book is blacklisted from any similar events in Candlekeep. Only award the party XP for an easy encounter.

If the party successfully retrieves the item found in the tome there is a chance of later being found out and punished by the Avowed. Additionally award them the XP for a hard encounter. Handing over the item found within the tome to the Avowed earns them an extra token of favor.

## A PROPHECY'S END

**Encounter Level:** Any

**Encounter Type:** Social

**Encounter Overview:** Another prophecy by Alaundo comes to pass when a general stops by to tell their tale to the party while looking for help deciding the path of the rest of their life.

**Encounter Location:** The Hearth

## BACKGROUND

Not all prophecy's end in a bang, some of them are quiet and unassuming. The first link in a chain of events that will one day change the world around it. You happen to be lucky enough to be there for one as a

tired General finds the answers they didn't know they were searching for. Having led knights into battle for decades, General Vauzak is tired in soul and body with the things they have seen. They are looking for guidance on where their path should go and what they have left to accomplish.

*"A great lion with many scars will come to rest by the fire. In their hour of need they will either be nurtured by the unknown or broken forever more. Standing in the place of the lion are three waiting to begin - one of stars, one of mourning, and one of the blackness. Each with a paw raised to move forward down the path that only one may travel, waiting for the unknown to answer back."*



## THE ENCOUNTER

While staying late into the night at the Hearth, read or paraphrase:

The dining hall has long since emptied of Seekers and Avowed, the fireplaces now just glowing embers. A gust of cold air shoots through the hall and a massive figure appears in the doorway. There is no mistaking them for anything other than a warrior in full armor and helm which, while well-worn, still has a slight gleam to it. The figure walks over to sit in front of the fireplace and stares into it.



The figure is General Vauzak, who is looking for an excuse to spill bits of their story. How their story ends is affected by the characters that interact with them. If General Vauzak is approached, they remove their helm and rest it on their knee as they continue to stare into the fire, seemingly ignoring the characters until they begin speaking. Read or paraphrase:

They never tell you about war, not really. You hear about the glory and about fighting to protect innocence. But the cost is never spoken of. Killing is like carving off little chunks of yourself in service to another's life.

This encounter is a skill challenge in that to gain all of the rewards the party reach 5 successes before 2 failures. Failing two attempts to get them to continue their tale causes the General to shut down; they just stare into the fireplace ignoring the characters and stop removing items to toss away before leaving at dawn. If a single failure happens they hesitantly continue the next part of their story, and all failed Charisma checks are counted against the party when determining what path the General takes.

A successful DC 13 Wisdom (Insight) intuits that General Vauzak wants to get the story off of their chest but needs encouragement. Any prompting to speak more gets them to continue on to the next part of their tale. A successful DC 17 Intelligence (History) check recognizes that the coat of arms and symbols on the General's armor indicate that they're a high ranking officer in a country far from Candlekeep.

When General Vauzak continues their story, read or paraphrase:

It takes a certain resolve to do that to yourself once you've figured it out. Taking little bits off of your soul in hopes of a better future. You just hope that you get to that future before there is nothing left of that soul but an empty black pit. So easy to lose track of what you have left to stop from falling head first.

General Vauzak tosses their helm into the fireplace, but the dimly glowing coals aren't hot enough to damage it. A successful DC 15 Wisdom (Medicine) check identifies the massive scar that travels from the General's right temple to the left side of their chin is several decades old, and likely given by a battleaxe judging by the width of the scar. A successful DC 13 Charisma (Persuasion) check is needed to get them to continue with the next part of their tale. Read or paraphrase:

We all start off thinking we are in the right, that we are just. Is it wrong to be thankful so many of us die before we can learn otherwise? That when we feel we are dealing out punishment to the evil in the

world we are most likely also playing the villain in someone else's story. Too many sides of things converging into one spot on the battlefield to not get mired down in if your right is actually right.

General Vauzak slowly takes off their gauntlets, staring at them as if for answers. A successful DC 15 Wisdom (Insight) discerns that General Vauzak is talking less in abstract concepts and more contemplating their own worth and culpability based on their past. On a successful DC 15 Charisma (Persuasion) check, they continue on to the next part of their tale. Read or paraphrase:

Does anything we do matter once we have marched through that mud? Can what the hands that have destroyed so many lives create balance the scales? Recompense for what was taken away. Payment for those gone even if it isn't only in their name.

One at a time they toss their gauntlets onto the coals with their helm. A successful DC 17 Charisma (Persuasion) check prompts them to continue their tale. Read or paraphrase:

Believing in something, anything, feels like an impossible task. You started with your faith in the kingdom you swore fealty to. Then you swore to protect its people with each threat that rose. But do those vows still hold the same weight when you know the truth of their cost?

General Vauzak slowly draws their sword, holding it to stare at the hilt and the symbol there. A successful DC 15 Intelligence (History) check recognises that the symbol on the sword is one representing a warrior's faith linked to multiple deities who oversee battle, war, and honor. With how worn the one on General Vauzak's sword seems to be it is likely one given to a soldier when they've survived a massive campaign in service. A successful DC 19 Charisma (Persuasion) check gets them to continue on to the penultimate part of their tale. Read or paraphrase:

You rely on a creed you say to yourself over and over again, becoming more and more tenuous with each passing day. So you cling to it with even more desperation because that is what is expected of you. To be both the foundation that your country is built upon and its unwavering blade at the heart of the enemy.

General Vauzak lets the blade drop from their hands, clanging on the ground at their feet. A successful DC 18 Wisdom (Insight) notices that General Vauzak has reached some sort of internal crossroads and that what is said next will have a great impact on what path they decide on.





If the characters have been full of compassion, understanding, and comfort while interacting with the General they must make a final DC 13 Charisma (Persuasion) check. On a success, General Vauzak looks at the characters for the first time and it looks like a weight is lifted from them. A peaceful smile breaks what had been an emotionless mask. Read or paraphrase:

Perhaps not all hope is lost if there is still conviction in a better future. But the ways of the past, of blade and war, is not how we will get there. We need to call each other friend, embracing our differences.

They shake the hands of the characters before leaving the Hearth, humming softly. Anyone trying to give General Vauzak back items they tossed aside is met with a gentle head shake. Leaving Candlekeep, they begin to build a community where all are welcome, building a reputation for being a neutral negotiator able to bring any sides together. General Vauzak can act as a safe haven if needed by the party in the future.

If the characters have been snarky, brusque, snippy, combative, or adversarial while interacting with General Vauzak, they must make a DC 21 Charisma (Persuasion) check. On a success, they slowly stand up looking every bit as exhausted as their soul, give the party a weak smile, and quietly take their leave. No one ever hears from General Vauzak again. On a failed check, their heart turns black with hatred for how the world works, and they grab their gauntlets before shouldering their way through the party, leaving the Hearth and slamming the door after them. General Vauzak goes on to become a villain, perhaps even the main villain of a campaign, on a quest to destroy a broken system.

## OUTCOMES

Some of the possible outcomes are listed here:

- The party hears the whole tale.
- The party only hears part of the tale.
- The party brings hope to General Vauzak, and he builds a welcoming community as a neutral negotiator.
- The party brings despair to General Vauzak, and he vanishes.
- The party darkens General Vauzak's heart and he becomes a villain.

## REWARDS

By passing the first set of checks the party can gather up the helm of resolve once General Vauzak leaves. Award them XP for an easy encounter.

Getting through the second round of checks allows them to collect the *gauntlets of retribution* (see Appendix B). Additionally award them XP for a medium encounter.

If they manage to pass through to the end of the encounter they can collect the *sword of faith* (see Appendix B) left behind. Award them XP for a hard encounter.

## ATTACK AT DAWN

**Encounter Level:** Tier 4 (levels 17-20)

**Encounter Type:** Combat

**Encounter Overview:** A pirate raid begins at dawn backed by Asmodeus to be stronger than expected, and their cannons start to crack Candlekeep's wards, allowing a team to slip in and steal an ancient text.

**Encounter Locations:** Court of Air, the cliffs

## BACKGROUND

Asmodeus is still a little sore about his last failure to take Candlekeep and has been plotting in the darkness. He has found several inventive artificers to use a fiendish tome to help a pirate admiral mad enough to try for the riches that lie within the keep. While they attack and try to batter the defenses from the sea, his Chosen try to creep in with a small force through one of the hidden entrances into Candlekeep.

During this encounter, it's suggested that the maps be used in the following ways:

**Court of Air.** This map can be used to stage the party for the waves of pirates attacking. Add additional cover as desired to decrease the difficulty of the fight. This is also a good way to track the Avowed, Seekers, and guardians to help augment the encounter.

**Cliffs.** This map can be used to meet the pirates as they approach instead of waiting for them to reach Candlekeep. It can also be used as a staging area for investigating the ships in the bay should the party have aquatic abilities rather than ways to fly. Using the rowboat to get to the ships is another possibility.

## THE ENCOUNTER

While eating dinner at the Hearth, read or paraphrase:

A large orc sits down at the table, slightly splashing their tankard of ale. 'Did you all hear the news? It seems a party of ships has anchored off the cliffs 'n they be flyin' the colors of some royal but ain't done nothin to come ashore.' Lifting his tankard, loud gulping noises punctuate the declaration.

The Hearth is full of its normal gossip and debates but several conversations seem to revolve around these strange ships just sitting and waiting for something. Should the party investigate, they see six warships anchored in the bay, all lightless and with royal flags flying to identify themselves. Each warship is packed with pirates, including a **pirate bosun**, a **pirate first mate**, and two **pirate deck wizards** (see Appendix A). The largest and most ornate warship is under the control of the pirate **Admiral Ara Cutthroat** (see Appendix A), who is the one giving the orders. A





character looking at the ships must succeed on a DC 25 Wisdom (Perception) check to identify rows of cannons prepped and ready, pirates moving in the darkness hurriedly preparing a large object in the center of each ship, and Admiral Cutthroat standing at the prow of her ship staring at Candlekeep.

Investigating the ships up close requires successful DC 17 Dexterity (Stealth) checks while navigating the deck to not be spotted by the watch posted on the ships. The large objects in the center of the decks look like a weird fusion of a cauldron, mechanical gears, and some sort of internal chamber holding a pulsing stone that gives off an immense heat. A character who succeeds on a DC 18 Intelligence (Arcana) check identifies this as some sort of magic-powered cannon. Destroying or sabotaging the device requires a dispel magic cast at 7th level or higher, as attacking the devices causes a clanging alarm to roll out, alerting the ship to the party's presence. Each device weighs several tons and takes many pirates to move or adjust it at the instruction of the pirate deck wizards. If the party makes it to the Admiral's quarters unnoticed they just catch several snippets of conversation: "waiting on signal", "preparations underway", and "adjust time tables".

Admiral Cutthroat is waiting for the Chosen of Asmodeus to signal that they've found a secret entrance into Candlekeep. There are several secret entrances for them to find, but in any case the signal isn't given till dawn, which is done via a sending stone. This also gives the deck wizards time to prepare the artificed magical cannons that are needed to break Candlekeep's defenses.

At dawn, six sharp cracks, one right after the other, are followed by a whistling sound before explosions

slam into the magical barrier that protects Candlekeep, called the Great Shield. Flashes of white light from the shield accompany each hit. The warships are now a hive of activity as pirates prep and pack these large squat cauldron-shaped devices in the middle of the ships. All of the ships now fly both the black flag with skull and crossed swords indicating a pirate, and an upside down golden sparrow on a red background with a single black lightning bolt crossing the cloth. A successful DC 17 Intelligence (History) recognizes that the red flag belongs to Admiral Ara Cutthroat, a legendary pirate admiral with a reputation as a tactical genius, ruthless in battle, and thought to be a little mad because of the targets she prefers to go after.

Six more cracks sound as glowing shifting orbs are rocketed out of the devices on the ships towards the Great Shield, exploding on impact. It takes 2 minutes to reload each of the devices. After several rounds of impact a successful DC 16 Wisdom (Perception) check notices small cracks starting to form in the Great Shield. The Great Shield can only last a few hours at most against this onslaught. This time can be adjusted as desired to increase the pressure on the party to find a solution. If the Great Shield falls the protections, wards, and alarms guarding Candlekeep are no longer in place, allowing the true goal of the attack to start. This has never happened before, so the Avowed have never considered the possibility or preparing for it.

While everyone is distracted by Admiral Cutthroat's attack, the **Chosen of Asmodeus** (see Appendix A) has found and stepped through a secret portal into Candlekeep with a small force of three **cambions**, one **erinyes (summoner variant)**, and three **shadow devils**. The Chosen of Asmodeus is a tall deep-purple tiefling woman with golden eyes, with leather straps



wrapped around their body acting as clothing and armor. Once inside Candlekeep you can decide if this party sticks together or splits up to control the difficulty level of a confrontation. Should the Chosen of Asmodeus ever engage in combat with the party, they calls the cambion and shadow demons to them but instructs the erinyes to complete the mission. The Chosen's goal is to delay the party long enough to get the book, and isn't out for blood.

### MODIFICATIONS FOR SHADOW DEVILS

Use the **shadow demon** stat block with this change: **Extra Vicious.** This creature's Claw attack does (13) 3d6 + 3 psychic damage, or (24) 6d6 + 3 psychic damage if they had advantage on the attack roll.

### MODIFICATIONS FOR ERINYES

Use the **erinyes (summoner variant)** stat block with these changes: **Infiltrator.** The erinyes has advantage on Sleight of Hand and Stealth checks. **Unseen.** The erinyes can cast invisibility at will.

Once the Great Shield falls, Admiral Cutthroat launches a full scale raid on Candlekeep to loot as many treasured tomes as possible, slaughtering any who get in their way. She takes 5d6 **pirates**, six **pirate bosuns**, and six **pirate first mates** with her for the landing party, leaving the others to man the cannons and support the wizards. Cannon fire continues to rain down on initiative count 20 (losing ties) of every third round of combat, dealing (22) 4d10 bludgeoning damage in a 30 foot radius, and the pirate deck wizards launch attacks from the ships. The Chosen of Asmodeus and her forces try to stay hidden as much as possible, only killing if absolutely necessary and as quietly as possible, even going out of their way to try and hide a body to delay discovery as they make their way to the vaults. You can use the party's passive Perception against the enemies' Stealth checks, or allow the party to make a DC 18 Wisdom (Perception) check to notice the movement and actions of the Chosen of Asmodeus in the chaos produced by the pirates' attack.

### OUTCOMES

Some of the possible outcomes are listed here:

- Pirates are defeated but the devils manage to get the book out.
- Pirates are defeated and the devils are stopped before they can get the book out.
- Pirates raid Candlekeep, managing to loot and destroy a large number of tomes.
- The devils go undetected.
- Admiral Cutthroat is killed.

- The Chosen of Asmodeus is killed.
- The pirates are engaged in a sea battle.
- The pirate barrage is stopped before Candlekeep can be breached.

### REWARDS

For surviving the attack on Candlekeep, the characters are declared Friends of Candlekeep. Award them XP for a hard encounter.

Admiral Cutthroat carries two magic items that the party can claim if they manage to kill her: the *blade of bane* and the *crossbow of determination* (see Appendix B).

### CALLING OF THE PROPHECIES

**Encounter Level:** Any

**Encounter Type:** Social

**Encounter Overview:** A debate is called to determine if a prophecy has come to pass and must be removed from their tellings.

**Encounter Location:** Exaltation Tower

### BACKGROUND

The Avowed stay well informed of the state of the world outside of Candlekeep and have noted that recent world events might be considered a completion of a prophecy. A debate has been called in order to decide if this is true or if the prophecy was not actually fully completed.

### THE ENCOUNTER

During a quiet moment of reading, read or paraphrase:

Distant bells ring out, and many of the Avowed nearby turn to look towards the source, whispering to each other. The sound of the bells gets louder and with it you hear a single clear voice call out 'Hark a calling to those Avowed and Seeker alike, a prophecy's end may be upon us. The First Reader has called for an open review of the words of Alaundo'.

All those who would like to attend the event are allowed, and the audience chamber quickly becomes packed. In the center at a low table sit the Keeper, the First Reader, the Chanter, the Gatewarden, and an empty chair. Standing in a circle around them are eight Great Readers. The room has been converted into a staggered stadium, with seating circling the table where the leaders of the Avowed are arranged.

This gathering allows a chance for the party to see just how diverse the range of visitors to Candlekeep really are. Feel free to insert any bizarre NPCs you'd like to, or use the Bizarre NPCs table below.

Eventually the Great Readers all pull out a silver bell etched with a different symbol and ring them three times in unison. The crowd falls silent after the first



## BIZARRE NPCs TABLE

### d12 Bizarre NPC

1	An illithid wearing a fitted suit, top hat, and monocle chats with a rough looking gnome as their tentacles seem to gesture along with the discussion.
2	A human male is getting an earful from the pixie he almost sat on.
3	At first you think someone brought a tree with them to the event before it turns and you see a face in the bark as it laughs at a joke being told to it by a woman made of water.
4	You are suddenly jostled as a horde of kobolds converge and push past you, some of them seeming to use spider climb to go on the ceiling and over you before dropping down to join the others.
5	Something taps your shoulder and you look back to find a massive snake blinking at you, the tip of its tail up from tapping your shoulder. It asks to get by before slithering off to find a comfortable spot in a ray of sunlight.
6	You bump into what you at first think is a wall but quickly realize is what seems to be an upright hippo (called a giff) in a military outfit.
7	A sudden breeze blows around you, flower blossoms swirling in it before coming together to form the vague outline of a humanoid that continues on its way.
8	Having found your seat you suddenly feel something land on your head and the head of a pseudodragon comes into view, blinking at you. They have decided the best view is from the top of your head.
9	A party consisting of a goblin, a dwarf, a gnome, and a halfling all in the aprons of craftsmen pass by. You catch bits of their heated discussion as they seem to be debating the translation of a set of ancient building instructions.
10	A groan sounds behind you as a mummy king settles down in a puff of dust and sand.
11	Cackling rings out as a coven of hags pass to sit higher up in the seating.
12	You feel someone staring at you only to find a succubus looking at you with a smirk, before winking and blowing you a kiss.

two sounds ring out, the last note seeming to hang in the air an extraordinary length of time. The Keeper stands to speak. Read or paraphrase:

Thank you Seekers and Avowed for joining us today to determine if history has been made. It is a great honor to witness the passing of a prophecy from the mouth of the chanters into the history books. Today we come together to debate if such an event is being witnessed. We ask that you hold your judgement until all have had their say. The final decision, if an agreement can not be reached, shall be my honor to make. Chanter, you may begin with the recitation of the prophecy in question.

The Chanter rises and begins to recite the prophecy. This is an excellent place to use your current campaign and story as the inspiration for the prophecy the Chanter recites. It can be used to share lore, to hint at future events, or simply as a way to make the world seem living even when the characters aren't around. Otherwise the DM may use the one provided below:

The queen of earth and king of sky shall meet, greeting each other in a rejoicing chorus that will shake the bones of the world. From this celebration the old will wake and the dead will walk.

When the Chanter has finished reciting the prophecy he bows again and takes his seat. The Keeper remains seated and announces that they will now hear from the one that believes the prophecy is fulfilled, Sister Yulin. A muscular goliath woman from among the Great Readers bows to the Keeper before speaking. It is the DMs decision as to what and how convincing her argument is. If the default prophecy was selected for the encounter Sister Yulin makes the following arguments:

- The queen of earth is the mage Vania of the Realm of Lands.
- The king of sky is the leader of The Vast.
- The greeting was the saving of the leader by Vania during her travels.
- The shaking of the bones of the world was the quake-causing a spell she used to save him.
- The old waking was the older leader walking away alive.
- The dead walked were the healed guards brought back in time.

Once Sister Yulin is finished speaking, the Keeper moves through each of the Great Readers to hear their opinion before opening the floor to any Avowed present that would like to speak. Then he opens the floor to any Seekers who would like to speak. Some examples of dissenting opinions can be rolled on or selected from the Opposing Opinions Table.

### OPPOSING OPINIONS TABLES

#### d4 Opposing Opinions

1	The Vast does not have any kind of connections to the sky in order for their leader to be declared the king of sky.
2	Simply healing someone does not mean that the dead have walked.
3	A simple mage would not be considered a queen of earth
4	Being four decades old does not make the leader of The Vast as old enough to meet requirements.

Should a character wish to speak, they can approach convincing people in a number of ways, including:

- A DC 15 Charisma (Persuasion) check. For every +2 above the DC the character gets more of the room to agree with them.
- A DC 17 Intelligence (History) check. For every +3 above the DC the character can connect another historical event in a chain leading to the one in question.
- A DC 14 Wisdom (Insight) check, to read on which side of the debate the Great Readers stand currently. For every +2 above the DC the character can add the next person in the Avowed hierarchy to their read of the situation.



The party can also try to sway the crowd around them, getting them to agree with one side of the debate and even encouraging them to voice this. Allow the characters to get as creative as they like, as the majority of this encounter should be spent in the open floor part of the debate.

Once all Avowed and the audience have spoken, a vote is called and each of those at the central table give a yay or nay on if the prophecy has been fulfilled. If a tie should happen, the Keeper opens the floor once more for anyone to voice their thoughts before they make the tie-breaking decision. If the prophecy is voted to have been fulfilled, it's struck from the chants and a massive party is thrown in the Hearth. If the prophecy is voted as unfulfilled and therefore still held by the chanters, the crowd disperses with small debates breaking out among them on if that was the right call or not.

In any case, the First Reader notices the party's contributions to the debate and asks if they would be interested in giving their opinion on a new tome that just came into Candlekeep's possession. The tome is related to whatever subject the party has been researching while here.

## OUTCOMES

Some of the possible outcomes are listed here:

- The debate devolves into arguments or a riot.
- The debate goes smoothly and the prophecy is struck from the chant. There's a massive party at the Hearth.
- The debate goes smoothly and the prophecy stays in the chant.

## REWARDS

For providing assistance, the First Reader looks favorably on any requests the party makes while staying at Candlekeep. Award them XP for a medium encounter.

## CASE OF THE DISAPPEARING WORDS

**Encounter Level:** Tier 2 (levels 5-10)

**Encounter Type:** Exploration

**Encounter Overview:** A mage is using a magic item to steal the words from Candlekeep's books.

**Encounter Location:** The Great Library

## BACKGROUND

Without words, all these towers are just storage for free paper instead of the protectors of knowledge they were meant to be. That's probably exactly what the wizard **Shacyne** (see Appendix A) wanted when she created a magic item that allows her to steal the words of any tomes nearby, placing a neat referenceable copy into a leather bound book on her hip that never seems to fill up.

## THE ENCOUNTER

During a quiet moment of reading, read or paraphrase:

As you are reading the words begin to fade out and become fuzzy before seeming to almost melt off the page. Panic from those working around you begins spreading quickly through Candlekeep.

The words are disappearing right off the pages in front of Seekers and Avowed. No one knows what is going on, or how the knowledge is being taken with so many wards and protections in place. Patrols are increased within the grounds, Seekers are questioned about the items they were reading when the words disappeared, and all of the Avowed are extremely on edge.

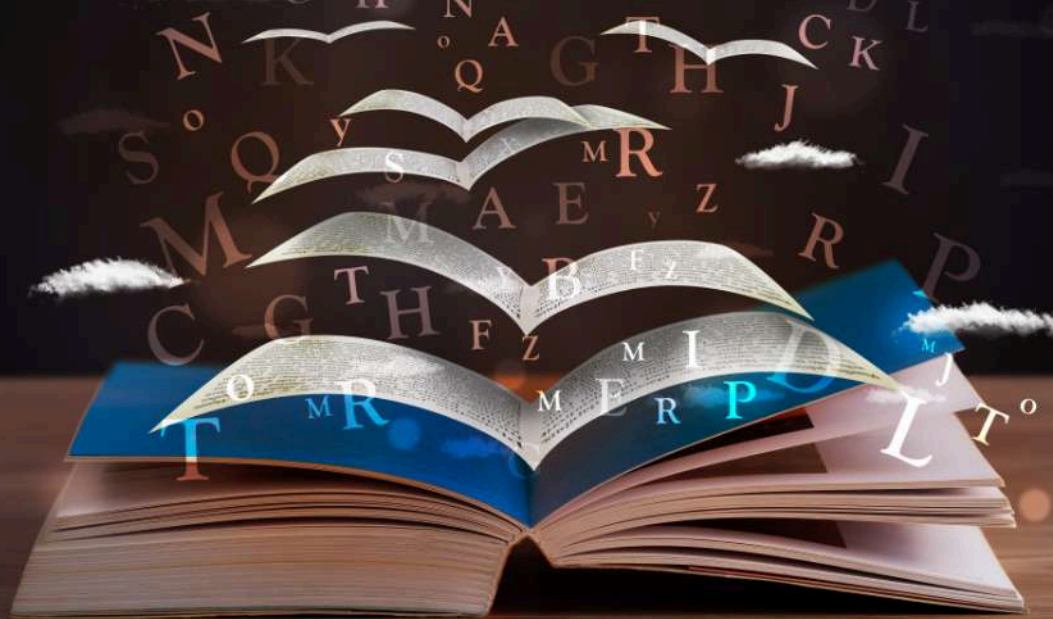
The party is brought in for questioning by the First Reader and Gatewarden about every little detail before and after the words disappeared, and separated to be asked in private. A charismatic or insightful character can pick up on some details of the situation by roleplaying the interaction with their interrogators. A successful DC 18 Charisma (Persuasion) check convinces the interrogators to let the party join the investigation, otherwise they need to investigate on their own. Joining the investigation gives the party access to notes from all of the interviews, notes on all the items that are now blank, and a pair of Avowed escorts that give them greater access to Candlekeep for the duration. If unable to join the investigation, raise the DC of any further skill checks by 2.

