

51 SOUL COINS



Use the currency of the Nine Hells to enhance your adventures.

51 Soul Coins

INTRODUCTION

Introduced in *Baldur's Gate: Descent into Avernus* soul coins were the physical manifestation of a soul bound in a contract. Used for everything in hell, from transactions to fueling infernal war machines, these coins are preeminently useful but present a moral quandry for adventurers.

Presented here are 51 unfortunate souls who have found themselves minted into these infernal iron coins. Each character is presented with a backstory, their attitude and personality when the coin is touched, as well as any special knowledge they might possess.

As with the adventure, these souls can be freed by communicating with the soul trapped within (although this is usually a fruitless attempt, as most souls are broken having lived in hell for so long) and utilizing their soul for some purpose. Should players simply want to free the soul, casting *remove curse* on the coin will suffice. The soul will move on to whatever afterlife awaits them, while the coin rusts into crimson dust.

DISCLAIMER.

Under no circumstances are these stories to be considered 'cautionary tales'. Indeed these should only be used as examples for what fine upstanding devils can do when properly motivated. The souls listed to be trapped in coins are all kept in excellent conditions and by all accounts are only living the lives they made for themselves. It's not the fault of the fiendish community that these poor souls don't understand how to read a contract.

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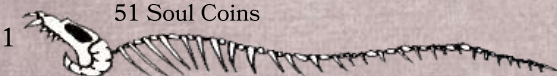
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EBALD FLINCH

Human, he/him.

In life, Ebald Flinch hated everything and everyone. In particular, he despised children. Growing up he was told children should be neither seen nor heard, and yet it seemed every child was ruling the streets. He was reaching out to the city guard daily and they did nothing.

That's why the contract seemed so good. The dark stranger approached him, paper in hand with a sweet promise: for the rest of his life, he would never have to see or hear the children. They could be as close as they wanted and he simply wouldn't notice. The moment the ink dried, the devil took his eyes and ears. The sudden fright of realizing what sort of infernal contract he had just signed was too much for Ebald and his heart stopped. For the rest of his life, he neither saw nor heard from a child ever again.

Coin Owner: A faceless Merregon of the sixth legion. Its desire was to gain a sense of self by capturing enough souls to bribe a promotion.

Personality: Ebald is mournful. Realizing hatred led him down this path, he tries to be ever penitent in the coin by trying to advise others away from their own dark paths.

Knowledge: Ebald didn't possess many skills in life, but he did have a deep love for history. The coin grants advantage on Intelligence (History) checks while holding the soul coin and counseling with Ebald's spirit.

RONIA SMITH

Human, she/her

Ronia did not just live on the streets of Waterdeep, she breathed them. Still, the back alleys are dangerous, even for someone as knowledgeable as Ronia.

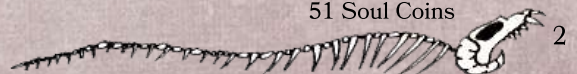
All she yearned for was a weapon to protect her and help her ascend the streets of Waterdeep so she could ever roam free without the fear of danger and constantly looking over her shoulder. An admirer promised her a weapon that could even make the streets tremble. It was an offer hard to resist.

She quickly found while a catapult could make the streets tremble, it is not very useful in a knife fight.

Coin Owner: Focalor, aid to Mammon.

Personality: Rebellious, Ronia does not accept her current state and endlessly inquires a way back for her.

Knowledge: Despite her demise, Ronia still has helpful knowledge about the streets of Waterdeep. Holding the soul coin and counseling with her spirit grants knowledge in who to trust (nobody) and what dangers might lie ahead in certain parts of Waterdeep.



PISCA AHLORSATH

Triton, she/her

After being denied the Crown of Black Pearls, Pisca Ahlorsath searched for other ways to gain its power, even if that meant she had to strike a deal with the devil.

When she finally had the crown to herself, she was consumed by it and perished away.

Coin Owner: Her soul coin is on the ocean deep.

Personality: Ever scheming, Pisca promises sweet nothings in order to manipulate the holder to her will.

Knowledge: Pisca Ahlorsath claims there is hidden treasure, and she carefully weighs her words that this treasure will only benefit her once she is restored.

Shore Of Dreams

Pisca can be found in the **Shore of Dreams** adventure by Florian Emmerich and JVC Parry.

It can be found on the DMsGuild and is for characters of level 5 to 7.



RIKEL BOULDERKIN

Dwarf, he/him

All dwarves love gold, but few loved it as much as Rikel Boulderkin. But when one amasses as much treasure as a dragon, it leads to an equally large amount of paranoia. It wasn't long before Rikel signed a deal with Bel who promised to keep the entire treasure vault safe from thieves for all time. Rikel never left his vault, and now his own soul is part of his lost horde.