While the party is investigating, roll on or choose from the Suspects table below to come up with additional suspects that need looking into. Two or three suspects is a good number to use, which can be adjusted depending on how long you want the encounter to be.

Looking over now-blank items such as books and scrolls and succeeding on a DC 16 Intelligence (Investigation) check narrows the suspect pool down by half. A successful DC 16 Wisdom (Insight) check on witnesses nearby when words disappear also helps narrow the suspect pool by half. A detect magic spell or similar means of sensing or identifying magic reveals traces of divination and transmutation magic left on the pages of the blank items. The DM should feel free to adjust the actual number of suspects as they see fit for the level of difficulty desired for the encounter.

The person stealing the words is a short and unassuming firbolg named Shacyne, who seems almost motherly when spoken to; she even offers the party homemade baked goods if they ask her questions. In reality, Shacyne is almost lustful over the amount of knowledge that Candlekeep keeps locked away. She doesn't believe that knowledge should be allowed to be locked away or gatekept by anyone. Any knowledge she gets out of Candlekeep ends up being mass produced and distributed by contacts awaiting her,





## SUSPECT TABLE

### d8 Suspicious Characters

1	Screaming causes you to quickly cover your ears as a wraith passes through the wall next to you, then floats through an open door where an Avowed waits to question them.
2	An extremely skinny, hunched looking dragonborn with a bushy mustache that seems unnecessarily twitchy and evasive sits nearby waiting to be questioned. It's really just three kobolds in a trench coat.
3	Nearby, a frazzled looking dwarf mutters about the insolence of peasant librarians keeping them from their research.
4	A short-haired halfling in pirate gear bumps into one of the Avowed in front of you as they come out of being interrogated. After the Avowed has gone back in with the next person they toss a small bag of coins into the air once before tucking it away as they give a wink.
5	An older elf woman with half-white and half-black hair comes out of an interrogation room with what you swear is either a puppy or tabaxi-fur jacket. She's telling the Avowed who spoke to her that she is going to very much make sure the Keeper hears about them questioning her.
6	Several guards pass by, trying to keep hold of a struggling spotted tabaxi that is shouting "Khaj stole nothing! Khaj is innocent of this crime!"
7	Someone politely clears their throat at the nearest Avowed, drawing attention to a straight-backed vampire woman in a high collar. She asks them to close the nearby curtains.
8	The sound of something slightly wet flapping together draws your attention to a bored looking mind flayer waiting to be questioned. As you watch you could swear they just brought a piece of brain out of a pocket to nibble on.

which could be a problem since she isn't exactly selective about what words her *neverending story book* (see Appendix B) absorbs. She tries to convince the party to either let her go with the knowledge she has taken, or to continue the work for her and let her take the fall.

If the party decides to return the stolen knowledge, they will need to either force Shacyne to use the item, attune to the item themselves, or use *dispel magic*. More

specific information can be found on the item in Appendix B.

## OUTCOMES

Some of the possible outcomes are listed here:

- Shacyne steals all the knowledge she wants and leaves Candlekeep without being discovered.
- Shacyne steals all the knowledge she wants and leaves Candlekeep despite having been discovered.
- Shacyne is caught and stopped, the magic reversed, and the words returned.
- Shacyne is caught and stopped, the magic can't be reversed and stays in the *neverending story book*.
- The party gives the magic book to Candlekeep.
- The party keeps an empty magic book.
- The party keeps a full magic book.

## REWARDS

For helping with the investigation, the Keeper of the Tomes allows the party to extend their stay at Candlekeep by a week if they so choose.

If the party uncovers what is happening and stops it, the Keeper of Tomes declares them Friends of Candlekeep and they enjoy the privileges that entails. Additionally, award them XP for a medium encounter.

Should the party obtain the *neverending story book*, either by force or by convincing Shacyne to hand it over, they can choose to keep it or give it to Candlekeep. Award them XP for a hard encounter.

## CHANGING WORDS, TWISTED PAGES

**Encounter Level:** Tier 2 (levels 5-10)

**Encounter Type:** Exploration, Puzzle

**Encounter Overview:** A triton woman's damaged family heirloom is rewriting the contents of books, which must be discovered and stopped before





corrupting even more knowledge.

**Encounter Location:** Necessarium

## BACKGROUND

Esyn Gaghasnath has unknowingly brought in a magic item that warps reality. These blips of reality change are literally rewriting knowledge itself as the timeline struggles to keep up. The choker Esyn is wearing is a very old family heirloom, a *circlet of time* (see Appendix B) that was found on the ocean floor among the ruins of some sort of strange vessel or pod. She doesn't know it has any magical properties because it's been so deeply dormant, and it doesn't detect as a magical item except during the brief reality-altering bursts it seems to have at random. The bursts are due to the damage it sustained before it came into her family's possession, which makes its magic uncontrollable.

## THE ENCOUNTER

This encounter is best introduced when one or more characters return to reading something they have previously read. The party should also run into Esyn Gaghasnath, a kind, shy, triton woman who apologizes for bumping into them. Keep the interaction short but be sure to add the description of their tailored waistcoat, slim-fitted pants, and choker with a cracked cat's eye jewel. This helps give the party something to latch onto as they begin their investigations.

During a quiet moment of reading, read or paraphrase:

A commotion breaks out nearby, voices shouting at each other as a fight spills into the hallway near your reading room. An irate dwarf is red in the face as he swings at a lanky elf man, shouting about how he is trying to sabotage the research. Members of the Avowed swarm the two, trying to break them apart just as another fight breaks out in the reading room next door.



Several people are finding that the materials they were referencing for research have suddenly changed in ways that either contradict what they previously said, completely alter the direction they were going with, or change their topics entirely. The entire keep is quickly abuzz as the phenomenon continues to pop up unpredictably.

Returning to their own readings, the party runs into Esyn Gaghasnath again, who this time sidesteps into an Avowed carrying books to another reading room. While picking the books back up, a successful DC 17 Wisdom (Perception) check notices a spark the same color as her jewel jumping from her fingertips to the book she hands over. If the party follows up with that book and the person referencing it, they find that its information has shifted slightly from what it was before.

If Esyn interacts with the party as they hold or are near their own reading materials, she voices genuine interest in what they are reading. Any book that comes in physical contact with Esyn has a 20% chance of triggering a spark which alters the information inside the book.

If the party asks around, a successful DC 16 Intelligence (Investigation) check provides the names of all the items that have been affected. Talking to the Seekers who were using them as references and succeeding on a DC 13 Wisdom (Insight) check shows that none of them are responsible for it. A detect magic spell or similar magic finds that items affected within the last hour appear not to be from this reality. Feel free to adapt this as needed for your setting or game. A successful DC 18 Intelligence (Arcana) check or reasonable plan allows the characters to figure out a way to detect when these shifts in reality occur and track their movements.

All roads point back to Esyn Gaghasnath, though it's important to remember that she doesn't know this is happening or that the heirloom is a damaged *circlet of time*. She is extremely apologetic if informed of what is going on but begs the party to find a way to handle it without destroying it. The necklace was passed on to her from her grandmother and means a great deal to her.

Should the problem be ignored or not discovered, the chance of any physical contact Esyn has with a book triggering that same information-altering spark increases by 10% each day. If ignored for 1d4 days it suddenly stops as Esyn departs Candlekeep. The malfunctioning magic item may return to cause further problems at a later time.

## OUTCOMES

Some of the possible outcomes are listed here:

- The cause is discovered and the jewel is destroyed.
- The cause is discovered and the jewel is repaired.
- The cause is discovered and the jewel stolen.





- The cause is not discovered and the jewel continues to increasingly malfunction.

## REWARDS

Helping with the investigation causes the Keeper of the Tomes to look favorably on any requests the party makes during their stay at Candlekeep. Award them with the XP for a medium encounter.

If the party stops the effects of the *circlet of time* without destroying it, Esyn gives it to the characters as a thank you. Award them XP for a hard encounter instead of the above XP.

## COUNCIL OF INTERPLANAR MEDDLERS

**Encounter Level:** Any

**Encounter Type:** Social

**Encounter Overview:** Interplanar visitors start appearing in Candlekeep in preparation for a council called by the Keeper.

**Encounter Location:** Necessarium

## BACKGROUND

Candlekeep is the perfect neutral ground for knowledge to converge, so every couple of decades it hosts a Symposium for planar beings to share ideas, research, and work together with other beings they

normally wouldn't even encounter. It is by invitation only and requires agreeing to a strict set of rules to ensure that all attendees remain peaceful during the symposium and that no damage occurs to Candlekeep, the Seekers within it, or the documents it protects. In exchange for writings on their findings, the keep provides access to guarded materials, spaces for joint experimentation, and translators for interplanar discussions. The length of the symposium can be adjusted but it is suggested it lasts at least 3 days.

## THE ENCOUNTER

While walking in the Court of Air, read or paraphrase:

Many Avowed are bustling around in preparation for something, setting up a stand with an empty scroll and quill resting in an ink pot. A buzz of excitement accompanies their movements, which are being closely overseen by the Keeper. Cracks and pops go off throughout the courtyard as beings teleport or step through portals, greeting each other before moving to sign their name on the scroll provided.

The beings entering the court are as diverse as the planes they represent. A selection of interplanar beings



is given in the Interplanar Guests table below. DMs are encouraged to add additional beings as desired, as this is a good opportunity to introduce particular planes or their inhabitants.

#### INTERPLANAR GUEST TABLE

d6	Interplanar Guest
1	A fire elemental that is quickly approached by Avowed and made to don a special sash that contains its heat and flames, keeping things around them from burning.
2	A shifting spectral shape that is provided with a sash that solidifies their form into that of a large dwarf.
3	A shadar-kai woman who looks thoroughly bored.
4	An empyrean (celestial) and an erinyes (devil) chatting and laughing as they wait in line.
5	A gith couple in extravagant clothing excitedly muttering to each other.
6	An excited satyr with an armful of books that all have the same title who hands them out to several others. This is his latest publication on flora of the feywilds.

With the Avowed running around greeting and corralling the arrivals as they appear, it takes a big show or a successful DC 16 Charisma (Persuasion) check to gain the attention of one long enough to find out what's going on. Asking one of the guests is another option at the DMs discretion.

After signing in, most of the symposium's guests move to a series of Necessariums that have been set aside for the event. A section of the House of Rest has also been reserved for attendees that require sleep, and has extra Avowed patrols. While not engaged in closed door research, several of the symposium guests give lectures in Necessariums that are open to any Seekers, and openly engage in discussions during meals at the Hearth if approached. Some lectures that could be featured during the symposium are shown in the Interplanar Lectures table.

Attending a lecture gives characters the chance to approach a lecturer at the end of their presentation to chat. Impressing a lecturer gets the party invited to join them and other symposium guests as a dinner party, and requires either a successful DC 18 Intelligence (Arcana or Nature) check if taking an academic approach, or a successful DC 15 Charisma (Persuasion) check for a more social approach. The dinner party provides plenty of chances for intellectual debate, learning about strange magic, providing campaign-relevant lore, and making planar friends.

When the symposium draws to a close, the guests' departure from the Court of Air creates a scene much like their arrival did. If the party has made friends with any of the lecturers they give them a small *stone of planar calling* (see Appendix B) that allows them to keep in contact. Should the party have engaged and provided lively discussions, or even helped with some experiments, the next time the symposium happens they might receive an invitation from Candlekeep based on the recommendation from the guests they made an impression on.

#### INTERPLANAR LECTURES TABLE

d12	Lecture
1	'How Flora of the Feywilds Affect the Growth Cycles of the Material Plane'
2	'The Elemental Chaos' Connection to the Deep Ethereal'
3	'Bending the Astral Plane to Discover the Creation of the Planes'
4	'The Healing Properties of Powerful Fauna of the Shadowfell'
5	'A Meta-Review of Time Within the Planes and Dissociation of Timelines'
6	'Magical Applications of Ether Cyclone Venting'
7	'Harnessing the Spirituality of the Outer Planes for Physical Manifestations'
8	'Outlands' Round Nature: An Assumed Illusion Made Real'
9	'Which Came First: The Beings or The Planes?'
10	'Comparative Physics of Projectiles in the Elemental Planes'
11	'An In-Depth Study on the Microorganisms of the Astral Sea'
12	'Epidemiology of Cross-Planar Contamination: Magical Diseases'

#### OUTCOMES

Some of the possible outcomes are listed here:

- The symposium is ignored.
- Many new planar friends are made.
- The party gains an invitation to the next symposium.

#### REWARDS

If the party makes friends during the event, they receive a *stone of planar calling* and new NPC connections. Award them XP for a medium encounter.

Should the party only irritate or make enemies during the event give them XP for a medium encounter.

#### DEEP RUMBLINGS

**Encounter Level:** Tier 4 (levels 17-20)

**Encounter Type:** Combat, Disaster

**Encounter Overview:** A volcanic eruption rocks the cliffs that Candlekeep are built on, and the party must help mitigate the damage of a full eruption.

**Encounter Locations:** The caves and catacombs

#### BACKGROUND

Candlekeep sits on a spur of volcanic rock overlooking the Sea of Swords, and there's no volcanic rock without volcanic activity. Even if it's been dormant for a long time, sometimes nature wakes up in the least expected ways. It starts as a gentle shaking and increases, giving the characters time to plan and attempt to handle the situation before it risks destroying any of Candlekeep's knowledge.





## THE ENCOUNTER

While walking in the Court of Air, read or paraphrase:

A rending sound splits the air as a large crack runs the length of the court. Vapor shoots from the cracks, catching one of the Avowed in its blast. They scream as their skin sizzles. More cracks begin splintering off towards other parts of Candlekeep as a gentle shaking rocks the ground.

A successful DC 12 Intelligence (Nature) or DC 14 Wisdom (Survival) check recognises this as a warning sign of volcanic eruption. There are no volcanoes on the way to Candlekeep however, or any nearby mountains that might hide on. Talking to any Avowed or succeeding on a DC 14 Intelligence (History) check finds that the keep was built on a spur of volcanic rock, which was taken advantage of for their catacombs and vaults. If the party takes a while to realize that Candlekeep is sitting on top of a once-dormant volcano, the events on the Eruption Signs table can be used to increase drama and provide more hints.

### ERUPTION SIGNS TABLE

d6	Suggested Theories
1	Any pools of water or decorative fountains start boiling and become acidic.
2	Jets of superheated vapors burst through the ground in several spots.
3	The Exaltation Tower suddenly seems to be on a hill that wasn't there earlier.
4	Ground under the party becomes suddenly hot to the touch.
5	The air smells of rotten eggs.
6	Mini earthquakes happen every so often and seem to be getting stronger.

Once the party realizes that a volcano under Candlekeep is about to erupt, informing an Avowed gets them rushed to the Keeper and First Reader to discuss things. Many decisions need to be made, giving plenty of opportunities for the party to help.

- Seekers need to be evacuated in an orderly fashion. Characters offering to help must report to the Gatewarden to help a party of Avowed coordinate the evacuation. The Avowed defer to the characters on the plan.
- Sweeps of all secure areas need to be made, emptying them of Avowed and Seekers alike. Characters offering to help must report to the Gatewarden where they are assigned to an armed Avowed party. The characters must follow orders.
- The most important items in the collection need to be secured. Characters offering to help must work with the First Reader and a group of Great Readers to begin gathering items. The character must follow orders.
- Wards and magical protections need to be strengthened. Characters offering to help must work with the Great Readers starting at the Exaltation Tower to strengthen the magics.
- Towers, buildings, and external walls need to be reinforced. Characters offering to help must work with Avowed and elementals to brace as many places as possible.

As the earthquakes worsens, the Keeper seeks out the party. They ask them to go into the catacombs below Candlekeep and see if there is any way to divert the eruption away from the keep. If they can get it outside of the walls the Great Shield should be able to protect them from any of the fallout. A nearby Great Reader offers to act as guide in the catacombs.





It takes a successful DC 15 Wisdom (Survival) check to safely find the way towards the source of the earthquakes underground, which is made with advantage if accompanied by a guide. At the DM's discretion, particularly violent quakes might call for a DC 17 Dexterity saving throw. On a failed save, a character takes either (10) 3d6 bludgeoning damage from falling rubble or (27) 6d8 fire damage from vented gases bursting through. The further in they get, the hotter the air around them becomes, eventually becoming an area of Extreme Heat (see Chapter 5: Wilderness Survival in the Dungeon Master's Guide).

On a successful DC 14 Intelligence (Nature) or Wisdom (Survival) check, the party finds the area of the catacombs that is the most likely spot for the eruption. The party can get creative as to how they want to try and handle the build up and divert the eruption, but either a time limit or round limit is recommended to mimic the time pressure of a building volcanic eruption.

After the party has had a chance to prepare, the pressure becomes too much and the floor erupts. If the party is still in the area they each must succeed on a DC 16 Dexterity saving throw or be knocked prone as the ground heaves. This begins an escape encounter as they flee the eruption (see the Escape Encounters section in the Introduction for guidance). The lava and fumes move at least 80 feet at the start of every round. If they survive the catacombs, they still need to dodge venting gas, spurts of lava, falling debris, and clouds of fumes to make it back under the Great Shield.

Based on the help the party provided, determine the amount of damage that Candlekeep takes from the eruption. Start at 20% undamaged and increase that percentage for the following reasons:

- +5% for each place within Candlekeep that was reinforced.
- +2% for each ward or magical protection strengthened.
- +1% for each important item secured.
- +10% for every 50 feet outside of the Great Shield the party managed to redirect the bulk of the eruption.

## OUTCOMES

Some of the possible outcomes are listed here:

- Candlekeep gets blown away by a massive volcanic eruption.
- Candlekeep survives but suffers a massive amount of damage.
- Candlekeep survives with minimal damage.
- Candlekeep survives with no damage.
- The party dies in the catacombs from the volcanic eruption, but save Candlekeep.
- The party dies in the catacombs from the volcanic eruption, failing to save Candlekeep.

## REWARDS

For helping save Candlekeep, the characters are declared Friends of Candlekeep. Award them XP for a medium encounter.

If the party manages to save the majority of Candlekeep they are given a full day to peruse the items in the vaults. Additionally, award them XP for a hard encounter.

## EVENING IN THE CATACOMBS

**Encounter Level:** Tier 3 (levels 11-16)

**Encounter Type:** Escape

**Encounter Overview:** During a tour of some of the rarer materials there, an unwanted guest triggers the traps and protections in the catacombs.

**Encounter Location:** The catacombs beneath Candlekeep

## BACKGROUND

The party may be taking a tour of the catacombs out of interest in Candlekeep's history, as a reward from another encounter, or by turning in a previously-earned favor. These catacombs also connect to back doors and vaults that hold some of Candlekeep's rarer or more dangerous items.

Unfortunately while the party is down there a thief tries to sneak into the catacombs and sets off the wards, causing a chain reaction that forces everyone to flee the traps or add their bodies to those in the catacombs. Spoilers, the thief did not make it out alive.

## THE ENCOUNTER

During a tour of the catacombs, read or paraphrase:

Suddenly there's a strange buzzing sound that seems to get closer. Roaring down the hall comes a net of electricity. Hurling towards you, it catches an unaware Avowed leaving behind a charred husk. Your guide turns terrified and shouts "FLY YOU FOOLS!"

This begins a disastrous escape encounter. The party must race through the catacombs, trying not to lose sight of their Avowed guide while trying their best to avoid traps that seem to be caught in a domino effect caused by the electric net. A successful DC 17 Wisdom (Perception) check is needed at the top of each round to keep track of the guide as they bolt through the tunnels. On a failure, they lose a round of movement as they try to relocate the guide. Each time they fail and lose track of the guide the DC increases by 1 for subsequent checks. The party should begin the escape anywhere from 500 to 1,500 feet from the catacomb entrance if the party doesn't get lost or turned around.

The trap hurtling towards the party is an electric net that moves at 50 + 1d4 x 10 feet per round on initiative count 20. The edges of the net follow the walls within





the catacombs, stretching and shrinking to fit flush against them. Any creature the net touches must make a DC 15 Constitution saving throw. On a failed save, they take 22 (4d10) lightning damage and are paralyzed for 1 minute. On a success, they take half damage and aren't paralyzed. Unfortunately, the net also triggers any of the magical traps in the area, a variety of which are detailed in the Magical Traps table below. Roll on the table at the start of each round to find out which trap is at risk of being triggered that round, it will act as a legendary action allowing you to trigger it at any point during the round at the end of a player's turn.

#### MAGICAL TRAPS TABLE

d12	Magical Trap (DC 18, +6 to hit for spells unless otherwise stated)
1	A nearby <i>sphere of annihilation</i> is triggered, appearing right in front of whoever leads the party. A creature whose space the sphere enters must succeed on a DC 13 Dexterity saving throw or be touched by it, taking 22 (4d10) force damage.
2	The ground beneath the party in an 80-foot-square turns into liquid, which they start sinking into. The area is magical difficult terrain and fully engulfs them after three rounds, at which point they become unable to breath.
3	A glyph holding a <i>reverse gravity</i> spell goes off.
4	Two <i>blade of disaster</i> (see Appendix C) spells are triggered, one on either side of the party.
5	Shimmering lights start flickering to life where the party stands as a <i>prismatic wall</i> is triggered.
6	Growling shakes the space as an <i>arms of Hadar</i> spell is triggered.
7	Running triggers a nearby glyph, which casts <i>bones of the earth</i> .
8	A ghostly figure comes out of the wall, flying at the party as if to bite them. Each creature must succeed on a DC 16 Wisdom saving throw or take 11 (2d10) psychic damage and gain one level of exhaustion.
9	Cracking of bones is the only warning before triggering the <i>circle of death</i> glyph.
10	A <i>gust of wind</i> buffets the party, requiring a successful DC 16 Strength saving throw to avoid being pushed back.
11	With a hissing sound, a <i>cloudkill</i> spell is released in front of the party.
12	A <i>wall of force</i> appears, blocking the party's current path.

To adjust difficulty, increase or decrease which or how many traps are triggered, as well as the distance the party needs to cover to reach safety. If the encounter seems to be moving too quickly, add more traps or trigger them in front of the party to hinder them. Keeping an eye on the damage done to your party helps keep the tension high without ending in a total party kill.

#### DISTANCE BY DIFFICULTY TABLE

Difficulty	Distance
Easy	500
Medium	1000
Hard	1500

If using a map, like the Catacombs map provided in Appendix D, it is suggested you roll a d4 to determine in what direction relative to the party the trap is triggered: 1 = in front, 2 = to the right, 3 = behind, and 4 = to the left. In addition, you may keep the traps centered on the players as they move through the catacomb when they are triggered to keep the tension high.

As the party reaches the entrance to the catacombs, they see their guide dive beneath a rapidly lowering spectral gate. The gate closes at the end of the next round unless somehow impeded. Magic that dispels or destroys doesn't affect the gate as it should, but does delay its closing by one round for each effect. A character that succeeds on a DC 18 Strength check can hold the gate for an additional round. Anyone trapped inside the catacombs once the gate slams shut is hit with a *prismatic wall* as if by a wave of water.

### OUTCOMES

Some of the possible outcomes are listed here:

- All of the party makes it out.
- Some of the party makes it out.
- None of the party makes it out.

### REWARDS

Should at least one person in the party survive, the Keeper of the Tomes offers to extend the party's stay at Candlekeep by three days and give them temporary access to more restricted materials. Award them the XP for a hard encounter.

### FALSE PROPHETS

**Encounter Level:** Any Tier of Play

**Encounter Type:** Social/Puzzle

**Encounter Overview:** A changeling claiming to be the reincarnation of Alaundo shows up at Candlekeep with more prophecies.

**Encounter Locations:** The Hearth, Necessarium

### BACKGROUND

Rorx, a changeling, researched everything they could about Alaundo then took on the prophet's persona. Now they believe themselves to be his reincarnation, come to lead Candlekeep further in its duty of protecting knowledge.

### THE ENCOUNTER

While the characters are eating dinner at The Hearth, read or paraphrase:

The door to The Hearth slams open and the dining hall suddenly falls silent. Standing in the door is a vague shape that seems to exude power. As the





figure steps forward, the light from the fires reveal a striking face and a bowl crashes to the ground, shattering into a thousand pieces. Standing in the doorway is the same figure as the one in the painting over the mantle; Alaundo, the founder of Candlekeep.

Once the shock wears off the room explodes into noise. Some think it's just a trick of the light, others talk of reincarnation or a *disguise self* spell. The stranger stands calm, observing the raucous affair. The First Reader and several Avowed guards quickly arrive to settle everyone down. Read or paraphrase:

The First Reader turns to address the stranger with a practiced smile. "Welcome to Candlekeep, Seeker. We are happy you have decided to stop here on your search for knowledge. How might we help you?" The stranger laughs, claps the First Reader on the shoulder, and says "No, it is I that can help you! I have returned to the place I helped create with more knowledge of futures to come. We must be prepared dear First Reader."

The dining hall explodes into noise and commotion once again. A character who succeeds on a DC 15 Wisdom (Insight) check notices that the First Reader is extremely unhappy, almost imperceptibly clenching their jaw.

### DIVINATION SPELLS

Should a character use *commune* or similar magic, please note that the following is stated in such spells:

"Divine beings aren't necessarily omniscient, so you might receive 'unclear' as an answer if a question pertains to information that lies beyond the deity's knowledge."

This is very likely to be the case since changelings are not from The Forgotten Realms setting and are, simply by being here, an extreme anomaly that a divine being from this setting is very unlikely to have knowledge of. We instead encourage the DM to use these spells as an opportunity to guide characters in the right direction for the investigation if they are having a hard time rather than simply handing them the answer.

A forum is called in the Necessarium to hear what this stranger claiming to be Alaundo has to say. In the center of the Necessarium on one side of a low table are the Keeper, the First Reader, the Chanter, the Gatewarden, and an empty chair. Behind them in lower chairs are the Great Readers. Standing in front of the table facing it is the stranger claiming to be Alaundo, with tiered seating rising behind him. Every

single seat is occupied even though it's past midnight.

The Keeper stands and calls for silence. "We are here to hear what this Seeker has to say and to determine what course must be taken to ensure the truth of knowledge shines through." Nodding to the stranger that it's their turn to speak, they sit back down.

The reincarnated Alaundo begins to wax poetic about their journey back from beyond the Web of Life, how a light guided them into a new body on the Material Plane, and how their time on the other side only made the Web of Life clearer to them. A successful DC 16 Wisdom (Insight) discerns that the crowd is extremely split on whether this is truly a reincarnated Alaundo. If the check succeeds by 5 or more, the character also notices a disbelieving glance between the Keeper and the First Reader.

Eventually the First Reader cuts off the stranger and politely suggests that a trial should be arranged to determine if they're Alaundo or not. As the audience shuffles out, the Gatewarden quietly invites the group to speak with the Keeper and First Reader. Once the room has emptied the Gatewarden closes the door behind them, leaving just the party and the two leaders of Candlekeep in the Necessarium. The Keeper asks the group to investigate this stranger to see if they are being honest about the situation, giving them until the next dawn to find out all they can while the trial is being arranged.

To find out the ultimate truth of Alaundo's changeling identity, the party must complete a skill challenge requiring 8 successes before 3 failures.





Each time a character succeeds on an ability check, they learn a piece of information from one of the Information tables below. You can roll on the given table, or choose the most relevant piece of information to the check being made. On the first four successes, they learn something from the Basic Information table, while on the second four successes they learn something from the Deep Information table.

#### BASIC INFORMATION

##### d6 Information Acquired

- 1 The stranger lies or avoids the question when asked about where he was born.
- 2 They are particularly interested in sections on Candlekeep's history when reading.
- 3 A brief flash of something else flickers in their eyes before they seem to startle out of a trance.
- 4 Most of the things they talk about when asked about their life seem almost as if they learned it through repetition, too practiced and articulated.
- 5 Writings in their diary only go back about 8 months.
- 6 A book on the history of Candlekeep is carried on their person.

#### DEEP INFORMATION

##### d6 Information Acquired

- 1 The stranger is hard pressed to remember anything from before 8 months ago.  
A few hidden items are found among their stuff that seem extremely foreign, possibly from a distant place. If asked, the stranger deflects and laughs it off.
- 2 During a moment alone their form seems to waver for a second as they stare off before they shake their head and leave the room.
- 3 Everything they brought with them is brand new.
- 4 They wear a locket around their neck with a miniature portrait of Alaundo in it.
- 5 You catch them muttering an argument with themselves and using the name Rorx.

If the group discover and reveal the true nature of the changeling stranger to the Keeper and First Reader, they use that information to break them out of the Alaundo persona during the trial. Should they fail, or choose not to reveal the changeling's identity, then the NPC passes the trial and Candlekeep must recognize them as the reincarnation of Alaundo.

## OUTCOMES

Some of the possible outcomes are listed here:

- Suspicious details are found, but not enough to uncover the truth. The stranger passes the trial and is recognized as Alaundo.
- The true nature of the stranger is uncovered and revealed. The stranger fails the trial and loses the Alaundo persona.
- The true nature of the stranger is uncovered but not revealed. The stranger passes the trial and is recognized as Alaundo.

## REWARDS

If the party uncovers the truth about the stranger, give them the magic item *liar's lament* (see Appendix B) and allow them to take the Truth Seeker feat (see Appendix C). Award them XP for a hard encounter.

If the stranger remembers who they really are, or is forced to, the party can choose to take them on as an NPC sidekick using the **changeling** stat block (see Appendix A). Award them XP for a Medium encounter.

For their work on Candlekeep's behalf, the First Reader may give the party a complete copy of prophecies as first recorded by Alaundo.

If the party learns the truth and reveals it to the Keeper, the Keeper bestows the party with the title of Honorary Avowed. They are welcomed as friends of Candlekeep and find it easier to get in next time.

## LOST TOME OF THE WILDS

**Encounter Level:** Tier 2 (level 5-10)

**Encounter Type:** Exploration, Social

**Encounter Overview:** A rare book has been stolen in transit to Candlekeep by fey who wish its contents to remain secret. Recovering it can gain the party entrance into Candlekeep.

**Encounter Locations:** Any woods or forest, perhaps even in the Feywilds itself.

## BACKGROUND

The poetic writings of a naturalist from the Feywild were tracked down by a low level Avowed, but on the way back to Candlekeep with it they were attacked by unseen creatures that ran off with the tome. It seems the fey may want to keep their secrets, as the tome is actually written by a Prince of Spring and contains secrets about the fey court that they wish to remain that way.

The fey attackers are hiding out in a nearby forest led by a satyr named **Akel** (see Appendix A), a trusted agent of the King of Spring. The forest is considered Akel's lair because it is a piece of the Feywild that acts as a bridge between the planes. The fey used it to retrieve the tome as it belongs to that realm but was taken by a mage who promised it to Candlekeep.

## THE ENCOUNTER

As you approach Candlekeep, read or paraphrase:

There are more monks at the gate than you were told to expect when attempting to gain access to Candlekeep, all of them rushing around. As you approach, one of them calls for you to halt as you spot several others crowding around Avowed with battle wounds.

The surviving group made it back to Candlekeep







injured and without the tome they were sent to retrieve. Another party of Avowed are preparing to go after the thieves, but offer the task to the party instead as a way to earn passage into the keep. Speaking to the injured Avowed their attackers provides the following:

- The attackers seemed to step out of the shadows.
- Pan flutes were heard before they appeared.
- The man leading them had horns.
- The thieves ran into the forest, and the Avowed pursued.
- The forest seemed to turn against the Avowed the deeper they went.

The injured Avowed provide directions to where in the forest they lost the thieves. As the party traverses the forest in search of the book, it fights back: roots wriggle in the way making the area magical difficult terrain, paths loop back out of the forest if followed, and two **pixies** play tricks on the party while using their invisibility to hide. A successful DC 16 Wisdom (Survival) or DC 19 Intelligence (Nature) check helps the party safely navigate deeper into the woods without getting lost, and these check DCs can be lowered or even bypassed by the use of magic or magic items to help navigate. If the check is failed, roll on the Fey Forest Events table.

If found, Akel doesn't want to part with the book and acts evasive about its existence. Fey can't help but enjoy a good game or negotiation though, so the party might try to use their wits and skills. Akel especially loves games of chance, or battles of entertainment such as

instrument duels. If the party tries to gain an advantage by cheating or using magic that is against the rules, Akel attacks.

#### FEY FOREST EVENT TABLE

d6	Event
1	The party is ambushed by three <b>awakened trees</b> .
2	Walking suddenly feels more difficult, and characters start sinking slowly into quicksand (see Chapter 5: Wilderness Survival in the <i>Dungeon Master's Guide</i> ).
3	The party stumbles into a nest of 1d6 <b>ettercaps</b> .
4	Blocking the way is an 80-foot-tall wall of razorvine that seems to stretch as far as can be seen in either direction (see Chapter 5: Wilderness Survival in the <i>Dungeon Master's Guide</i> ).
5	The party spot figures walking towards them, mimicking their movements. These incorporeal illusions of the party that mirror their actions, and can create sound. Two <b>pixies</b> are controlling the illusions.
6	A loud crack echoes in the forest as a tree falls. The leading character must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be restrained as they're pinned under the tree.

Trying to have fun with the group, Akel suggests a game of Midnight Rise. To play, each character rolls a d10, d8, d6, and d4 and then notes the total result and hides all of the dice either under their hand or within a large hollow nut found around the clearing. The first character adds something valuable to the 'pot' in the center then states a number that their dice result is greater than. The thing of value needn't be gold, as fey have little interest in that, so creative offerings such as someone's true name will be accepted. Each character



then does the same, placing something of value in the pot as their bet and giving a total that their dice are greater than, though the number each person gives must be greater than the previous person's number. If someone doesn't believe the previous character's claim, they state *'the sun does not rise at night'* and that character must reveal their dice. If they were telling the truth they win the pot, if they were lying the one who challenged them wins, and if no one challenges during that round the pot carries over to the next one. At the top of each round the turn order of who goes first rotates among the players in a counterclockwise order. During the game at some point Akel will pretend to be frustrated over losing or cocky at winning and bet a fake version of the tome.

Should the party attack, Akel tries to trick the party into accepting or stealing a fake version of the book by fighting until nearly beaten to make it seem real before taking off in a mock retreat, leaving it behind. A successful DC 16 Wisdom (Perception) check is needed to tell that it's not the real tome they were sent after, as Akel has stuck a tiny note near the back of the book wishing the party. If the party kills Akel, it takes a successful DC 18 Intelligence (Investigation) check to find the real tome, which has been turned invisible to try and keep it safe.

## OUTCOMES

Some of the possible outcomes are listed here:

- The book isn't found.
- The book is found but damaged in the fighting.
- The book is found and undamaged from the fighting.
- The book was willingly handed over without a fight.
- A fake book was given to the party.

## REWARDS

If the party returns to Candlekeep with the real tome, they are given entrance into Candlekeep and 500 gp for their good work. Award them XP for a hard encounter.

If the party decides to keep the book for themselves or attempt to give a fake, they gain the book and nothing else. The book was written by a Prince of Spring and holds secrets about how the fey courts operate.

If the party unknowingly gives a fake to the Avowed they are informed and given 500 GP for their trouble. Award them XP for a medium encounter.

## MADNESS IN THE KEEPING

**Encounter Level:** Tier 3 (level 11-16)

**Encounter Type:** Exploration, Mystery

**Encounter Overview:** The Keeper doesn't seem quite themselves, muttering and lashing out. A mind flayer's book with a curse of madness is the culprit, a 'gift' from a Friend of Candlekeep.

**Encounter Locations:** The Great Library, The Vaults

## BACKGROUND

A plotting king sent a book to the Keeper disguised as being 'from a Friend of Candlekeep', though it's really the rantings of a mind flayer as they descended into madness. The psychic energy infused into the fibers of the book takes the reader down the same path, making them paranoid, confused, aggressive, and extremely possessive. The king is hoping to weaken Candlekeep's leadership so they can slip in a few agents to take control of its knowledge whenever he wants.

## THE ENCOUNTER

As the party goes about their day in Candlekeep, small signs of the Keeper going mad show up. Roll or pick from the Madness Hints table to provide signs of the Keeper's altered mental state.

### MADNESS HINTS TABLE

d8	Hints of Madness
1	On the way to a reading room you spot the Keeper muttering rapidly to himself.
2	Personal effects start flying from the window of the Keeper's room as they insist it must be made pure.
3	Screeches of "spy" echo through the halls as the Keeper points at a Seeker while surrounded by concerned Avowed guards.
4	The Keeper refuses to come out of a haphazard fort built from miscellaneous items, shouting that "they" are coming.
5	The Keeper is tapping on the stones of one of the towers as if looking for something. If questioned, they can't seem to remember what they are looking for and walk off.
6	The Keeper starts pulling books off of shelves while carelessly muttering about liars.
7	At night the Keeper walks aimlessly around in their nightgown muttering about preparing for an invasion.
8	The Keeper and First Reader get into a fight as the Keeper suddenly launches themselves at the shocked First Reader.

As the party ends its day at the Hearth, read or paraphrase:

A throat clears to signal the Gatewarden's presence before they settle into a vacant chair. They are stiff, shifting like they can't sit still. Several moments of awkward silence passes before they clear their throat again.

As soon as they're asked, Tisnas Naerwin tells the party about the Keeper's erratic behaviour, detailing a few of the incidents from the Madness Hints table that the party did not witness. She's desperate to know what's happening, but the rest of the Avowed want to keep it all quiet and isolate the Keeper for now. The Gatewarden gives the party a key made of ice that gives them access to the Keeper's office and room, but only until the key melts the following night.

The Keeper's office is in disarray, like someone ransacked it while searching for something. Carvings have recently been gouged into the desk, and a successful DC 18 Intelligence (History) check





recognises them as Deep Speech. If a character is able to read it they find it talks about something hunting and coming, of spies meant to steal the mind, and the statement that no one can be trusted over and over. A successful DC 16 Intelligence (Investigation) check finds similar carvings, drawings, and markings hidden around the room, as well as a book with its cover ripped off and a pile of letters to the Keeper. Included is a letter stating that a rare book on Candlekeep's list was found and included in the attached package. A successful DC 16 Intelligence (History) check recalls the signed name to be that of a famous mage known for their breakthroughs in illusion work.

Investigating the letter and sender is possible with help from the Gatewarden, who provides a magic mirror that contacts the mage in question. The mage hasn't sent anything to Candlekeep in years, and a successful DC 15 Wisdom (Insight) check can tell they are being truthful. They magically send a sample of their writing for comparison, and a successful DC 16 Wisdom (Perception) check concludes that the two writing samples don't match. A character with proficiency in calligraphy tools automatically succeeds on this check. The Gatewarden offers to let them compare it to other letters they've received in the last few months. For each hour spent comparing letters from the massive pile, a character can make a DC 17 Intelligence (Investigation) check. On a success they find a match with a letter written by a local king.

If the party wishes to investigate the Keeper's room, they must wait for a brief window during meal times when Avowed guards escort them to eat with the rest of the monks. The room is small and unassuming with a comfortable reading area, a writing desk, a fireplace, and a nice plush rug. The book that's causing all of this has mentally attached itself to the Keeper, making them extremely protective of it. It's been hidden among their personal effects with a mundane book cover on it, and requires a successful DC 18 Intelligence (Investigation) check while searching the room to find.

A character that reads or touches the book must make a DC 17 Wisdom saving throw, taking 18 (4d8) psychic damage and suffering the effects of a confusion spell for 1 hour on a failed save. On a success, they take half as much damage and aren't affected by the *confusion* spell. Once picked up, a character is magically compelled to keep the book and try to hide it from everyone else. An *identify* spell or similar magic finds the book to be a cursed item laced with corrupting psychic energies. The book itself is written in Deep Speech and seems to be the diary of a mind flayer separated from its elder brain.

Ending the cursed book's effects requires either a successful *dispel magic* spell (DC 16) cast on it, or for it to be destroyed with fire. Its effects fade away over the next 1d4 days, though the Keeper remains weak from the ordeal for several more weeks.

If the party is still in the Keeper's room when the Keeper returns, they become enraged and throw themselves at them, trying to get the book back. Use the **mage** stat block to represent the Keeper here, as their threat is reduced in this state.

## OUTCOMES

Some of the possible outcomes are listed here:

- The plot of the king to take out the Keeper is found out and revealed.
- The plot of the king to take out the Keeper is found out but not revealed.
- The plot of the king is not found out but the Keeper is saved.
- The plot of the king is not found out and the Keeper is not saved.
- The cursed book is destroyed or is dispelled and becomes harmless.

## REWARDS

Award the party XP for a hard encounter.

If the party uncovers the King's plot or is able to save the Keeper of the Tomes they are labeled Friends of Candlekeep. They also gain the King as an enemy.

Should the party fully uncover and reveal the King's plot while saving the Keeper of the Tomes, they are granted permission to use one of Candlekeep's secret entrances.

## NONE SHALL PASS

**Encounter Level:** Tier 1 (level 1-4)

**Encounter Type:** Social, Combat

**Encounter Overview:** A scuffle breaks out at the gate as a snobbish prince tries to force their way into Candlekeep.

**Encounter Location:** Candlekeep Gate

## BACKGROUND

The snobbish **Prince Zundon** (see Appendix A) wanted to bring his party of galavanting friends to Candlekeep to show off, but nothing he has brought with him has given any of them a pass to enter. Upset by this, the prince has instead decided to try intimidation as his friends goad him on.

## THE ENCOUNTER

As the party approaches Candlekeep, read or paraphrase:

You hear the ruckus long before you can see what is going on. As you approach the Candlekeep's gate you see a massive procession of ornate gilded carriages complete with footmen and attendants. At the front of this parade of wealth is a small gathering of finely dressed nobles, with one shouting obscenities at a calm looking monk.







Prince Zundon has brought his friends to Candlekeep to show off but, to his fury, has been denied entrance as all of his books have been turned away. His belligerent ranting is met with a stony-faced monk who doesn't seem the least bit intimidated as the other Avowed keep the party from getting any closer to the gate itself.

The prince is rude, dismissive and a spoiled brat that his friends egg on. Their words seem to puff him up and make him worse to deal with. Eventually one of them tries to escalate things into conflict by saying the prince could take these monks.

Prince Zundon's group consists of himself, five **nobles**, four **guards**, and ten servants (**commoners**). Should combat break out, the prince and nobles attack wildly while the guards defend the nobles without going on the offensive. The servants try to stay out of the fight, attacking only if attacked first.

## OUTCOMES

Some of the possible outcomes are listed here:

- The snobbish prince and his crew are fought and killed.
- The snobbish prince and his crew are fought and subdued.
- The party joins the snobbish prince and crew to fight the Avowed gatekeepers.
- The Avowed look favorably on the party for the assistance and makes entrance easier
- The Avowed look unfavorably on how the party handled the situation and makes it harder to gain entrance

## REWARDS

If the party comes to the Avowed guards' defense, they

are granted entrance into Candlekeep regardless of the gift they offer. Award them XP for a medium encounter.

If the party helps the Avowed resolve the situation without killing anyone, they are additionally given a day inside the Great Library behind the Emerald Gate. Award them XP for a hard encounter instead of the above XP award.

## PASSING OF THE KEEPER

**Encounter Level:** Tier 3 (level 11-16)

**Encounter Type:** Social, Mystery

**Encounter Overview:** The Keeper has died suddenly under mysterious circumstances, and it's up to the party to solve the mystery of what happened.

**Encounter Location:** Exaltation Tower

## BACKGROUND

Heqill Inell has been sending rare magical tomes to Candlekeep for years, and though this earned him his own secret entrance into Candlekeep to come and go as he pleases, the Avowed haven't trusted him enough to give him access to the information he wants from the vaults. He snuck into Candlekeep through his entrance and made his way to the Keeper of Tome's office under a layered cloak of invisibility. Getting into the small room next door, he then used a unique spell pieced together from elemental glyphs to swim through the stone walls into the Keeper's office, appearing right behind them. A long thin dagger into the ear was all that was needed to end Candlekeep's control over his research. He hopes that with the Keeper dead, he can position someone more cooperative to become the next Keeper.

## THE ENCOUNTER

While the party are eating dinner at the Hearth, read or paraphrase:

A bell rings out three times, and all of the Avowed stop in place to look towards the Exaltation Tower. Several nearby Seekers mutter prayers or make signs against evil. Everything is suddenly much more muted as most Avowed stop doing what they were doing to leave, with only a few guards left to tend to the Hearth and the House of Rest.

The bell is only rung to mark the death of a Keeper, the start of the mourning period, and the trials of the next Keeper. This death is sudden and unexpected though, with the seemingly healthy Keeper there one day and gone the next. Whispers of murder spread quickly throughout Candlekeep as well as rumors that the office of the Keeper is locked down. Curious characters might try and get a look in the office themselves, if not the Gatewarden pulls them into the investigation as an impartial third party.



The Keeper's office is protected by a *guards and wards* spell, as well as a *glyph of warding* on the door which holds a *flesh to stone* spell that activates when the door is touched. From the hallway it looks like there's no door thanks to the effect of *guards and wards*, but a successful DC 15 Intelligence (Arcana) check or successful DC 18 Intelligence (Investigation) check reveals the spell creating the effect or the door itself, respectively. A successful DC 16 Wisdom (Perception) check spots the *glyph of warding* on the door, which goes away only when triggered or a successful *dispel magic* (DC 18) spell is cast on it.

Inside, the office is in pristine condition, and a successful DC 14 Intelligence (Arcana) check or *detect magic* finds that many layers of preservation spells have been laid down recently to preserve the scene. The Keeper's body has been removed, but as the characters approach the desk a ghostly image appears of the Keeper slumped over the desk. It disappears again if there is no one within 5 feet of the desk. No signs of a physical attack are immediately evident in the illusion but a successful DC 16 Wisdom (Perception) check notices a slight bit of blood from the Keeper's right ear. A character that succeeds on a DC 15 Intelligence (Investigation) check while searching the desk and office finds a clue from the Keeper's Room Clues table below.

**KEEPER'S ROOM CLUES TABLE**

d4	Clue
1	A small pile of unsigned letters all from the same mage, asking for permission to enter the vaults.
2	A hidden letter warning that if they aren't allowed access there will be consequences. A successful DC 16 Intelligence (Investigation) check with the found pile of letters (Clue 1) determines that they were written by the same mage. A character with proficiency in calligraphy tools automatically succeeds on this check.
3	Three drops of blood leading from the chair of the Keeper's desk to a nearby wall.
4	Empty space on a shelf otherwise coated in dust where a book should be.

A character that succeeds on their Investigation check by 5 or more discovers a single thread sticking out from the wall as if somehow trapped in the stone itself, left behind. On the other side of this false wall is a little nook where it looks like books were being repaired, and another drop of blood on the floor there.

If a character finds the empty space on the shelf and asks around about the missing book, they find it to be one called 'Advanced Mathematics and its use in Interplanar Travels' that had been gifted to Candlekeep from a longtime patron, and that the book hasn't left Candlekeep otherwise the alarm spells would have been activated. Anything more specific requires digging through the donation ledgers. A successful DC 14 Intelligence (Investigation) check while searching the ledgers finds the name Heqill Inell listed as the person who donated the book. At the DM's discretion,

enough time spent digging through the donation ledgers results finds Heqill's name without requiring a check.

It's difficult to pry detailed information about Heqill Inell from the Avowed, as they respect the privacy of those seeking knowledge as much as possible. The characters need a successful DC 18 Charisma (Persuasion) check to get any information about Heqill Inell from the monks. Attempting to Intimidate an Avowed for information increases the DC by 5, and failing the check ensures that the monk informs the others of their behavior, which hurts the party's relationship with Candlekeep. The Avowed know that Heqill Inell has donated to Candlekeep several times, including his own first spell book, and visits often for research materials. Comparing the donated spell book to the letters finds them to be written by the same person. If the characters missed the opportunity to match handwriting between the threatening letter and the letters requesting access this another instance to allow that check.

The Keeper's body is being held in a Necessarium converted to frigid temperatures to preserve the body. A successful DC 17 Wisdom (Medicine) check determines that the blood trail from their right ear is due to a puncture through to their brain. It would have been a single quick stab through the ear, with death instantaneous. The blade would need to be incredibly thin and incredibly strong, but at the size of a pinky finger would be easily concealable. With no signs of a struggle on the Keeper they were most likely dead before they realized someone was in the room.

Research during downtime can be used to figure out ways that someone could have gotten into not only Candlekeep but the Keeper's office. Potential options for the characters to eliminate include:

- *Gate, passwall, stone shape, teleportation*: Would have alerted the Keeper and set off the wards.
- *Invisibility*: Would still have needed to gain access to the Keeper's office.
- *Meld into stone*: The spell doesn't allow traveling through stone.

Using the logic of the spells, characters should be able to eliminate all of the above options, though they may need some help if they get stuck. A DC 16 Intelligence (Arcana) check quickly eliminates all of those options but also sparks an idea of a magic item or spell that would allow you to move through stone as if swimming or walking through water. If they would like to experiment to see if this is possible, they'll need a Necessarium set up like the Keeper's office and the nook beside it. The effect is a magical recreation of a mythical creature's ability to glide through stone like a fish to attack intruders unseen.

If the party is still on good terms with them, the Avowed provide a copy of a spell with similar effects as well as several books about the mythical creature it is





based on, legends where the power is present, and several mentions of magical artifacts with a similar power. Otherwise the spellcasters of the party must use trial and error to figure out the spell, called *stone swim* (see *scroll of stone swim* in Appendix B). Additional checks or items needed to figure the spell out are up to the DM, and the suggested components for the spell are provided in Appendix B.

Searching for the Mathemagics book stolen from the Keeper's office requires a magical solution, as a systematic search of all of Candlekeep could take many lifetimes. With the help of the Avowed, the party has enough information for a *locate object* or *scrying* spell. This leads to finding it in the possession of one of the eight Great Readers. A successful DC 18 Intelligence (Investigation) of their belongings finds the book as well as coded letters that match Heqill Inell's handwriting. The code is magical and requires a successful DC 16 Intelligence (Arcana) check to reverse its passphrase, which reveals that Heqill Inell and the Great Reader are working together. After the Keeper was killed the plan was to put the Great Reader in position to be the next Keeper, and failing that to be the next First Reader if the current one stepped into the position instead.

Once all of the pieces have been gathered they can be presented to the Gatewarden or the First Keeper. If they do this before discovering where the stolen book from the Keeper's office is, the matter is put to rest here with Candlekeep banning Heqill Inell. This makes a powerful enemy for the party when he finds out who uncovered his plot. If the party provides their discoveries after uncovering the Great Reader's involvement, the Great Reader is stripped of their access and expelled from Candlekeep, gaining two very powerful foes for the party.

## OUTCOMES

Some of the possible outcomes are listed here:

- The plot by Heqill Inell isn't uncovered.
- The plot by Heqill Inell is partially uncovered.
- The plot by Heqill Inell is uncovered.

## REWARDS

Award the party XP for a hard encounter.

If the party uncovered part of Heqill's plot, then all Avowed look favorably on the party and any requests they make. They also gain Heqill as an enemy.

Should how Heqill got into the Keeper's office be discovered, the party gains a *scroll of stone swim* (see Appendix B), and are given Heqill's former secret access to Candlekeep.

If the party uncovers all of Heqill's plot then they are declared Friends of Candlekeep, and receive all the benefits that entails.

## THE CARE OF THE BROKEN

**Encounter Level:** Any

**Encounter Type:** Skill-based

**Encounter Overview:** The party is entrusted with the repair of a tome they brought to Candlekeep under the tutelage of one of the Avowed.

**Encounter Location:** House of Binder

## BACKGROUND

The book a character has brought to Candlekeep has been sought after for a long time, though it is in terrible shape. They've been given entrance on the condition that they work to restore the text as much as possible.

## THE ENCOUNTER

After being shown your room within the House of Rest, read or paraphrase:

An Avowed approaches your party and bows. They are a thin air genasi woman with rolled up sleeves and a work apron over their robes, and they hold up the tattered book you brought. 'Are you the ones who brought in this gift?'

They give their thanks for providing Candlekeep with such a rare find and ask how it came to be in the party's possession. The Avowed happily discusses its providence, the history of Candlekeep's search for a copy, and even some of the sought after tomes the keep holds. If the party hasn't prompted introductions, they eventually smile kindly and remember to introduce themselves, giving their name as Dauntean.

Dauntean tells the party to find them in the House of Binder once they have settled in and are ready to begin repairs on the tome. When they arrive they find a large table reserved for the work, with all sorts of tools spread out in an orderly fashion. Dauntean is there to teach the characters how to repair the tome, but all of the effort and work must come from them.

Repairing the book is a skill challenge in which the party needs 3 successes before they reach 3 failures. To adjust the difficulty, manage the DCs of the skills selected by the characters. The DM can also adjust the number of successes needed to complete the skill challenge, with more successes needed indicating a more severely damaged book. A few skill suggestions are below, but the DM is encouraged to customized this based on the characters:

### REPAIR TABLE

Repair Task	DC, Most Useful Skill
Torn pages	18, Medicine
Loose stitching	16, Sleight of Hand
Faded lettering	15, Perception
Ripped off protective cover	13, Athletics







## OUTCOMES

Some of the possible outcomes are listed here:

- The book is damaged even more.
- The book is destroyed.
- The book is somewhat repaired but still in rough shape.
- The book is repaired to a state it can be preserved in.

## REWARDS

If the item is fully repaired then the Avowed offer the party additional quests and offer to pay them to help repair other items. Award them with the XP for a medium encounter.

## THE IGNITION OF KNOWLEDGE

**Encounter Level:** Tier 3 (levels 11-16)

**Encounter Type:** Disaster Combat

**Encounter Overview:** Someone is setting off destructive magical devices in an attempt to distract the Avowed so they steal information and frame their colleague.

**Encounter Locations:** Reading rooms, Necessarium

## BACKGROUND

The Jutylni were a civilization obsessed with the idea of controlling time as a means of living forever. It is

said their cities ran purely on magic and that there was no famine or warfare. Another book by a historian of that time references them only by the great cataclysm that wiped them out: “In a blinding flash their world was gone and with it any trace of them. If we had not seen it with our own eyes not moments before, we would have thought them merely local legend”.

**Master Ralofir** (see Appendix A) found part of a scroll written by a Jutylni mage that let him tear a small hole to the dimension the Jutylni trapped themselves in, which dropped out several devices, one of which he took apart. The scroll was meant as a warning at the dangers of the magic they were attempting but of course that’s the part that got destroyed. Master Ralofir believes he has been chosen to bring back the Jutylni, and that the royal advisor Master Elran stands in his way after she mocked his crazy theories.

Now, Master Ralofir is hoping to kill two birds with one stone. He’s using the firestarter he made from one of the Jutylni devices to cause a big distraction so he can steal the information on Jutylni that’s needed to finish his research. His hatred for Master Elran has simmered for a long time as he ran through various plans in his head, so he is also using this opportunity to try and frame Master Elran.

Prior to the encounter, the party runs across a group of royal advisors richly dressed in deep blues and greens. The group all defer to a rather tall and thin elf woman dressed in deep blue laced through with gold threads, Master Elran. Another elf lurks in the back in a similar deep blue outfit without the gold threading, and seems ignored by the party. This is Master Ralofir.





## THE ENCOUNTER

During a quiet moment of reading, read or paraphrase:

There's a flash and sizzle, then chaos. A roaring fire bursts through the bookshelves reaching out with hungry hands. The heat from the flames begins to curl the pages of your book as figures rush to try save the books in its path.

A magical fire-starting device called a *marble of ignition* (see Appendix B) is the cause of the fire. It has been hidden in the library, and requires a successful DC 14 Intelligence (Investigation) check to locate. It's a complicated mix of archaic magic laced with mechanical ignition, and a successful DC 16 Intelligence (Arcana) check determines that while the magic is related to Evocation magic, it's rooted in something much older than that. Additional checks can be made on the device to learn more:

On a successful DC 18 Intelligence (History) check, the archaic runes on the object bring to mind a lost civilization called the Jutylni, though knowledge about them has been largely lost.

A successful DC 15 Wisdom (Perception) check notices the tiniest bit of cloth stuck between two sections of the device. It's a deep blue silk with a single gold thread, with a very luxurious velvety feel to it.

A successful DC 18 Dexterity (Sleight of Hand) allows the device to carefully be taken apart; this shows that the parts containing the magic seem to have been cannibalized from something else and recently fused with the mechanical ignition.

Knowledge of the Jutylni does exist within Candlekeep, but is kept more secure than most Seekers are given access to. If able to convince the Avowed to grant them access, the party learns the information about the Jutylni from the first paragraph of the Background section.

The gathered clues should guide the party towards Master Ralofir. The closer they get to catching Master Ralofir, the more dimensional holes he rips to gain more Jutylni devices to take apart and experiment on, hoping that these will mislead or deter the party. See the Dangerous Device table below for more devices he can put together to cause chaos in Candlekeep.

Any clues not found with the first device can be discovered when investigating subsequent ones. Additionally, with one of the new devices the party finds a ring with the crest of the visiting royal advisor's kingdom, along with a bit of ripped deep blue cloth with gold threading.

If the group of royal advisors is investigated or searched, Master Elran's robes are found to have several small rips and missing thread at the cuff of one sleeve as if they'd gotten stuck in something. A successful DC 13 Intelligence (Investigation) of Master Elran's room finds a small box with a set of tinker's

### DANGEROUS DEVICE TABLE

d6	Dangerous Device
1	Four spinning blades in a latticed bronze cage that creates a <i>whirlwind</i> , which moves in a random direction each round.
2	A weirdly warped device that looks like a small pocket watch. Ten minutes after it's activated it detonates, acting like a <i>bead of force</i> with a 60-foot-radius area of effect.
3	A small bronze and silver rod that splits into a fork at the end and seems to have a buzzing generated between the two ends. It casts <i>storm of vengeance</i> in the room for 1 minute unless successfully dispelled (DC 19).
4	A ring of looping, twisted bronze and silver tubes starts casting <i>create food and water</i> , pumping 30 gallons of water a minute into the space.
5	Eight thumb-sized horns with their ends attached to a small ball of pulsing red. With each pulse it shoots out a scorching ray from a random horn.
6	A weirdly warped device that looks like a small pocket watch. Ten minutes after it's activated it detonates, acting like a <i>fireball</i> with a 60-foot-radius of area effect.

tools and a partially completed device similar to the first one, planted by Master Ralofir when they first arrived. Should the party use divination or tracking magic on the ring though, it leads back to Master Ralofir. A DC 18 Intelligence (Investigation) of Master Ralofir's room finds the remaining cannibalized bits of the devices he has been pulling through from the Jutylni along with the partial scroll. If confronted, Master Ralofir rants about destiny and his place in it, not wanting to be taken from his mission.

## OUTCOMES

Some of the possible outcomes are listed here:

- Master Ralofir is fought and killed
- Master Ralofir is found and talked down
- Master Ralofir manages to frame Master Elran.
- The party find the Jutylni scroll for themselves, keeping it
- The party finds the Jutylni scroll and donates it to Candlekeep

## REWARDS

If the party attempts to find the truth behind the fire they are allowed to keep the *marble of ignition* (see Appendix B). Also award them XP for a medium encounter.

If the party is able to find the truth behind the fire and successfully confront Master Ralofir, then Candlekeep provides them with an exact copy of the *damaged Jutylni scroll* (see Appendix B). Award them XP for a hard encounter.

For their work for Candlekeep, the First Reader can choose to give the party increased access to some of the more restricted items in the library.

## TO BE AVOWED

**Encounter Level:** Any

**Encounter Type:** Skill-based

**Encounter Overview:** Anyone wishing to become an





Avowed must first pass six trials and impress the Gatewarden before they can become an acolyte.

**Encounter Locations:** Exaltation Tower, Court of Art

## BACKGROUND

Many fall in love with Candlekeep both for its possibilities and the knowledge it protects. Some feel it so completely that they want to dedicate themselves to its protection and preservation. To even be considered as a potential Avowed, one must pass a series of rigorous trials and impress the Gatewarden enough to be invited to join.

## THE ENCOUNTER

If a character decides to try to become an Avowed, read or paraphrase:

You hear the sounds of sticks hitting each other and see a party of hopeful Avowed recruits practicing. A dwarf woman watches with eagle eyes, shouting out corrections to form. All of a sudden she flicks a wand and the ground under the recruits heaves, knocking most of them off their feet. 'Twelve laps for everyone that hit the ground! MOVE IT!' Her high clear voice rings out despite all the grumbling as people start their laps around the Court of Air.

The dwarf woman is The Gatewarden, Tisnas Naerwin. She's hard on the recruits because she knows many of them don't have what it takes to become an Avowed. Only a few are inducted as acolytes every year, and all of those happen on her recommendation. The Gatewarden takes the security of Candlekeep as her personal duty, to be the line between knowledge and destruction.

Avowed recruits go through a series of trials to test everything from their strength to their intelligence. As Candlekeep attracts those of all backgrounds, the diverse trials give plenty of chances to impress the Gatewarden and gain a recommendation into the Avowed ranks. These series of trials can either be given in a set of micro skill challenges or as a single large one. The break down for both are below:

**Strength of Body.** In this test, the Gatewarden increases the weight that a character must pick up and carry to a point and back again. As the recruit works, the Gatewarden talks about how in Candlekeep everyone pulls their weight. If she feels someone isn't being challenged enough or is giving her sass over it, she tosses more weight onto them. Should a character really annoy her, she adds herself as a weight they need to carry in addition to the previous weight addition.

**Endurance of Body.** A test where the character must drag around a stone tied to their torso while running laps as fast as they can. They are to run until they collapse or the Gatewarden tells them to stop. If they start to lose steam, she starts running beside them, yelling at them that they weren't told to stop yet and to get those knees higher. Anyone that complains gets to run their stone pulling laps up and down a long, steep hill.

**Flexibility of Body.** This test involves a series of traps, networked ropes with bells, barbed low crawls, and other obstacles that force recruits to have to move their body through without touching anything. If they set something off or touch the obstacle they have to start the course over again. The Gatewarden occasionally throws little popping fireworks into the midst of the test. They're harmless, but she is testing reflexes when the recruit is already stressed and hyper-focused on a single thing.

**Strength of Mind.** A trial taken alone. One by one the Gatewarden calls in a recruit to sit in the only chair in the room. With the Gatewarden is a bored looking elf **diviner** (see Appendix A) and a **mind flayer**. The two newcomers take turns trying to break into the recruits mind via detect thoughts and other mind reading magic. While this is happening the Gatewarden tries to coach the recruit on how to keep them out.

**Endurance of Mind.** A trial taken with the help of a magic item. The Gatewarden passes out very tarnished, well-worn rings to the recruits. Then she positions them under a barrel full of slime with a pivot under it, held straight by a set of bars on either side. The recruits are instructed to point the rings at their barrel and to say "shuvit", which activates it. While the ring is active

**MICRO SKILL CHALLENGE TABLE**

Trial Type	Micro Skill Challenge	Continuous Skill Challenge
Strength of Body	3 successes before 2 failures	9 successes before 3 failures
Endurance of Body	2 successes before 1 failures	
Flexibility of Body	4 successes before 2 failures	
Strength of Mind <sup>4</sup>	3 successes before 2 failures	
Endurance of Mind	2 successes before 1 failures	
Flexibility of Mind	4 successes before 2 failures	



she removes the bars holding the barrels steady, and from that point on the only thing keeping the barrel from dumping its contents on the recruit is their concentration on the ring's magic. A ring can only be activated once per day. While they try to concentrate, the Gatewarden does all she can to disrupt them, including toss things at recruits, make jokes, cause distractions using some of the guests, and so on.

**Flexibility of Mind.** A set of mental brain teasers. A box filled with strange items is placed in front of each recruit. They are instructed to solve, unlock, open, or otherwise complete each item within the box. It holds everything from puzzle boxes to tangled metal rings to a rubix cube that shifts between dimensions when it's being solved. While trying to solve as many as possible without knowing how much time they are being given, the Gatewarden walks around quizzing recruits with riddles. The most common riddle is "you see a boat filled with people. It has not sunk, but when you look again you don't see a single person on the boat. Why?" The actual answer is that they are all married people, but the Gatewarden is really looking to test how the minds of the recruits problem solve and process things.

If the character succeeds in the continuous skill challenge or in at least half of the micro skill challenges, they receive a summons later on to be inducted as an Avowed acolyte. Even if they don't impress the Gatewarden enough to be recruited into their ranks, the party finds that they now are able to pick up quests for items or tasks on behalf of Candlekeep during their stay. Should the party somehow anger or antagonize the Gatewarden they start to find they are being watched by patrols of Avowed, have a harder time getting access to things, and can't pick up any quests that Candlekeep might need help with.

## OUTCOMES

Some of the possible outcomes are listed here:

- The Gatewarden is impressed and invites the character to become an Avowed.
- The Gateward isn't impressed enough to recruit the character, but does begin offering quests.
- The Gatewarden does not find the party at all amusing, they are now followed and watched.

## REWARDS

Whether they make it into the ranks of the Avowed or not, award them the XP for a hard encounter.

If they manage to impress the Gatewarden enough to gain an invitation to join the Avowed, they gain Candlekeep as a party patron.

## UNEXPECTED DARKNESS

**Encounter Level:** Tier 2 (levels 5-10)

**Encounter Type:** Exploration

**Encounter Overview:** A magic ward was triggered

while categorizing a new gift to Candlekeep, turning everyone to stone.

**Encounter Locations:** Any

## BACKGROUND

During the intake and care of a new tome, a rush of magical power was released through all of Candlekeep. The magic of the *whispers of stone* (see Appendix B) ward froze all as if made of a single piece of stone, even the papers are stilled. No lights blaze in the windows and no fires warm the hearth. This magic must be undone somehow.

## THE ENCOUNTER

As the party approaches Candlekeep, read or paraphrase:

Night has fallen and you should be approaching Candlekeep soon, but you see no sign of any light. The keep is always lit to symbolize the beacon of light that knowledge is, and to welcome the supplicants who reach the gate at all hours. It isn't until you almost walk right into the black metal gate that you realize the truth. No light burns in Candlekeep.

Outside the gate, five Avowed are frozen in place along with a few supplicants waiting to gain entrance to Candlekeep. They feel hard as stone but still slightly pliable. A successful DC 16 Wisdom (Medicine) check determines that they are all still alive but frozen in some sort of stasis. A successful DC 12 Intelligence (Investigation) check finds the keys to the gate on one of the Avowed, but either a successful DC 15 Strength (Athletics) or DC 18 Dexterity (Sleight of Hand) check is needed to remove them from the Avowed without harming them. Failing can cause things like snapping a finger, breaking a limb, or knocking the Avowed over.

Inside Candlekeep the scene is the same all over: everyone is alive but their bodies act as if they are stone. All of the wards, locks, and other protections in Candlekeep are still active, and navigating the interior or Candlekeep becomes much more dangerous without an Avowed about to help. Becoming hopelessly lost is a real possibility, as is accidentally tripping one of the wards or traps that protect the items here. A successful DC 15 Wisdom (Medicine) check on any of the bodies confirms that this isn't a natural occurrence, as the ones inside of the gate seem harder than those outside did. With a successful DC 17 Wisdom (Survival) check the party can use that knowledge and their surroundings to navigate closer and closer to the source.

While traveling through the darkened Candlekeep, use the Frozen Candlekeep Events table to add interest as the party makes its way closer to the source.









## OATH OF THE AVOWED

It is important here to note the Oath of the Avowed from the introduction. If the party loots Candlekeep or causes extensive damage while trying to solve the mystery, they will most likely be banned. Minor injuries to the Avowed won't be met with open hostility as long as no damage is done to Candlekeep itself or the items it holds, but the party may find it harder to make requests during their stay. Should any Avowed be killed as a result of the party's actions, they have their own internal justice system to handle the sentencing and punishment of those responsible.

### FROZEN CANDLEKEEP EVENTS TABLE

d6	Event
1	Hordes of birds descend to perch on the frozen bodies, some even attempting to roost. A party of Seekers are frozen in the midst of a very heated debate, blocking the way with no room to go around them. A series of DC 14 Dexterity (Acrobatics) checks are needed to get through them without causing damage. Feel free to alter the DC as needed.
2	A crashing sound is followed by a <b>master thief</b> (see Appendix A) trying to burst through the party and get away with a stolen tome.
3	Entering a room you see an Avowed scribe mid-fall from a ladder, with all of their papers flung wide in the air and frozen in place.
4	A confused earth elemental is roaming around trying to get the attention of any Avowed it comes across.
5	It becomes harder to walk, as if moving through thickening sludge or hardening concrete.
6	

The source of this magical disaster lies in the keep where they process the gifts given to Candlekeep. An open tome is held by a master scribe as another scribe takes notes. The notes detail various books: titles, authors, suspected age, notes of any damage, and so on. There's a small stack of books to the right of the scribe and a larger stack of books in front of the master scribe. It's clear that something happened while reviewing the newest gifts to Candlekeep. A *detect magic* spell or a successful DC 16 Intelligence (Arcana) check finds the source to have been a magical ward hidden halfway through the pages of the book in the master scribe's hands, which stores an archaic elemental spell called *whispers of stone*. Successfully casting a *dispel magic* (DC 16) spell removes the ward, ending the effect and causing a stone to fall to the ground with the ward symbols etched on it. Alternatively the book can be destroyed to end the effect.

## OUTCOMES

Some of the possible outcomes are listed here:

- The party fails to reverse the effect, leaving Candlekeep frozen and unprotected.
- The party reverses the effect, but destroys the book.
- The party reverses the effect, and preserves the book.
- The party loots Candlekeep and leaves.

## REWARDS

If the party undo the spell, the Keeper of Tomes looks favorably on any requests they make during their stay. Award the party XP for a medium encounter.

If the party manages to resolve the disaster without destroying or damaging the item responsible, they gain the *whispers of stone* magic item (see Appendix B). They also gain the favor of the Chosen of Mystra for providing magical aid to Candlekeep while they were otherwise occupied. Award them XP for a hard encounter.

## WHEN THE GHOST DRAGON HOWLS

**Encounter Level:** Tier 4 (levels 17-20)

**Encounter Type:** Exploration, Combat

**Encounter Overview:** A necromantic tome in the vaults has corrupted the ghost dragon that guards them.

**Encounter Location:** The Vaults

## BACKGROUND

A new tome added to the vaults leaked out old necromantic magic, which twisted the ghost dragon guardian Miirym, turning it highly aggressive. While going about the normal care of the catacombs and vaults, the normally sleeping or docile guardian suddenly launched itself at a party of Avowed securing a vault. It disemboweled one of them instantly as the others scrambled back out of the way. Then it rampaged through the tunnels slamming into things and slowly hunting down anyone left underground. Finding the tome and breaking the magic leash it seems to have wrapped around the dragon is the only way to stop them from bringing the vaults down around everyone's heads.

## THE ENCOUNTER

During a quiet moment of reading, read or paraphrase:

The earth suddenly shakes, knocking dusts from the stone walls. It goes quiet as everyone looks around curiously. Then it happens again. And again and again, faster and faster until finally a roar seems to vibrate the stones under your feet.

Avowed scramble like mad, shouting at each other. Several are propping up injured monks as they try and make their way to the Exaltation Tower for treatment. Others are reinforcing what looks like hastily constructed barricades. If they go near the barricades, the monks conscript the party into helping them, and once the barriers seem strong enough for now they are happy to tell the party what happened.

If the party instead follows the injured, they'll hear several of the bleeding Avowed talking about how the guardian went mad and started attacking them without warning, then are shooed out by attendants trying to







treat them. Sticking around until after treatment or coming back later can gain the party more details about what happened. The normally translucent blue of the ghost dragon Miiryrm was streaked with sickly green and black veins that seemed to pulse. Between its wild eyes, aggression, and mouth foaming in rage it almost looked like a rabid animal. Normally Miiryrm mostly sleeps or lazily watches them, but it seemed like it wanted to destroy and consume everything in its path.

Should the party offer to go investigate, they're granted access to one of the more frequently used entrances with a pair of Avowed to escort them through the maze of tunnels. To avoid a confrontation, the party must play a game of cat and mouse with the ghost dragon Miiryrm. Regular successful Dexterity (Stealth) checks must be made to keep from attracting their attention or from being tracked by them. These checks start at DC 15 and increase or decrease depending on player choices or outcomes of dice rolls. If they fail to keep away, **Miiryrm, the Sentinel Wyrm** (see Appendix A) viciously attacks the party.

The Avowed escorts guide the party either to where Miiryrm was before they rampaged or to where the party securing the vault were attacked. Once there, means of detecting magic or undead find necromantic magic in the area. A successful DC 16 Wisdom (Survival) check can quickly trace the source back to a vault deeper in. As the party approaches, anyone proficient in Arcana can feel a sickening kind of magic rolling out from the vault entrance. The Avowed escorts must be convinced to allow the party access to the vault if they want to investigate it, as vaults are not opened without express permissions from the Keeper or the First Reader. To convince them, the party must succeed on a DC 17 Charisma (Persuasion) check, otherwise the Avowed insist they go back to ask permission first.

Inside the vault a rotting book sits in an obsidian case. It looks like it's bleeding, but the blood goes nowhere. A successful DC 16 Intelligence (Arcana) check determines that the bleeding is a distinct sign of a corrupted text on necromancy and undeath, which has somehow triggered without a caster, most likely due to the paper breaking down with age. It seems like the

obsidian case hid this fact and had been holding in the magic as long as it could before it overflowed and found the nearest undead thing. Records show that the research was very recently donated and hadn't been taken to be repaired yet.

Dispelling the magic requires a *dispel magic* spell cast using an 8th level spell slot. Fully destroying the pages also breaks the spell. If the party attempts to destroy the pages, Miiryrm hones in on them as if being called to protect it. The ghost dragon arrives in two rounds, with the DM free to adjust how quickly the guardian arrives depending on how well the party's game of cat and mouse went.

## OUTCOMES

Some of the possible outcomes are listed here:

- The party destroys the ghost dragon but misses the necromantic tome connection.
- The party destroys the necromantic tome and saves the ghost dragon.
- The party dispels the necromantic tome and saves the ghost dragon.
- The corrupted ghost dragon breaks its tether to Candlekeep and escapes.
- The necromantic tome continues to slowly leach out and corrupt bits of Candlekeep.

## REWARDS

For managing to come back alive from their investigation, the Keeper of Tomes offers the party the chance to request one item from the vaults.

If the party kills the ghost dragon guardian then they receive the *heart of the ghost dragon* (see Appendix B). Award the party with XP for a hard encounter.

If the party manages to save the dragon from corruption, award each character a *blessing of the ghost dragon* (see Appendix B). Award the party XP for a hard encounter.

## WORN OUT WELCOME

**Encounter Level:** Tier 2 (levels 5-10)

**Encounter Type:** Social, Combat

**Encounter Overview:** A Friend of Candlekeep has overstayed their welcome and now needs to be ejected as politely as possible.

**Encounter Location:** House of Rest

## BACKGROUND

An ancient and slightly mad githzerai named **Fardar** (see Appendix A) has been at Candlekeep for twice the allotted time because in the past they have been of great service to Candlekeep. Lately though, their attitude towards the Avowed and blatant disregard for the condition of materials they are reviewing for their work has lead the First Reader to convince the Keeper it was time they leave. So far though, everyone who



suggests this to Fardar has had it turned around on them and been shouted away.

## THE ENCOUNTER

As the party goes back to their rooms in the House of Rest, read or paraphrase:

Two Avowed stand in the middle of the hallway arguing in hushed tones. As you approach you hear them arguing about who should go into the room they are standing in front of. Words like “belligerent”, “unkept”, and “overstayed” pop out at you as you pass before one of the monks throws their hands up and declares the situation hopeless.

If the party ignores the situation, the noise and disturbance from the room worsens. Taking a long rest is impossible with all this noise, causing characters to gain levels of exhaustion if left unhandled. The disturbance also has an effect on the other people in Candlekeep as sleep is harder to come by, causing everyone to become sluggish and ill-tempered.

When the party approaches to find out about the situation, the monks are still there and hesitate at first, glancing at the door. Moving down the hallway they share the information from the Background section above.

To call Fardar’s room a disaster would be polite. All available desk, bed, and surface space is covered with notes. Things have been scribbled on the walls in chalk and charcoal. Blankets have been tossed over the windows to keep it dark except for a few low-burning lamps. In the center of all of this chaos, turning slowly in a circle as they mutter to themselves, is a hunched over elderly-looking gith with patches of flyaway hair and whose clothes look too big for them.

Fardar is researching illithids and what he believes to be the true history of his people, in hopes of bringing peace between the two warring factions. They believe they’re close to uncovering something huge but can’t find the last pieces of the puzzle needed to make it all make sense. Whether they’re a crazy old gith or actually on to something is up to the DM. In any case, at first glance this looks like a conspiracy theorists’ room and Fardar’s presentation of their findings if asked about them doesn’t help to quash that notion. They are convinced that the answers they’re looking for are in the vaults, but their recent fit of rage risked damage to some of the materials so the Avowed have refused Fardar access.

Not having slept in many days, Fardar is quick to frustration and bursts of anger that make them lash out. They are also easily confused and lead to conclusions by the party, followed by brief moments of intense clarity where they seem extremely logical. These bursts of clarity are triggered when they fiddle with the *memory ring* (see Appendix B) on their hand,

which any character with a passive Perception of 14 or higher notices.

## OUTCOMES

Some of the possible outcomes are listed here:

- Fardar is escorted out of Candlekeep by choice.
- Fardar is forcefully escorted out of Candlekeep.
- Fardar is killed in combat with the party.
- Fardar convinces the party to allow them to stay.
- Fardar convinces the party to help them with their research.

## REWARDS

For attempting to help with the situation, the party is offered a tour of the catacombs by a Master Reader. Award them XP for a medium encounter.

If the party manages to escort Fardar out of Candlekeep without harming or killing him, he gives them his *memory ring* as a gift. Award them XP for a hard encounter.











## APPENDIX A: NPCs AND CREATURES

### ADMIRAL ARA CUTTHROAT

**Encounter Appearances:** Attack at Dawn

**Age:** 40

**Gender:** Trans woman

**Race:** Human

**Alignment:** Lawful Evil

**Profession:** Pirate Admiral

**Personality Trait:** To me, a tavern brawl is a nice way to get to know a new city.

**Ideal:** Mastery. I'm a predator, and the other ships on the sea are my prey.

**Bond:** I'm loyal to myself first, everything else second.

**Flaw:** Once someone questions my courage, I never back down no matter how dangerous the situation.

**Appearance.** Built for battle, Admiral Cutthroat is tall and muscular with long red hair held in one long braid. Decked out in the most luxurious leathers and an ocean blue cape, she uses her looks to distract while she strikes quickly to kill anyone in her way.

**History at a Glance.** Her career as a pirate started at the young age of twelve as a rig monkey. Ara rose quickly through the ranks, becoming quartermaster by her eighteenth birthday. In that time she had been planting the seeds of dissent, which she harvested by slitting the captain's throat and declaring herself captain as a birthday present to herself. She drove the crew hard but they were the wealthiest pirates sailing the seas, even going after any pirate that Admiral Ara

Cutthroat deemed unworthy of the sea. This reputation gained her the opportunity to put other pirate ships under her banner for their loyalty and a portion of the loot. Any under her became wealthy and famous, and any that dared think to go against her was sliced head to heel before they could make a move. Now she rules a sort of pirate fleet that has taken over several islands as their homebase, creating a safe haven that other pirate ships can use for a price.





**Roleplaying Advice.** Admiral Cutthroat always wants what others have and knows how to get it. To her, if you aren't strong enough to protect what you have then you don't deserve it. A whirlwind of blades, minor spells, and the occasional crossbow bolt, she's a terror in any fight. The real thing to fear though is the pure reckless abandon she seems to inspire in her crew, as with a simple battle cry all around her are emboldened to fight harder.

## ADMIRALARA CUTTHROAT

*Medium humanoid (human), lawful evil*

**Armor Class** 14 (studded leather armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

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

**Skills** Athletics +5, Intimidation +4

**Senses** passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)     **Proficiency** +2

**Flourish.** Ara adds her Charisma modifier to the damage roll for her longsword attacks (included in the attack).

**Sea Legs.** Ara has advantage on ability checks and saving throws to resist being knocked prone.

**Weapon Master.** Ara attacks with the *blade of bane* and *crossbow of determination* instead of an ordinary weapon (see Appendix B).

### ACTIONS

**Multiattack.** Ara makes any two attacks.

**Crossbow of Determination.** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) acid, cold, fire, lightning, or poison damage, Ara's choice.

**Blade of Bane.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

### REACTIONS

**Shape Up, Ye Dog (2/Day).** Whenever a friendly creature within 30 feet of Ara that can hear it misses with an attack, Ara can yell perilous threats to allow that creature to reroll the attack roll.

**Personality Trait:** I always have a plan for what to do when things go wrong.

**Ideal:** People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

**Bond:** I'm trying to pay off an old debt I owe to a generous benefactor.

**Flaw:** I have a "tell" that reveals when I'm lying.

**Appearance.** Akel has a muscular body with a loose toga that barely covers anything, and long goat-like legs covered in a soft brown fur. Long brown hair is swooped over to one side showing off a large gold hoop earring. Two large buck horns protrude from the top of his head.

**History at a Glance.** In service to the King of Spring in the Feywilds, Akel was sent to retrieve the prince's book before it could make its way to Candlekeep. Akel has been loyal to the family for a long time and owes them a great debt for curing his younger sister of an illness when they were kids.

**Roleplaying Advice.** Just because he's loyal and has a duty doesn't mean he isn't going to have some fun on the job. Akel loves making everything into a game. He



## AKEL

**Encounter Appearances:** Lost Tome of the Wilds

**Age:** 32

**Gender:** Cis-Male

**Race:** Satyr

**Alignment:** Chaotic Good

**Profession:** Retriever





is jovial, flirty, and likes to be very forward when someone catches his eye. There is a wicked intellect hiding behind his laughing that has cost many unwitting people a high price for his favor.

## AKEL

*Medium fey, chaotic neutral*

**Armor Class** 15 (leather armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	11 (+0)	13 (+1)	14 (+2)

**Skills** Perception +5, Performance +6, Stealth +6

**Senses** passive Perception 15

**Languages** Common, Sylvan

**Challenge** 2 (450 XP)    **Proficiency** +2

**Innate Spellcasting.** Akel's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). They can innately cast the following spells, requiring no components:

At will: *charm person*, *ensnaring strike*, *invisibility*, *thorn whip*.

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

**Sleepless Reveler.** Magic can't put Akel to sleep.

## ACTIONS

**Multiattack.** Akel makes three ram attacks or three shortbow attacks.

**Ram.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Lair Actions.** On initiative count 20 (losing initiative ties), Akel takes a lair action to cause one of the following effects; Akel can't use the same effect two rounds in a row:

- Two trees animate under Akel's command, becoming **awakened trees** for 1 minute.
- A whirlwind appears in a 20-foot-cube centered on a point Akel can see. Each creature in the whirlwind's area must succeed on a DC 17 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be pushed 20 feet in a random horizontal direction.
- Akel casts *summon fey*.

## CHOSEN OF ASMODEUS

**Encounter Appearances:** Attack at Dawn

**Age:** 800

**Gender:** Unknown

**Race:** Tiefling

**Alignment:** Lawful Evil

**Profession:** Chosen of Asmodeus

**Personality Trait:** I enjoy being strong and like breaking things.

**Ideal:** Might. In life as in war, the stronger force wins.

**Bond:** I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

**Flaw:** I have little respect for anyone who is not a proven warrior.

**Appearance.** The Chosen is a tall purple-skinned tiefling with golden eyes and leather straps wrapped around their body acting as armor and clothing.

**History at a Glance.** Waking in the Nine Hells with no memory, they fought hard to survive and impressed several of the generals who took them under their tutelage. During a strategy meeting they spoke up about a decision that would have lost them many troops. This caught the attention of Asmodeus who began testing them without their knowledge. After years of this he felt they were the strongest among those in the Nine Hells, and as a mortal was the perfect vessel to carry out his plans in the Material Plane.

**Roleplaying Advice.** The Chosen uses the fewest words possible in any given situation. They are gruff,





## CHOSEN OF ASMODEUS

Large fiend, lawful evil

**Armor Class** 16 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	15 (+2)	14 (+2)	16 (+3)

**Saving Throws** Con +7, Cha +7

**Skills** Deception +7, Intimidation +7, Persuasion +7

**Damage Resistances** cold, necrotic

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Abyssal, Common, Infernal

**Challenge** 9 (5,000 XP) **Proficiency** +4

**Deadly Poison.** When The Chosen hits a creature with their Claw attack for the first time on a turn, that creature must succeed on a DC 16 Constitution saving throw or take 18 (4d8) poison damage and become paralyzed for 1 minute. On a successful save, they take half damage and are not paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Innate Spellcasting.** The Chosen's spellcasting ability is Charisma (spell save DC 15). They can innately cast the following spells, requiring no material components:  
1/day each: *confusion*, *crown of madness*, *suggestion*

**Insatiable Greed.** Chosen of Asmodeus can sense the presence of gold within 1,000 feet. They can determine

which location has the greatest amount of gold and can sense the direction to that site. If the gold is being moved, they know the direction of the movement. They can't locate gold if any thickness of clay or lead, even a thin sheet, blocks a direct path between them and the gold.

**Magic Resistance.** Chosen of Asmodeus has advantage on saving throws against spells and other magical effects.

**Remote Commander.** The Chosen can telepathically talk to any devil within 1 mile.

### ACTIONS

**Multiattack.** The Chosen of Asmodeus overlord makes three attacks with its claws.

**Claws. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage plus 14 (4d6) necrotic damage. The Chosen of Asmodeus regains hit points equal to half the amount of necrotic damage dealt if the target is a creature.

**Storm of Crows (Recharge 6).** The Chosen of Asmodeus conjures a swarm of spectral crows and harpies in a 20-foot-radius sphere centered on a point the Chosen can see within 120 feet. The sphere remains for 1 minute or until the Chosen loses concentration (as if concentrating on a spell), and its area is lightly obscured and difficult terrain.

Any creature that moves into the area for the first time on a turn or starts its turn there must make a DC 15 Constitution saving throw. A creature takes 16 (3d10) slashing damage plus 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.

discerning, and demanding but just as much of themselves as those under their command. When it comes to tough decisions, they sacrifice soldiers in order to win but prefers to find creative solutions to avoid such situations.

### DAUNTEAN

**Encounter Appearances:** Care of the Broken

**Age:** 82

**Gender:** Cis-Female

**Race:** Air Genasi

**Alignment:** Lawful Good

**Profession:** Avowed, repairs tomes

**Personality Trait:** Nothing can shake my optimistic attitude.

**Ideal:** Faith. I trust that my deity guides my actions. I have faith that if I work hard, things will go well.

**Bond:** I will do anything to protect the temple where I served.

robes. Her hair often reflects the current weather in some way.

**History at a Glance.** Dauntean first came to Candlekeep as a supplicant on a pilgrimage of knowledge as part of her continued growth as a cleric, as to many this place is considered the pinnacle of knowledge and enlightenment. She spent every waking moment buried in the books here until on her last day she saw a well worn tome falling apart. Without thinking she repaired it before returning it to the Avowed and retiring to the House of Rest. Ever since she has been a part of the journey to enlightenment provided within these walls.

**Roleplaying Advice.** Truly believing that Candlekeep holds all the secrets of the universe and enlightenment if one only took the time to learn it, Dauntean is dedicated to its protection. Damaged tomes are seen as blemishes on that path so Dauntean is fanatical about repairs. She is a patient and calm teacher but pulls no punches on giving feedback because the tomes' condition always comes first.





## DAUNTEAN

Medium humanoid (air genasi), lawful good

**Armor Class** 18 (plate)

**Hit Points** 117 (18d8+36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

**Saving Throws** Dex +7, Int +3

**Skills** Intimidation +5, Religion +4

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 9 (5,000 XP)    **Proficiency** +4

**Spellcasting.** Dauntean is a 9<sup>th</sup>-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*  
1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water wall*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

## ACTIONS

**Multiaction.** Dauntean makes two melee attacks.

**Maul.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 +3) bludgeoning damage.

## REACTIONS

**Guided Strike (Recharges after a Short or Long Rest).** Dauntean grants a +10 bonus to an attack roll made by herself or another creature within 30 feet of her. Dauntean can make this choice after the roll is made but before it hits or misses.

## ESYN GAGHASNATH

**Encounter Appearances:** Changing Words, Twisted Pages

**Age:** 123

**Gender:** Trans woman

**Race:** Triton

**Alignment:** Lawful Good

**Profession:** Merchant

**Personality Trait:** My friends know they can rely on me, no matter what.

**Ideal:** Aspiration. Someday I'll own my own ship and chart my own destiny.

**Bond:** My family and our business are the most important things to me.

**Flaw:** I can be painfully shy of taking risks.

**Appearance.** A shy and nervous triton woman wearing a tailored waistcoat, slim fitted pants, and a choker with a cat's eye jewel with a crack running down the face of the jewel. She would be of a normal height if she didn't seem to shrink in on herself so much while under scrutiny.

**History at a Glance.** Esyn is part of a trade merchant family and takes pride in being part of the family business. She's normally more on the logistics and bookkeeping side of things but dreams of sailing off and being the one to make the deals. Her family suggested her trip to Candlekeep after finding some old books in a sealed chest on the bottom of the ocean during a family outing.

**Roleplaying Advice.** Kind, shy, self conscious. Esyn is someone who apologizes for apologizing too much and is quick to take the blame for a confrontation or mishap like running into someone.

## ESYN

Medium humanoid (triton), lawful good

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Arcana +4, History +4

**Languages** Common

**Challenge** 1/4 (50 XP)    **Proficiency** +2

**Spellcasting.** Esyn is a 1st-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*  
1st level (4 slots): *burning hands, disguise self, shield*

## ACTIONS

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

## FARDAR

**Encounter Appearances:** Worn Out Welcome

**Age:** 95

**Gender:** Trans man

**Race:** Githzerai

**Alignment:** Lawful Neutral





## FARDAR

Medium humanoid (gith), lawful neutral

**Armor Class** 18

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	17 (+3)	19 (+4)	13 (+1)

**Saving Throws** Str +6, Dex +8, Int +7, Wis +8

**Skills** Arcana +7, Insight +8, Perception +8

**Senses** passive Perception 18

**Languages** Common, Deep Speech, Gith

**Challenge** 10 (5,900 XP)    **Proficiency** +4

**Innate Spellcasting (Psionics).** The githzerai's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). They can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *blur*, *expeditious retreat*, *feather fall*, *jump*, *see invisibility*, *shield*

1/day each: *haste*, *plane shift*, *teleport*

**Psychic Defense.** While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

## ACTIONS

**Multiattack.** The githzerai makes three unarmed strikes.

**Unarmed Strike.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 13 (3d8) psychic damage.

**Temporal Strike (Recharge 6).** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 52 (8d12) psychic damage. The target must succeed on a DC 16 Wisdom saving throw or move 1 round forward in time. A target moved forward in time vanishes for the duration. When the effect

**Personality Trait:** There's nothing I like more than a good mystery.

**Ideal:** No Limits. Nothing should fetter the infinite possibility inherent in all existence.

**Bond:** I've been searching my whole life for the answer to a certain question.

**Flaw:** I overlook obvious solutions in favor of complicated ones.

**Appearance.** A hunched old gith with patches of flyaway white hair. They are wearing worn and patched tunic and pants that seem to be too big for the frail frame. It doesn't look like they've slept or eaten much since being at Candlekeep.

**History at a Glance.** Fardar has been scouring every place of research for decades trying to find out

everything he can about the history between the illithids and gith, believing that there is something that was hidden long ago. He has been laughed out of many places for spouting such nonsense and has been on his own for a long time because of it. Candlekeep is his last hope of finding the information he searches for.

**Roleplaying Advice.** Fardar is your sweet scatterbrained grandpa, some of the things he says sound crazy but he means well. However, the lack of food and sleep and has started to make him delusional and prone to violent mood swings. At the heart of it, he is fueled by the good intention of trying to find a missing piece to bring his people back together and defeat the illithids.

## GENERAL VAUZAK

**Encounter Appearances:** A Prophecy's End

**Age:** 60

**Gender:** Trans man

**Race:** Human

**Alignment:** Neutral

**Profession:** General

**Personality Trait:** I'm haunted by memories of war. I can't get the images of violence out of my mind.

**Ideal:** Live and Let Live. Ideals aren't worth killing over or going to war for.

**Bond:** I'll never forget the crushing defeat my company suffered or the enemies who dealt it.

**Flaw:** I made a terrible mistake in battle that cost many lives—and I would do anything to keep that mistake secret.

**Appearance.** General Vauzak is built like a powerlifter, tall and stout, and decked out in full soldier's plate armor could have just come straight from the battlefield. All of his gear looks well used but extremely well maintained, as if he cares a great deal about the items. A massive old scar travels from the General's right temple to the left side of his chin.

**History at a Glance.** Vauzak started in his kingdom's army at a young age to help provide for his siblings as his father had died when he was a teen, sending back most of his earnings to help support the numerous siblings. There weren't many opportunities for a man from a poor to carve out a decent living without having to fight. Wars and battles were plenty and each time Vauzak made it out alive. You learned quickly or you died so it was inevitable that he would be given command of a small unit. That unit turned the tide of so many battles that promotions rolled out fast, ending with General Vauzak commanding legions. Master of war and death, it began to feel suffocating until he found a book that seemed to be about a warrior with the same internal debates he was having. Ending suddenly, the book left unasked questions that brought









him to Candlekeep, handing over the book to gain entrance.

**Roleplaying Advice.** Very much in his own head when the party meets him, he is deep in self-reflection. A conflict of morals has him questioning everything that makes up who he is - personality, ideals, bonds. He doesn't know how to talk about what it is he is feeling or how to work through it so uses the party as a sounding board to attempt that as much as possible.

**Stat Block.** General Vauzak uses the statistics of a gladiator.

## MASTER ELRAN

**Encounter Appearances:** Ignition of Knowledge

**Age:** 500

**Gender:** Cis-Female

**Race:** Elf, Eladrin

**Alignment:** Lawful Good

**Profession:** Royal Advisor, Magical Advancements

**Personality Trait:** I'm willing to listen to every side of an argument before I make my own judgment.

**Ideal:** Self-Improvement. The goal of a life of study is the betterment of oneself.

**Bond:** My life's work is a series of tomes related to a specific field of lore.

**Flaw:** Most people scream and run when they see a demon. I stop and take notes on its anatomy.

**Appearance.** Tall and thin with long red hair in a high ponytail that flows down her back. She wears several pieces of gold jewelry stamped with her station's crest. Her rich velvety blue robes laced and embroidered with gold thread make a whooshing sound as they move.

**History at a Glance.** Master Elran is a leading innovator in the area of advancing magics, often weaving together the magical and mechanical as offerings to the royal family's needs. She was hand-picked to become the head advisor to the royal family, in charge of all magic-related decisions as well as selecting what research is supported by the crown.

**Roleplaying Advice.** Master Elran is fully aware of how smart she is, but is humble about it in a way that makes those around her feel more at ease, even forgetting that they're speaking to a superior. While representing the royal family she puts on a mask of serious, solemn sobriety, but while working is all jokes and laughter.

**Stat Block.** Master Elran has the statistics of an archmage.

## MASTER RALOFIR

**Encounter Appearances:** Ignition of Knowledge

**Age:** 620

**Gender:** Cis-Male

**Race:** Elf, High Elf

**Alignment:** Chaotic Neutral

**Profession:** Royal Advisor, Historical Magicks

**Personality Trait:** If you do me an injury, I will crush you, ruin your name, and salt your fields.

**Ideal:** Power. If I can attain more power, no one can tell me what to do.

**Bond:** Nothing is more important than obtaining lost knowledge.

**Flaw:** Unlocking an ancient mystery is worth the price of a civilization.

**Appearance.** A pudgy elderly elf with slightly rounded shoulders as he looks down on others, easily a head taller than most humans when standing straight. Many sleepless nights have left him with sunken cheeks and dark circles under his eyes. While fastidious in his appearance, you can tell that his royal advisor robes are older than the others.



**History at a Glance.** Master Ralofir is the older Royal Advisor, and was in line to become head royal advisor after the death of the previous one but was passed over for Master Elran. Insulted by the hiring of a younger and, in his eyes, less qualified person for the position, he has been harboring deep resentment for many years. It wasn't until a contact of his found the partially destroyed Jutylni scroll and brought it to him that things really went south fast. Master Ralofir wanted to study it and bring back the old magic, but Master Elran vetoed him at every attempt, even going so far as to try and take it from him. All Master Elran got was a fake hastily made in the middle of the night. The fool couldn't be allowed to continue halting progress, so he began to plot. The trip to Candlekeep brought the perfect opportunity because they held full domain over law within their walls. No royal could step in and stop punishment even if they wanted to.

**Roleplaying Advice.** Master Ralofir has practiced kowtowing and placating royals for most of his life, perfecting it in order to guide them in the directions needed. He appears extremely polite and above board but knows he is above everyone around him. That includes the royals he works for and that stupid Master Elran. While not likely to be overt or obvious in his attempts to get his way, he loves to chain events together to bring things around in his favor.

**Stat Block.** Master Ralofir has the statistics of an **archmage**, with the following changes:

- He doesn't carry a weapon.
- He has the *shadow blade* and *blade barrier* spells prepared.
- He has the War Caster feat.

## PRINCE ZUNDON VERGASK

**Encounter Appearances:** None Shall Pass

**Age:** 22

**Gender:** Cis-Male

**Race:** Human

**Alignment:** Chaotic Neutral

**Profession:** Prince

**Personality Trait:** I take great pains to always look my best and follow the latest fashions.

**Ideal:** Independence. I must prove that I can handle myself without the coddling of my family.

**Bond:** The common folk must see me as a hero of the people.

**Flaw:** I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.

**Appearance.** A true peacock, Prince Zundon is dressed in layers of fabrics of rich reds, golds, and silvers. Each of his fingers holds at least one gold ring with a jewel in it, and the chains holding his cape are delicate blue filigree set with jewels. Everything about him screams

wealth, all the way down to the longsword on his hip that looks like it belongs in an art exhibit rather than in any combat.

**History at a Glance.** The third son of a local king, the prince has been beyond spoiled by his parents and aunt. Believing that he is god's gift free to roam and help the country on behalf of his father, he often causes trouble that his parents have to later deal with. Prince Zundon has a habit for extravagant parties and events, including a fight club in the islands and a year as a roving party troupe.

**Roleplaying Advice.** Nothing has ever really been expected of him, so he runs wild. Since his parents always fix things, he has never really suffered true consequences for his actions and believes himself untouchable. He feels he is owed everything because of his status and dislikes feeling lesser than someone for any reason.

**Stat Block.** Prince Zundon has the statistics of a **noble** with the following changes:

- They have a Strength score of 16.
- They wield a longsword

## RORX/ALAUNDO THE SEER

**Encounter Appearances:** False Prophets

**Age:** 50

**Gender:** Genderfluid

**Race:** Changeling

**Alignment:** Lawful Neutral

**Profession:** Seer





**Personality Trait:** When I set my mind to something, I follow through no matter what gets in my way.

**Ideal:** Destiny. Nothing and no one can steer me away from my higher calling.

**Bond:** I built Candlekeep, I love Candlekeep, and I will protect Candlekeep.

**Flaw:** I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.

**Appearance.** A barrel-chested man with gorgeous flowing hair dressed in purple robes when in the Alaundo the Seer persona. In their true form, a stocky changeling with extremely long hair and completely devoid of all color or discerning features.

## CHANGELING

Medium humanoid (changeling, shapechanger), any alignment

**Armor Class** 13 (leather armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)

**Skills** Acrobatics +4, Deception +5, Insight +2, Perception +2, Persuasion +5

**Senses** passive Perception 12

**Languages** Common, Dwarvish, Elvish, Halfling, Thieves' cant

**Challenge** 1/2 (100 XP) **Proficiency** +2

**Change Appearance.** The changeling can use its action to polymorph into a 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.

## ACTIONS

**Multiattack.** The changeling makes two attacks with its dagger.

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

**Unsettling Visage (Recharges** after a Short or Long Rest). Each creature within 30 feet of the changeling must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**History at a Glance.** Rorx had been using a wizard persona to help with experiments to supplement their income, as work as an alchemist had slowed, when something went wrong while trying to figure out a way to link gateways between planes to a ring. An explosion caused everything to go black, and when they came to they were somewhere strange and their memory was fuzzy. The first thing they remember is hearing someone telling the stories of Alaundo the

Seer by a campfire. Each story stirred something within and they began learning as much as possible about them in an obsessive manner until they stepped into his persona without meaning to. Now they are stuck in it as they don't even realize it is a persona.

**Roleplaying Advice.** As Alaundo the Seer they are genuine in their dedication to Candelkeep, and kind to anyone who questions their identity. If questioned too heavily on their early undocumented days they get confused before changing the subject as smoothly as possible. When Rorx, they are shy, not as confident, and honestly just looking to be helpful as they don't know how to get back home or even remember much of it.

**Stat Block.** Rorx uses the statistics of a **changeling** in their true form, and the statistics of an **archmage** while in their Alaundo persona.

## SHACYNE

**Encounter Appearances:** Case of the Disappearing Words

**Age:** 260

**Gender:** Cis-Female

**Race:** Firbolg

**Alignment:** Lawful Evil

**Profession:** Publisher

**Personality Trait:** I can't resist prying into anything forbidden, since it must be terribly interesting.

**Ideal:** Change. All life is meant to progress toward perfection, and our work is to hurry it along — no matter what must be upended along the way.

**Bond:** Everything I do is an attempt to impress someone I love.

**Flaw:** I'm supremely confident in my ability to adapt to any situation and handle any danger.

**Appearance.** Shorter than most firbolg, Shacyne wears a long flowing dress with an outer robe over it to protect against the chill. Her clothing is simple patterns and colors reminiscent of forests and meadows. A single simple band of silver on her ring finger breaks up the seemingly permanent ink stains on her hands. She is all soft smiles, breezy movements, and seems to float rather than walk.

**History at a Glance.** Shacyne married young to the love of her life, Miadove, a local firbolg woman whose family ran a small press that mostly just published the city's announcements. They had many happy years together before Miadove was killed when bandits broke into the press and demanded she stop producing a work that someone took offense to. The bandits burned the building to the ground and with it went Shacyne's happiness. She has worked very hard fighting against censorship and oppression of information in



the name of her late wife. Candlekeep represents the biggest hoard of knowledge kept from most people in this and any plane. Setting her sight on taking its knowledge back for the people, and on liberating other such hoards, has let Shacyne run from her grief rather than deal with it.

**Roleplaying Advice.** Externally she is all smiles, soft, motherly even. But just under the surface hides all of the grief, anger, and pain that Shacyne has been putting off dealing with since her wife was murdered years ago. She works very hard to keep the mask in place but it occasionally slips before she can catch it. Abhorring violence, she would much rather just take what she needs and leave, but she can't let anyone stop her from finishing the job. In her mind, failing to take back information from places like Candlekeep is as good as not being there to save Miadove.

**Stat Block.** Shacyne has the statistics of a **mage**.

## THE CHANTER, ALTUATH MYINCIC

**Age:** 45

**Gender:** Trans woman

**Race:** Dragonborn, Silver

**Alignment:** Neutral

**Profession:** Avowed, The Chanter

**Personality Trait:** I see omens in every event and action. The gods try to speak to us, we just need to listen.

**Ideal:** Faith. I trust that my deity guides my actions. I have faith that if I work hard, things will go well.

**Bond:** I would die to recover an ancient relic of my faith that was lost long ago.

**Flaw:** I am suspicious of strangers and expect the worst of them.

**Appearance.** Pristine Avowed robes hover just above the ground to keep from getting dirt on them during the chant, over the top of which is a set of gleaming armor with the crest of Candlekeep on the chest. An incense holder shaped to mimic an open tome swings from a long chain in one hand, while in the other she carries a long staff topped with the symbol of Oghma.

**History at a Glance.** A descendant of Miiryam, the Sentinel Wurm, guardian of Candlekeep, it was with great honor that Altuath came to offer her life in service as an Avowed. Her broodmates are very proud of their sister and all of them have visited at least once to see her and to request to meet their ancestor. Many of them even work for Candlekeep, searching for items on the recommendation of Altuath, and are so fantastic at it that several lost tomes have been recovered. When she arrived here and began her training under the Guide, she was dedicated to studying and memorizing every aspect of the prophecies. During a lesson about

Alaundo the Seer and those prophecies she corrected the Guide on one they recited. Impressed by her, the Guide recommended her for the position of the Chanter to the First Reader and Keeper of Tomes.

**Roleplaying Advice.** Altuath's dedication is second to none, to her this is a duty tied deeply to her blood via Miiryam. She takes leading the chant very seriously and expects all Avowed joining to take it just as seriously. If she thinks one is not participating to their fullest or slacking off, she makes it a point to walk beside them to provide them the example needed.

**Stat Block.** The Chanter uses the statistics of a **priest**.

## THE FIRST READER, BORIG KULARIM

**Age:** 60

**Gender:** Trans man

**Race:** Half-Orc

**Alignment:** Chaotic Good

**Profession:** Avowed, The First Reader

**Personality Trait:** Nobody stays angry at me or around me for long, since I can defuse any amount of tension.

**Ideal:** People. I like seeing the smiles on people's faces when I perform. That's all that matters.

**Bond:** I would do anything for the other members of the Avowed.

**Flaw:** I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.

**Appearance.** Barrel chested from years of traveling, Borig likes to show off with creative placements of the Avowed robes, often forgetting the shirt that goes with the over robe. They've also added slits to panel out the bottom half of the robe and show off the tighter leather pants and tall boots underneath. A bald head proudly displays a set of tattooed runes that were picked up in their youth that they are more than happy to tell stories about.

**History at a Glance.** Borig has actually been at Candlekeep their entire life as they are the result of a marriage of two Avowed. When they were old enough they chose to join the same ranks that their parents did, getting to see so much of the world by going on quests and errands. Catching the eye of the First Reader and Keeper of Tomes at the time, they were groomed to eventually step into the role of First Reader.

**Roleplaying Advice.** Very jovial and over the top, Borig is always quick with a story or tale. They are the extrovert to the Keeper of Tome's introvert, and happily act as host for any large events or gatherings Candlekeep puts on. You can most often find them in the Hearth discussing research with Seekers, in the reading rooms talking to scribes, or checking in with





the Keeper of the Emerald Door. In fact, they seem to be everywhere checking in that everyone has what they need and everything is running smoothly.

## THE FIRST READER

Medium humanoid (half-orc), chaotic good

**Armor Class** 15 (chain shirt)

**Hit Points** 44 (8d8+8)

**Speed** 30 ft.

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

**Saving Throws** Dex +4, Wis +3

**Skills** Acrobatics +4, Perception +5, Performance +6

**Languages** Common and any two languages

**Challenge** 2 (450 XP)     **Proficiency** +2

**Spellcasting.** Borig is a 4th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). They have the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

**Song of Rest.** Borig can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Borig can confer this benefit on themselves as well.

**Taunt (2/day).** Borig can use a bonus action on their turn to target one creature within 30 feet of it. If the target can hear Borig, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of Borig's next turn.

## ACTIONS

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

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

## THE GATEWARDEN, TISNAS NAERWIN

**Age:** 125

**Gender:** Cis-Female

**Race:** Dwarf, Mountain

**Alignment:** Neutral Good

**Profession:** Avowed, The Gatewarden

**Personality Trait:** I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.

**Ideal:** Greater Good. It is each person's responsibility to make the most happiness for the whole tribe.

**Bond:** An injury to Candlekeep is an injury to me.

**Flaw:** Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

**Appearance.** A lithe, hawk-eyed dwarf woman with leather armor over her Avowed robes denoting her as a Great Reader.

**History at a Glance.** Tisnas has been the Gatewarden for 10 years now, molding the new recruits and ensuring the safety of the knowledge within Candlekeep. Before that she was a Master Reader for 20 years and a Great Reader for 2 years before being selected to have the additional honor of her current title. Nothing about her past is known as she never mentions anything from before Candlekeep, though she is way too good at dice and cards.

**Roleplaying Advice.** Think of Tisnas like every drill sergeant stereotype: harsh, direct, nitpicky, and demanding. It's done out of knowledge of what's at stake if Candlekeep needs to call upon the training of the Avowed to defend it. Should she see potential in someone she goes at them even harder to see where their limits are and help push past them.

## THE GATEWARDEN

Medium humanoid (dwarf), neutral good

**Armor Class** 14 (studded leather armor)

**Hit Points** 187 (22d8+88)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	10 (+0)	14 (+2)	12 (+1)

**Saving Throws** Dex +4, Wis +3

**Skills** Athletics +9, Intimidation +5, Perception +6

**Languages** Common, Dwarven

**Challenge** 9 (5,000 XP)     **Proficiency** +4

**Indomitable (2/Day).** Tisnas rerolls a failed saving throw.

**Second Wind (Recharges after a Short or Long Rest).** As a bonus action, Tisnas can regain 20 hit points.

## ACTIONS

**Multiattack.** Tisnas makes three attacks with their greatsword or their shortbow.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if Tisnas has more than half of their total hit points remaining.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage, plus 7 (2d6) piercing damage if Tisnas has more than half of their total hit points remaining





## THE GUIDE, JELIN NESMORN

**Age:** 380

**Gender:** Non-Binary

**Race:** Deep Gnome

**Alignment:** Lawful Neutral

**Profession:** Avowed, The Guide

**Class:** Monk

**Personality Trait:** I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.

**Ideal:** Self-Improvement. The goal of a life of study is the betterment of oneself.

**Bond:** It is my duty to protect my students.

**Flaw:** I am easily distracted by the promise of information.

**Appearance.** A muscular gnome with grey skin and a shock of bright green hair styled with an undercut and swooped over to one side. They have a gold hoop nose ring that connects via a chain to a diamond in their right ear lobe. Jelin's Avowed robes always seem a bit

out of place and ink stains can often be found on the sleeves.

**History at a Glance.** Jelin came to Candlekeep two centuries ago to try and find the solution to a mysterious illness that was wiping out their enclave. Finding the answer they returned home but couldn't stop thinking about the library they left behind. It invaded their dreams and seemed to be trying to draw them back, so eventually Jelin gave in and returned. The First Reader and the Gatewarden were waiting for them. They dedicated their life to Candlekeep and found they have a knack for teaching others, Seeker and Avowed alike. Currently they have been serving as the Guide for the past 20 years.

**Roleplaying Advice.** Patient and gentle with a calm soothing voice, Jelin chooses to adjust lessons to fit the needs of those they are teaching. To them the betterment of the Avowed is a guarantee that Candlekeep will exist far into the future and each student is a protector of knowledge to be guided to peak performance.

**Stat Block.** The Guide uses the statistics of an acolyte.

## KEEPER OF THE EMERALD DOOR, NANK THAMKK

**Age:** 30

**Gender:** Cis-Female

**Race:** Bugbear

**Alignment:** Lawful Good

**Profession:** Avowed, The Keeper of the Emerald Door

**Class:** Paladin

**Personality Trait:** I know a story relevant to almost every situation.

**Ideal:** Honesty. Art should reflect the soul; it should come from within and reveal who we really are.

**Bond:** I idolize a hero of the old tales and measure my deeds against that person's.

**Flaw:** I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

**Appearance.** Towering in full plate armor, Nank looks more imposing than the gate Seeker's pass through into Candlekeep. The symbol of Candlekeep is proudly displayed on their chest plate and the large shield they hold. A longer than normal greatsword is visible over their shoulder, with an open book symbol as a large crest in the sword's hilt.

**History at a Glance.** Stumbling across several injured Avowed while hunting, Nank nursed them back to health and returned them to Candlekeep. She'd never heard of the place and was in awe of everything she



saw, eyes the size of dinner plates the whole time. Reading wasn't high on the list of activities when you lived hand to mouth but Nank had managed to squirrel away a couple of books she read until they were memorized. The fact that a place with so many could exist seemed like heaven. On her way out of Candlekeep after having escorted the Avowed back, a tussle between the gate guards and some supplicants broke out when none of their gifts were accepted. Leaping into the fray she helped beat them back and chase them off. Impressed by her fighting and dedication, the Gatewarden invited Nank to try out as a recruit. She passed, and surprising no one, in time she came to gain the position of the Keeper of the Emerald Door.

**Roleplaying Advice.** While extremely focused on keeping those without permission from moving through the Emerald Door, Nank is still very much a friendly person. She greets all Seekers warmly with a joyful smile. Nothing is better to her than being within the walls of Candlekeep and this shows through all of her interactions. Try to sneak past or trick your way into someplace you shouldn't be though, and a switch flips as she turns cold and deadly like a hunter spotting prey.

**Stat Block.** The Keeper uses the statistics of a **The Gatewarden**, with the following changes:

- They have an Armor Class of 20
- They can cast *guardian of faith* twice each day.
- They can cast *warding bond* at will, and can affect up to three creatures at once.
- They have a permanent *faithful hound* companion.

## THE KEEPER OF TOMES, EUPHEMIUS WAGNER

**Age:** 90

**Gender:** Cis-Male

**Race:** Human

**Alignment:** Lawful Good

**Profession:** Avowed, The Keeper of Tomes

**Personality Trait:** I am convinced that everything inclines toward constant improvement.

**Ideal:** Knowledge. Understanding the world is more important than what you do with your knowledge.

**Bond:** The Avowed are my family — a big, eccentric family including members and parts of many species.

**Flaw:** Every social situation I'm in seems to lead to my asking rude personal questions.

**Appearance.** Dressed in white with a circlet holding a small jewel in the center of his forehead. With a body still in moderate condition, he seems to have fought off most of the other effects of old age other than his long grey beard.

**History at a Glance.** Euphemius came to Candlekeep on invitation after a tome was discovered related to his expertise. He spent seven long days debating the text

and its meanings with others, and they were the best days of his life to that point. Knowing there was a place where he could do that all the time made it imperative that he join immediately. Those around him took notice and recommended him for Keeper of Tomes. Euphemius feels a bit like he fell into the job of the Keeper of Tomes as he was fairly oblivious to such things going on around him.

**Roleplaying Advice.** He is the kind, warm, caring grandpa everyone wants, taking the time to listen to all that ask for his attention to the degree that they feel like he is really listening to you. While wise, he tends to like to help someone work out their own problem through questions rather than hand them the answer.

**Stat Block.** The Keeper of Tomes uses the statistics of an **archmage**.

## Non-Specific NPCs

### DIVINER

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 67 (15d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

**Saving Throws** Int +7, Wis +4

**Skills** Arcana +7, History +7

**Languages** any four languages

**Challenge** 8 (3,900 XP) **Proficiency** +3

**Spellcasting.** The diviner is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks).

The diviner has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *true strike*

1st level (4 slots): *detect magic*\*, *feather fall*, *mage armor*

2nd level (3 slots): *detect thoughts*\*, *locate object*\*, *scorching ray*

3rd level (3 slots): *clairvoyance*\*, *fly*, *fireball*

4th level (3 slots): *arcane eye*\*, *ice storm*, *stoneskin*

5th level (2 slots): *Rary's telepathic bond*\*, *seeming*\*

6th level (1 slot): *mass suggestion*, *true seeing*\*

7th level (1 slot): *delayed blast fireball*, *teleport*

8th level (1 slot): *maze*

\* Divination spell of 1st level or higher

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

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

*Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.





## MASTER THIEF

Medium humanoid (any race), any alignment

**Armor Class** 16 (studded leather armor)

**Hit Points** 83 (13d8+26)

**Speed** 30 ft.

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

**Saving Throws** Dex +7, Int +3

**Skills** Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

**Senses** passive Perception 10

**Languages** Common plus thieves' cant

**Challenge** 5 (1,800 XP)    **Proficiency** +3

**Cunning Action.** On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

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

**Sneak Attack (1/Turn).** The thief 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 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The thief makes three attacks with its shortsword.

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

**Light Crossbow.** Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8+4) piercing damage.

### REACTIONS

**Uncanny Dodge.** The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

## PIRATE BOSUN

Medium humanoid (any race), any alignment

**Armor Class** 12 (studded leather armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

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

**Skills** Athletics +5, Intimidation +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP)    **Proficiency** +2

**Cargo Hauler.** The bosun has advantage on Strength checks.

**Sea Legs.** The bosun has advantage on ability checks and saving throws to resist being knocked prone.

### ACTIONS

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

**Hook.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target is grappled (escape DC 13).

## PIRATE DECK WIZARD

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

**Skills** Arcana +5, Perception +3

**Senses** passive Perception 13

**Languages** Common

**Challenge** 1 (200 XP)    **Proficiency** +2

**Sea Legs.** The bosun has advantage on ability checks and saving throws to resist being knocked prone.

**Spellcasting.** The deck wizard is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:  
Cantrips (at will): *friends*, *mage hand*, *prestidigitation*, *ray of frost*  
1st level (4 slots): *disguise self*, *fog cloud*, *mage armor*, *witch bolt*  
2nd level (3 slots): *gust of wind*, *Melf's acid arrow*, *misty step*

### ACTIONS

**Quarterstaff.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.





## PIRATE FIRST MATE

Medium humanoid (any race), any alignment

**Armor Class** 16 (chain mail)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

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

**Skills** Athletics +4, Intimidation +3

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

**Sea Legs.** The bosun has advantage on ability checks and saving throws to resist being knocked prone.

### ACTIONS

**Multiattack.** The first mate makes two attacks with its longsword.

**Longsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. If the target is a creature, the first mate can choose to deal no damage with the attack to disarm the target. The target must succeed on a DC 14 Strength saving throw or drop one item it is holding on the ground..





# MIIRYM, THE SENTINELWYRM

*Gargantuan undead, lawful neutral*

**Armor Class** 21 (natural armor)

**Hit Points** 61 (8d10 + 17)

**Speed** 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	18 (+4)	15 (+2)	23 (+6)

**Saving Throws** Dex +7, Con + 13, Wis +9, Cha + 13

**Skills** Arcana+11, History+11, Insight+9, Perception +16, Stealth +7

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison  
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 26

**Languages** Common, Draconic

**Challenge** 22 (41,000 XP) **Proficiency** +7

**Incorporeal Movement.** Miiryum can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

**Invisibility.** Miiryum is invisible. She can reveal her spectral form as a bonus action, or turn invisible again.

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

## ACTIONS

**Multiattack.** Miiryum can use her Haunting Presence. She then makes three bite attacks.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (3d12) necrotic damage.

**Haunting Presence.** Each creature of Miiryum's choice that is within 120 feet of her must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature unaware of her presence makes the saving throw with disadvantage. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Miiryum's Haunting Presence for the next 24 hours.

**Blighted Breath (Recharge 5-6).** Miiryum exhales a decaying smog in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 63 (14d8) necrotic damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

Miiryum 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. Miiryum regains spent legendary actions at the start of her turn.

**Detect.** Miiryum makes a Wisdom (Perception) check.

**Bite Attack.** Miiryum makes a bite attack.

**Spectral Shivers (Costs 3 Actions).** Miiryum beats her spectral wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Wisdom saving throw or become paralyzed until the end of its next turn. Miiryum can then fly up to half of her flying speed.







## APPENDIX B: MAGIC ITEMS

### Blade of Bane

*Weapon (double-bladed scimitar), legendary (requires attunement)*

A crude ruby haft supports twin blades of a black metal that seems to absorb the shadows around it.

This weapon is a melee martial weapon with the Two-Handed and Special properties, and deals 2d4 slashing damage on a hit.

**Special.** If you attack with a double-bladed scimitar as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d4 slashing damage on a hit, instead of 2d4.

**Baneblade.** When you hit a creature with this weapon, it suffers the effects of the bane spell until the end of your next turn. If you hit a creature with this weapon, and it is suffering the effects of the bane spell, you can afflict the creature with one of the following conditions of your choice: blinded, deafened, frightened, incapacitated, paralyzed, restraining, or stunned for 1 minute. Once a creature has suffered a condition in this way, it is immune to this property of the blade for 24 hours.

**Slice Space.** As an action, you can slice through the air to open a scar of shadow, teleporting you up to 60 feet to an unoccupied space you can see.

### Blessing of the Ghost Dragon

*Wondrous item, very rare (requires attunement)*

A large ghostly scale that seems to shift between the Material and the Ethereal Planes.

To attune to this item takes a long rest, at least two hours of which must be spent meditating with the

scale. When the attunement is complete the scale is absorbed into your body, causing ghostly scales to appear in patches along your skin. If your attunement to the scale ends the scales melt away and the scale appears in the nearest unoccupied space.

**Damage Immunity.** You are immune to necrotic damage.

**Project Dragon.** You can use your action to cast *illusory dragon*, no concentration required. This version of the spell lasts for 1d4 rounds, and the dragon is intelligent and acts on its own to protect you and those you mark as allies when you cast the spell. The dragon acts immediately after you in initiative, and you can telepathically communicate with it while it's within 200 feet of you.

Once you have used this ability, you can't do so again until you finish a long rest.

### Circlet of Time

*Wondrous item, rare (requires attunement)*

A damaged circlet holding a cracked cat's eye jewel that has been repaired into a choker using a gold chain.

When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

When an ally you can see within 60 feet of you rolls a 1 on the d20 for a saving throw, you can bend dimensional reality (no action required) to let that ally reroll the die. They must keep the new roll. Once used you can not use this item again until finishing a long rest.

### Crossbow of Determination

*Weapon (heavy crossbow), legendary (requires attunement)*







This bone-white crossbow has hand prints of different colors pressed into it that seem to glitter in the sunlight. A gold string is drawn across it, always ready to be fired.

**Elemental Bolts.** While attuned to this item, it fires magical bolts rather than physical ones, so ignores the Ammunition and Loading properties. The first time you make an attack with this weapon on each of your turns, choose one of the following damage types: acid, cold, fire, lightning, or poison. This weapon deals damage of that type until the end of your turn.

**Mark of Determination.** When you hit a target with this weapon, it is marked by the determined magic of the crossbow, giving you advantage on all attacks against that target. You can only have one target marked at a time, hitting a different target causes them to become marked instead of the previous target.

**Piercing Shot.** As an action, you can make a single attack with this weapon against a target that is marked by your Mark of Determination. This attack ignores all cover and pierces through an object or wall up to the maximum range of the crossbow.

Once you have used this ability, you can't do so again until you finish a long rest.

### Damaged Jutylni Scroll

*Scroll, legendary*

An ancient leather scroll made delicate with age, it has been ripped diagonally part of the way down. Looping, swirling writing can be seen in some sort of reflective ink that becomes smudged as it reaches the destroyed edge.

The scroll's contents are too deteriorated to be copied down, but it still holds the full magic within it. You can use an action to activate the scroll, creating a blast of light. Each creature within 40 feet of the scroll must make a DC 16 Strength saving throw. On a failed save, a creature is flung 15 feet back in a straight line and frozen in the air for 1d4 - 1 rounds (minimum of 1) before continuing their trajectory. While frozen in the air, a creature is paralyzed.

### Gauntlets of Retribution

*Wondrous item, rare (requires attunement)*

These worn steel gauntlets have sunrise design inlaid in gold on the backs of each hand. The palms each hold the runes for judgement and glow when in battle.

When you attune to these gloves, select one type of humanoid, such as dwarf or goblin. Your attacks against that type of creature deal an additional 1d8 force damage.

**Retaliate.** When a creature deals damage to you, you gain advantage on all attacks against that creature until the end of your next turn.

**Reflect.** When a creature within 5 feet of you hits you with an attack, you can use your reaction to gain

immunity to all of that attack's damage to 0 and deal 2d6 damage of one of that attack's type back at the attacker.

Once you have used this ability, you can't do so again until you finish a long rest.

### Heart of the Ghost Dragon

*Wondrous item, rare (requires attunement)*

A large pulsing blue stone that is ice cold to the touch and seems to fade in and out of existence.

To attune to this item, you must sacrifice your own blood over the course of a long rest. The heart is absorbed into your body and a glowing blue rune appears on your chest. If your attunement is broken, the rune vanishes and the heart floats out of your chest.

**Damage Immunity.** You are immune to necrotic damage.

**Dragon's Breath.** You can use your action to exhale magical energy from your mouth in a 30-foot cone. Choose cold, lightning, or necrotic. Each creature in the cone must make a DC 17 Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

You can use this ability twice, and regain all expended uses when you finish a long rest.

### Helm of Resolve

*Wondrous item, very rare (requires attunement)*

An iron helm that comes down to shield half of the face, with designs etched down the center of the helmet's face and along the eyes. These have been filled in with bronze and gleam when polished. A simple scroll pattern is pounded into the metal along the bottom of the helm.

While wearing this helm, you have advantage on all Wisdom saving throws.

When you are reduced to 0 hit points, you drop to 1 hit point instead. The next time you are reduced to 0 hit points, roll a d10. On a result of 4-10 you drop to 1 hit point instead. Each subsequent time you are







reduced to 0 hp and roll the d10, you have a cumulative -1 penalty to that roll. This resets when you roll initiative.

### Liar's Lament

*Ring, rare (requires attunement)*

A small silver ring with three diamonds held by gold filigree and arranged to sit next to each other around the band. When in use they each glow a different color to signify the truthfulness of a statement.

While attuned to and wearing the ring, it passively indicates the truthfulness of things people within 30 feet of you say. The right diamond glows green when a truth is spoken, the middle diamond becomes dark and cloudy when a partial truth is spoken, and the left diamond glows red when a lie is spoken. The ring doesn't tell you whose truthfulness it is detecting or any details about the contents, such as which part of a partial truth is a lie.

### Marble of Ignition

*Artifact, very rare*

A complicated overlay of archaic magic laced with mechanical ignition, this palm sized device looks like a tangled ball of thin black metal wrappings with tiny runes glowing over its surface. Inside it looks like a small floating square and a hammer, and when they strike together an explosion of fire shoots out from all sides.

You can use an action while holding this device to cast *delayed blast fireball* (DC 17) centered on the marble, with a delay of 1d4 rounds. Deactivating the

blast before it goes off requires a successful DC 17 Dexterity (Sleight of Hand) check.

Once the marble has been activated, it can't be activated again until the next dawn.

### Memory Ring

*Ring, rare (requires attunement)*

A clear band with floating runes within it that go in and out of focus as the swirl within.

While wearing this ring, you add double your proficiency bonus to any Intelligence checks you make.

### Neverending Story Book

*Wondrous item, very rare (requires attunement)*

A black leatherbound book that's the perfect size to sit in an intricate chain and leather hip harness, which is kept flush to the body so as not to ruin the lines of a jacket or robe. The book has an opal clasp, a tiny diamond embedded into the corners of the cover, and a set of slightly pulsing runes down its spine.

It takes 2d4 long rests to fully attune to the book. During the process your dreams are filled with words, stories, and knowledge the book already holds that you have yet to unlock. A trigger word can be added during attunement that will release any knowledge you decide, even as specific as the letters you'd like to return. The released knowledge returns to the original item if it is within 10 miles, otherwise it enters the nearest empty tome or scroll that will hold the entirety of the amount being released.

This item never runs out of space or changes size despite how much is recorded within it. The paper inside is of the highest quality needed for spell work





and none of the pages can be removed. It can be activated as an action. While activated, spending at least 1 minute within 30 feet of an ordinary text causes that text to be absorbed into the storybook and categorised.

While attuned to the book, copying a spell scroll into a wizard's spellbook only requires 10 minutes of meditation. Additionally, when learning a new spell the time is halved if stored in the book. This book can take the place of a spellbook.

A *dispel magic* spell cast at 8th level or higher causes the book to release all of its information as if the trigger word had been spoken. Any writing released in that way that cannot return to its original book or fit into an empty scroll or tome is lost.

### Scroll of Stone Swim

*Scroll, very rare*

A thin folded spell scroll with gilded swirling loops along the margins that contains the unique spell *stone swim*.

#### STONE SWIM

5th-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (mud wrapped around a stone, displacer beast's claw, and gryphon's feather held in a small bag of leather)

**Duration:** 10 minutes, concentration

For the duration, you have the ability to move through stone, dirt, or any other sort of earth except metal as if it were air. Your movement produces no evidence of your presence and doesn't disturb the material in any way. While moving through material in this way, you can only see up to 30 feet and you have disadvantage on Perception checks. Any attacks made against you when moving through earth is an automatic miss, hitting the solid earth.

### Stone of Planar Calling

*Wondrous item, rare*

A thumb-size emerald with a ruby embedded into its center, no seam between the two jewels can be found. When using it the two pulse with slightly-out-of-sync light.

This magic item acts like a *sending stone*, however it can be linked to up to 6 unique *stones of planar calling*. To link stones together the two stones need to be held to each other and each person needs to say their activation word. You can then use the person's activation word or their name to call their stone in the future.

Additionally, this stone has no chance of failure when communicating with someone on another plane of existence.

### Sword of Faith

*Weapon (greatsword), very rare (requires attunement)*

A pommel of ebony wood wrapped with leather bands sits against a hilt of two crosses, the center of which bears a gold wire wrapped symbol that has been fused to the metal. The blade itself holds the word "faith" etched into it in several languages.

**Backswing.** Once per turn, when you miss with an attack using this sword you can immediately make a free attack against that target on the backswing, dealing for 1d6 slashing damage on a hit.

**Defeat Evil.** When you hit an evil-aligned creature or a sworn enemy with this weapon, the sword deals 4d6 slashing damage on a hit, or 2d6 slashing damage on a backswing hit.

**Sense Good and Evil.** You can use your action to cast detect evil and good with a range of 60 feet. After you have used this ability twice, you must finish a long rest before you can use it again.

### Whispers of Stone

*Wondrous item, rare*

A stone the size of your palm with the ward symbols from the mysterious tome etched into it.

Over the course of a long rest, you can concentrate on the stone while holding it to set an activation trigger. The trigger can be a word, a set time or duration, or as a reaction to a certain obvious occurrence taking place. When triggered, the stone releases a burst of archaic elemental magic, and each creature within 100 feet of the stone (ignoring cover) must succeed on a DC 16 Constitution saving throw or become petrified. The petrification lasts until dispelled (DC 16).

Once triggered, the symbols fade from the stone and it becomes a mundane item.





# APPENDIX C: PLAYER OPTIONS

## Feats

### TRUTH SEEKER

You have learned to spot the differences in conversation and body language when lies are spoken. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Insight skill.
- You have advantage on Wisdom (Insight) checks when trying to determine if someone is being honest.

## Spells

### BLADE OF DISASTER

*9th-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You create a blade-shaped planar rift about 3 feet long in an unoccupied space you can see within range. The blade lasts for the duration. When you cast this spell, you can make up to two melee spell attacks with the blade, each one against a creature, loose object, or structure within 5 feet of the blade. On a hit, the target takes 4d12 force damage. This attack scores a critical hit

if the number on the d20 is 18 or higher. On a critical hit, the blade deals an extra 8d12 force damage (for a total of 12d12 force damage).

As a bonus action on your turn, you can move the blade up to 30 feet to an unoccupied space you can see and then make up to two melee spell attacks with it again.

The blade can harmlessly pass through any barrier, including a wall of force.

### BONES OF THE EARTH

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.



If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, you can create two additional pillars for each slot level above 6th.

## SHADOW BLADE

2nd-level illusion

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You weave together threads of shadow to create a sword of solidified gloom in your hand. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 psychic damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with advantage.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

**At Higher Levels.** When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th level or higher, the damage increases to 5d8.

## SUMMON FEY

3rd-level conjuration

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a gilded flower worth at least 300 gp)

**Duration:** Concentration, up to 1 hour

You call forth a fey spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Fey Spirit stat block. When you cast the spell, choose a mood: Fuming, Mirthful, or Tricky. The creature resembles a fey creature of your choice

marked by the chosen mood, which determines one of the traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

## FEY SPIRIT

Small fey

**Armor Class** 12 + the level of the spell (natural armor)

**Hit Points** 30 + 10 for each spell level above 3rd

**Speed** 40 ft.

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Sylvan, understands the languages you speak

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	16 (+3)

**Challenge** — **Proficiency Bonus** equals your bonus

## ACTIONS

**Multiattack.** The Fey makes a number of attacks equal to half this spell's level (rounded down).

**Shortsword.** *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + the spell's level piercing damage + 1d6 force damage..

## BONUS ACTIONS

**Fey Step.** The fey magically teleports up to 30 feet to an unoccupied space it can see. Then one of the following effects occurs, based on the fey's chosen mood.

**Fuming.** The fey has advantage on the next attack roll it makes before the end of this turn.

**Mirthful.** The fey can force one creature it can see within 10 feet of it to make a Wisdom saving throw against your spell save DC. Unless the save succeeds, the target is charmed by you and the fey for 1 minute or until the target takes any damage.

**Tricky.** The fey can fill a 5-foot cube within 5 feet of it with magical darkness, which lasts until the end of its next turn.



# APPENDIX D: MAPS

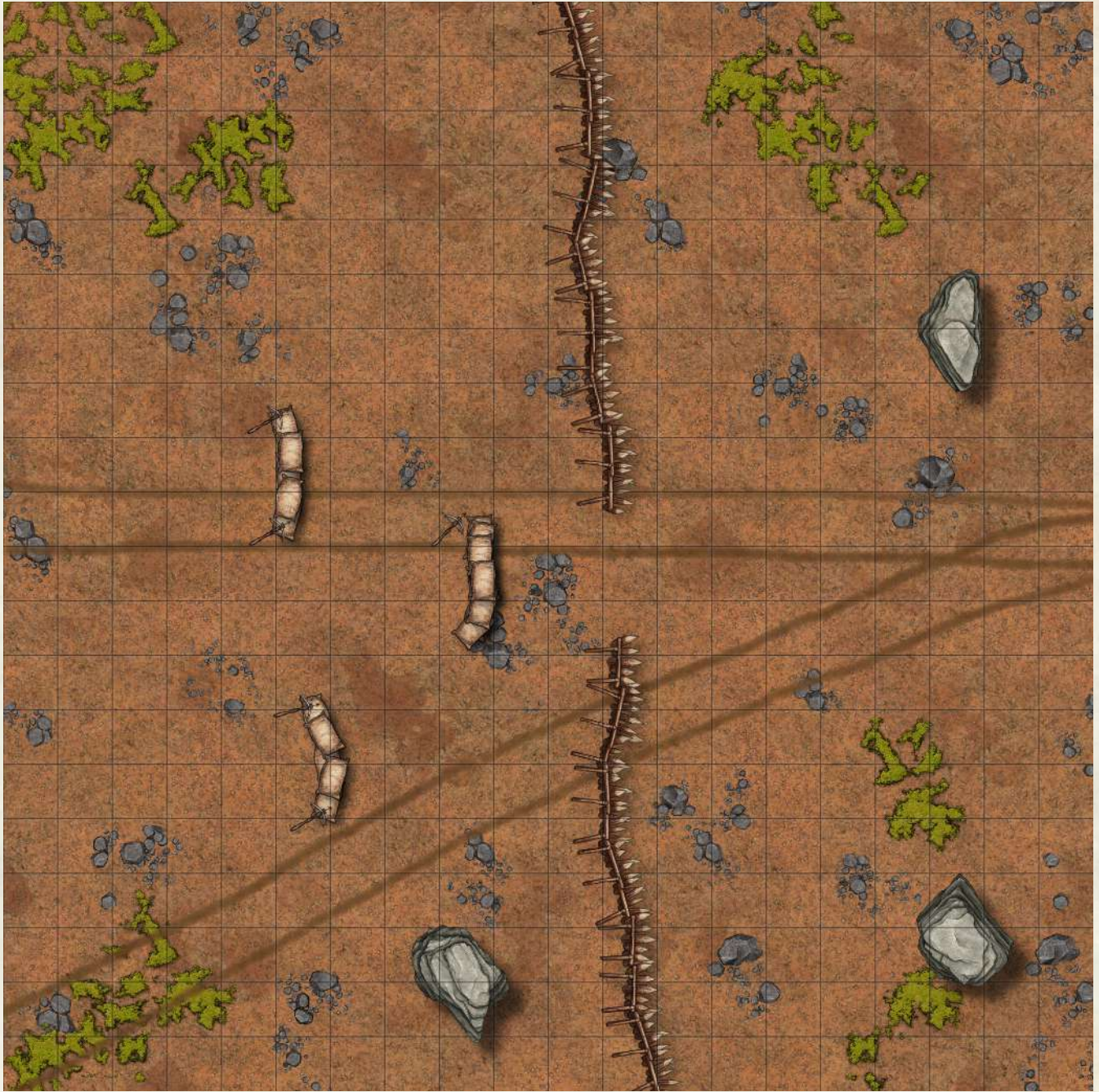
## A PROPHECY'S ENDING





# ATTACK AT DAWN

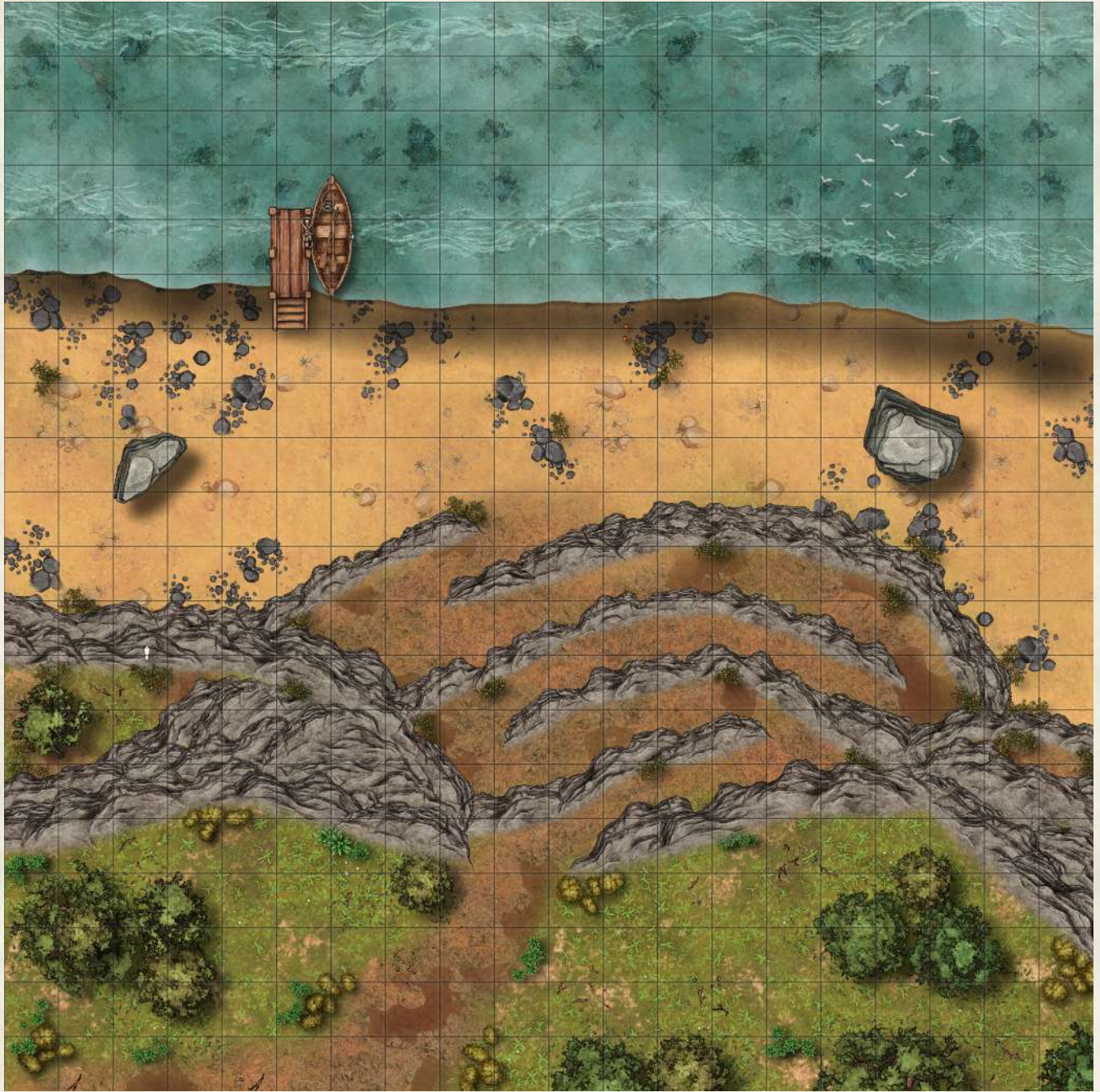
## COURTYARD





# ATTACK AT DAWN

## DOCKS



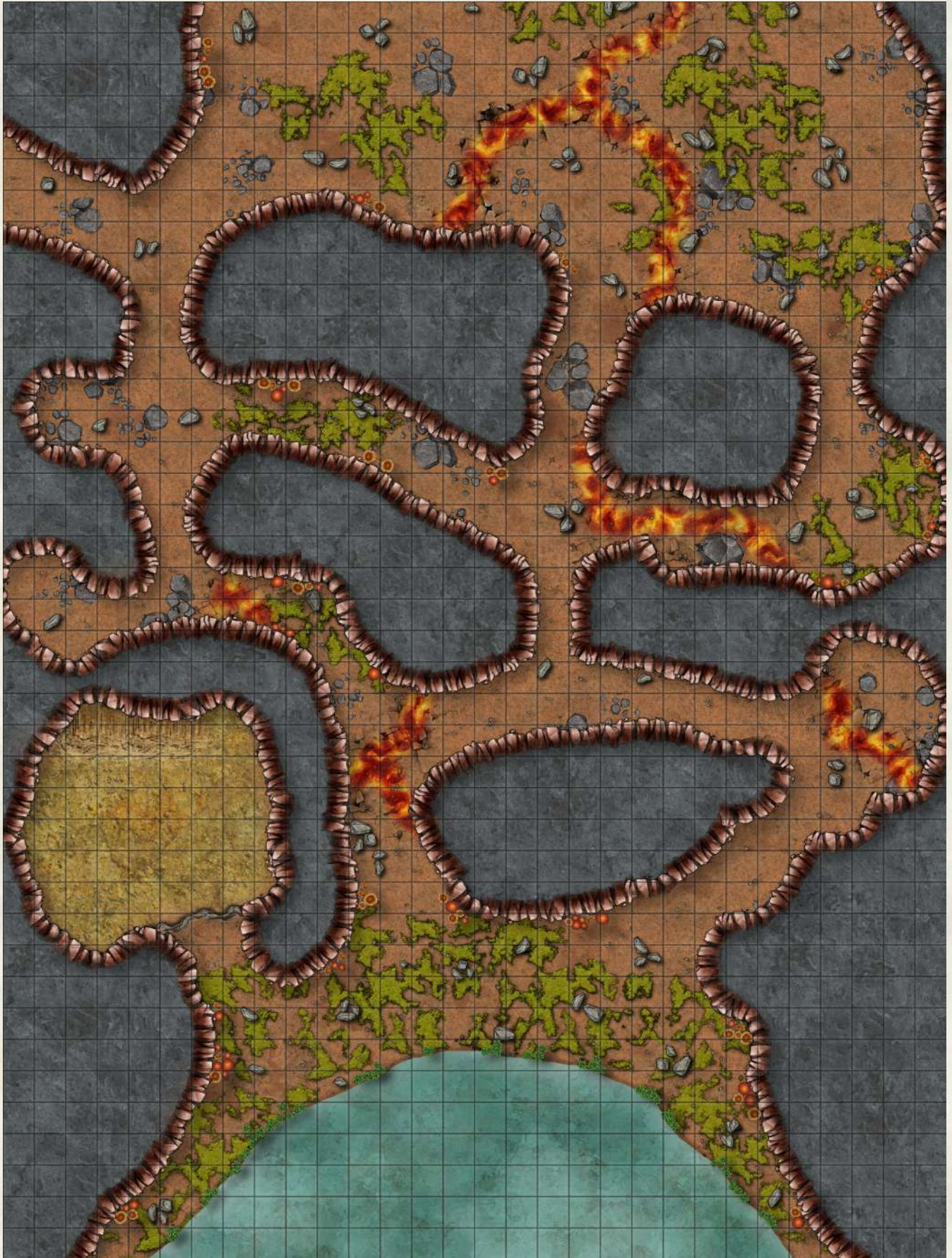


# CAVES



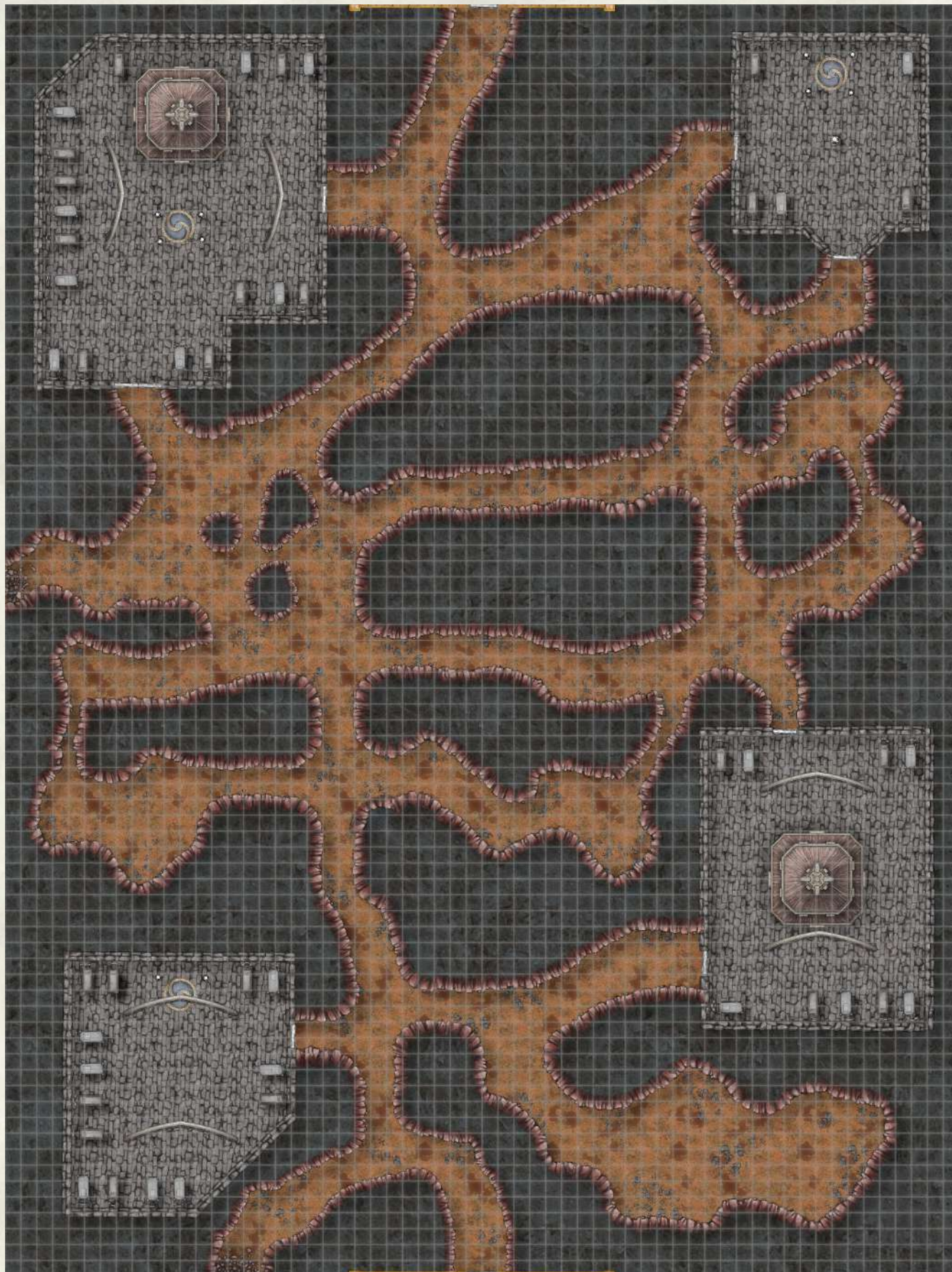


# DEEP RUMBLINGS



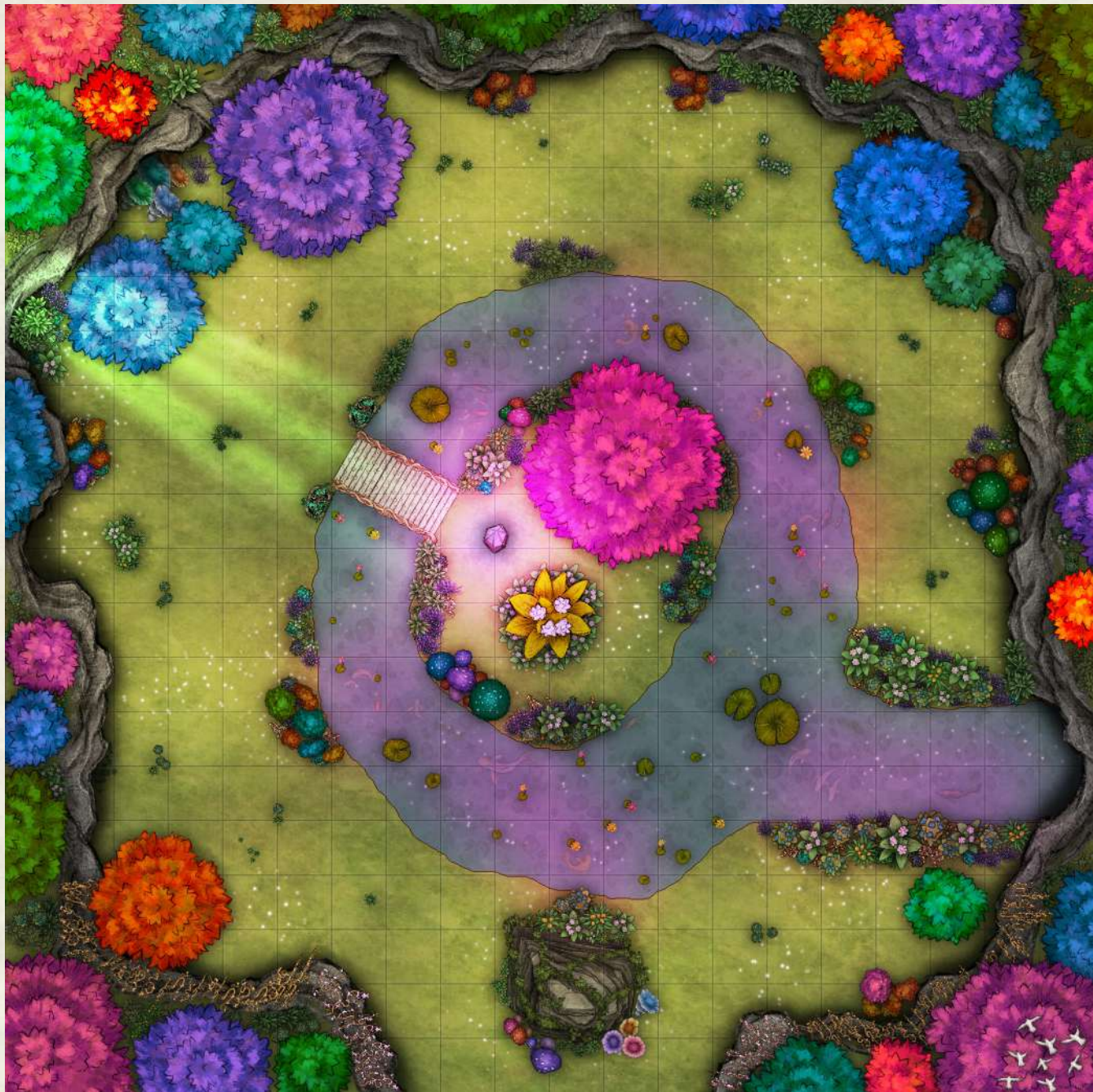


# EVENING IN THE CATACOMBS





# LOST TOMES OF THE WILDS





# NECESSARIUM





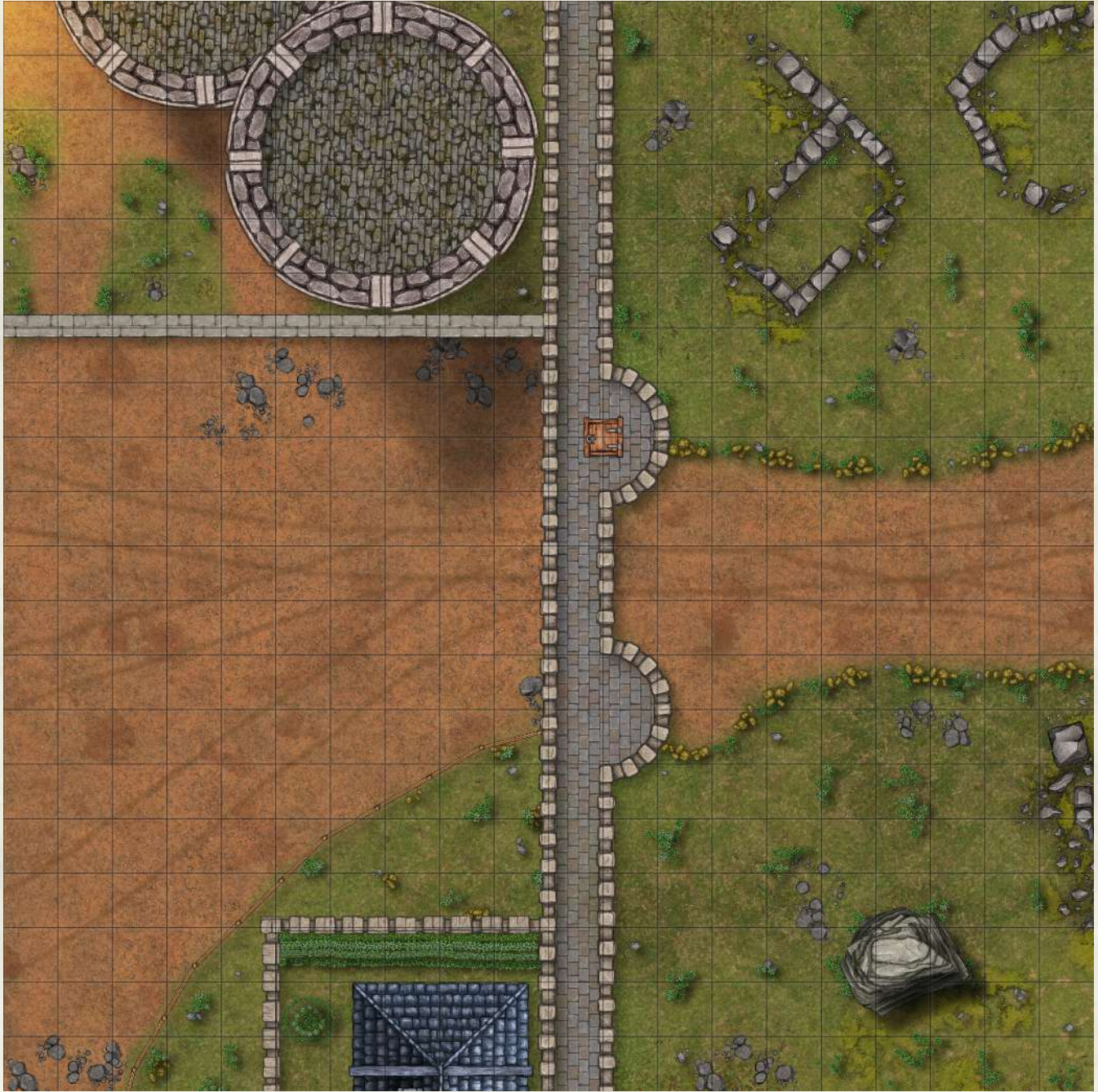
# NECESSARIUM

## BALCONY



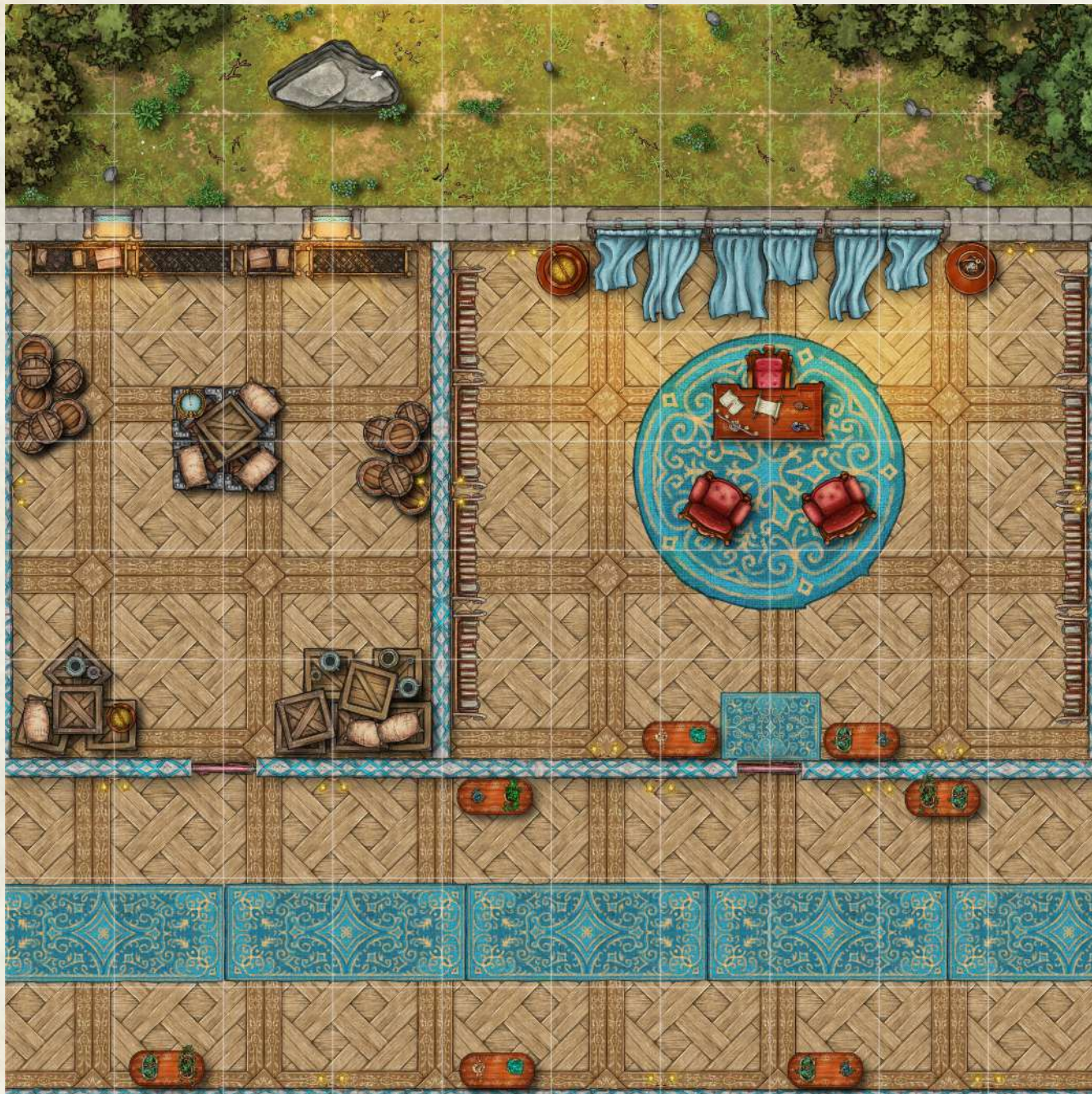


# NONE SHALL PASS



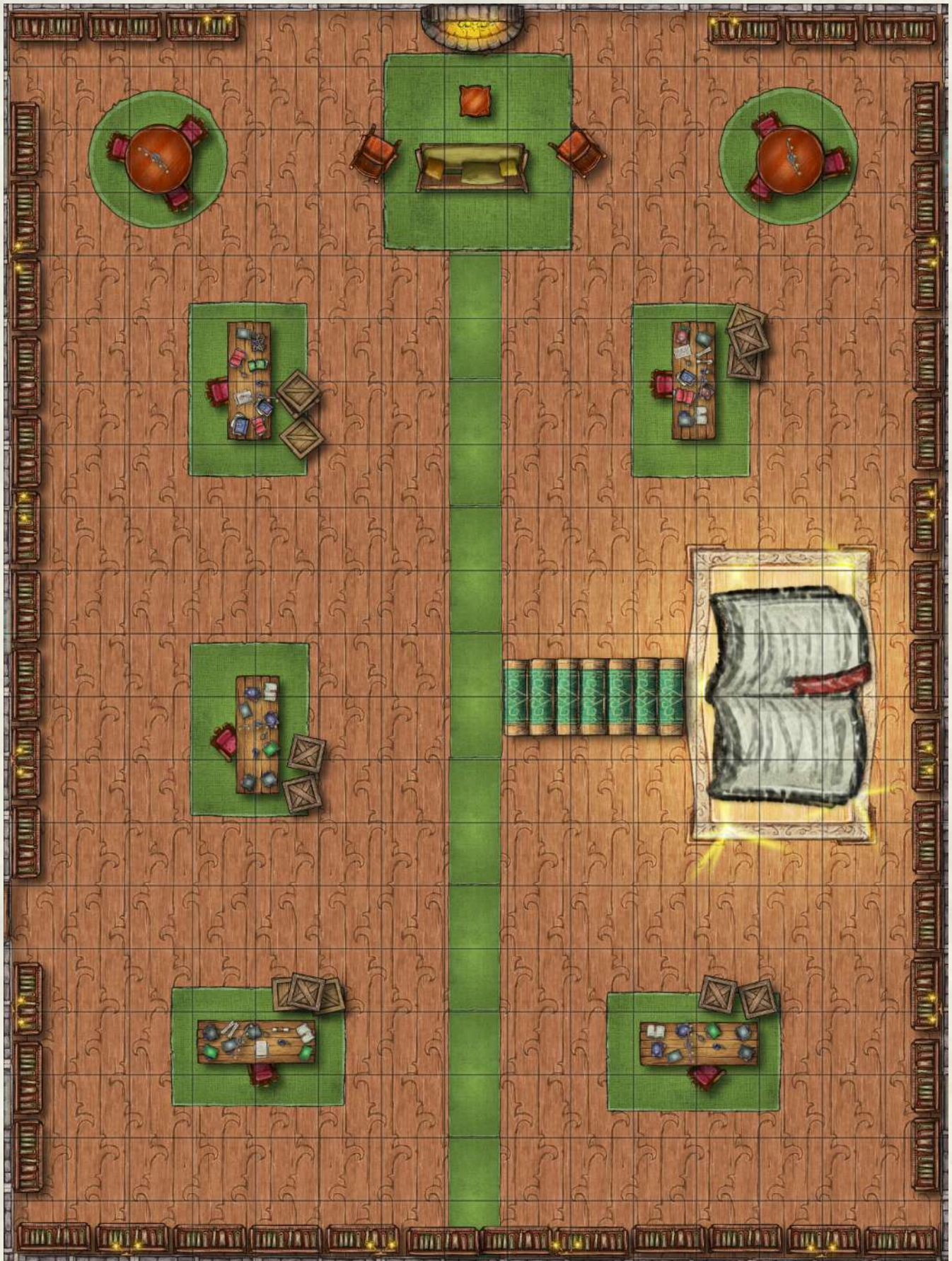


# PASSING OF THE KEEPER



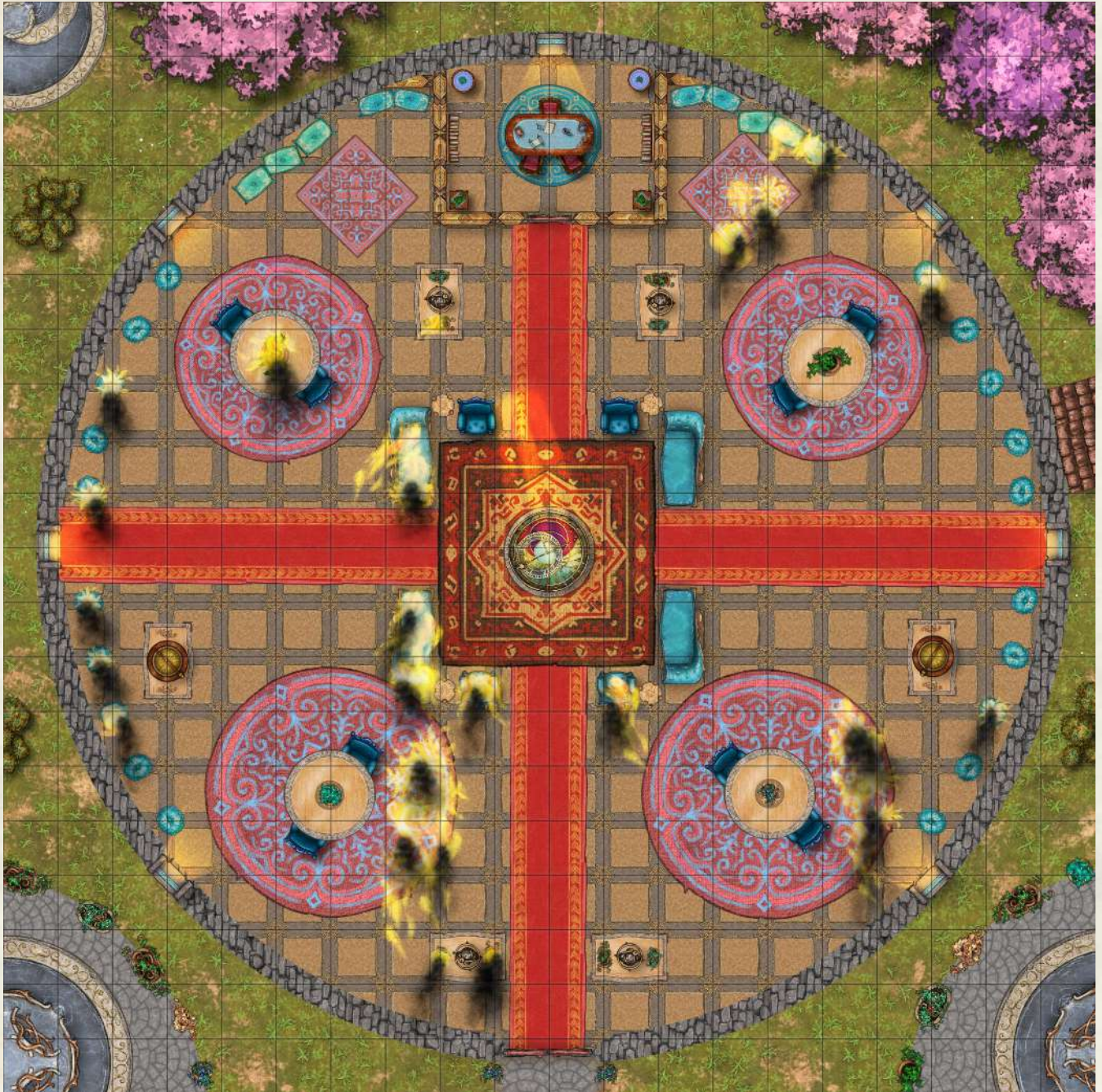


# THE CARE OF THE BROKEN





# THE IGNITION OF KNOWLEDGE





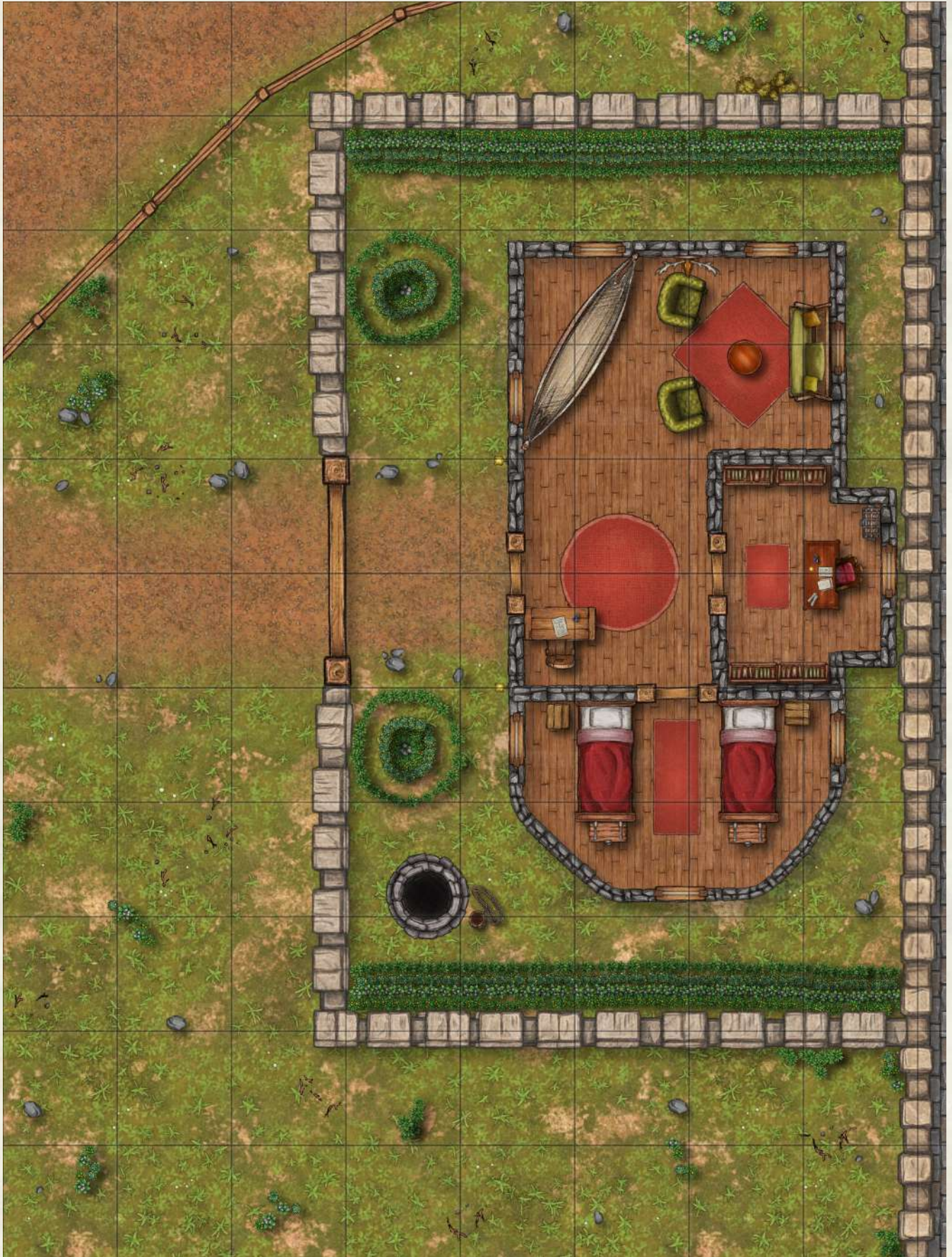
# THE IGNITION OF KNOWLEDGE

## BALCONY





# UNEXPECTED DARKNESS





# WHEN THE GHOST DRAGON HOWLS





# WORN OUT WELCOME