Coin Owner: While it belongs to Bel, the coin currently resides in a lost vault of treasure.

Personality: Furious that anyone would have access to his gold, he hasn't changed one bit.

Knowledge: Rikel only cared for gold. If it doesn't relate to gold, he doesn't care.

UNBENDING MOUNTAIN

Tabaxi, he / him

Unbending Mountain went from criminal to celebrity in the Executioner's Run of Port Nyanzaru. While he knew he needed to quit in order to stay alive, he basked in the fame and admiration that came with each successful run. When offered, he was eager to trade his soul for the ability that no beast could slay him. He found his demise by blade when changes to the run were introduced.

Coin Owner: The Soul Coin is in Bel's possession.

Personality: Unbending Mountain is calm, he accepts his fate as his soul had time to ponder his situation.

Knowledge: Unbending Mountain still possesses the knowledge of how to run successfully. The coin grants advantage on all checks made to complete the Executioner's Run in Port Nyanzaru while holding the soul coin and counseling with Unbending Mountain's spirit.

BOKAR FRUM

Human, he / him

Bokar was a master of the written word and as cocky as a mortal can be. Of course, when a rival author began outselling his own books, Bokar turned to an Imp who promised he would never write a book that would ever be out-sold ever again! After that day, Bokar was unable to concentrate enough to write, so he never wrote another book.

Coin Owner: An imp by the name of Lax'izits.

Personality: Arrogant still, Bokar refuses to believe the contract he signed was valid.

Knowledge: Bokar is disinterested in any topics save himself, his own books, and correcting other people on their usage of words.

SAM EYHAM

Kenku, they / them

Sam always felt that the kenku were wrongly punished for the actions of their forebears. The inability to speak makes all the other races of the world consider them second class at best, vermin at worst. That's why Sam learned to write, so they could sign a deal with an imp to be able to speak. Sam promised to get one plus one thousand more kenku to sign the contract, but failed in the attempt, and so their soul is now in a coin.

Coin Owner: A chain devil named Kyt'thalkis.

Personality: Sad, but talkative, Sam prefers to speak in rhyme. Sam has strong opinions when it comes to other creatures being treated poorly for things beyond their control.

Knowledge: Sam wasn't really knowledgeable about much, except Kenku.

CADE DELVISHIOUS

Tiefling, he / him

Thinking himself the most clever and talented bard in all creation, Cade wanted to ensure his talent would be known in every corner of existence. And it was, as his famous and tragic death under a pile of fan memorabilia made news in every corner of existence. His music wasn't much to talk about, but his death was on the lips of every sentient being in the multiverse!

Coin Owner: Fierna, archdevil of the fourth.

Personality: Cade is larger than life. While he's not a bad bard by any means, he's more glamor than talent.

Knowledge: Ask Cade anything you want to know, and he'll tell you how it relates to him.

SITRA KALOS

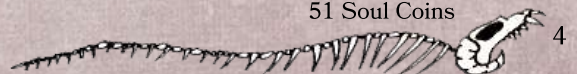
Human, she / her

A former occupant of the Luskan, Sitra was always denied acceptance into the Host Tower by the other mages. She didn't realize her horrible personality was to blame, placing that onus on a few key members of the tower. She signed a contract to get rid of her competition. That wasn't enough, and she signed more and more contracts to no avail. Eventually, she was caught trying to summon a pit fiend and was executed for her crimes.

Coin Owner: Mephistopheles.

Personality: She's convinced her contracts went unfulfilled, and so she's willing to speak to anyone who could help her with her infernal legal needs.

Knowledge: She has a great knowledge of spells. As a reaction to a spell being cast, she will identify it.



MARY RED

Dwarf, she / her

Deep in the dark, Mary Red stalked the tunnels of the Underdark. A murderous streak lost her her clan name, so she struck out against the community of dwarves who rejected her. It wasn't long before she discovered a scroll to summon an imp. She signed a contract to ritually murder dwarves, but she was caught before sacrificing the agreed upon number of souls.

Coin Owner: Cicatrix, an imp.

Personality: She's dark, withdrawn, and only wants to spill blood.

Knowledge: She is such an expert at dwarf anatomy and torture techniques, one could easily confuse her for a doctor.

AKHLAUR

Human, he / him

Once a great conjurer from Halruua, Akhlaur sought power beyond those of his peers and, with cunning, could bind a blue abishai to his services. He was promised knowledge beyond those of his peers in exchange for serving Tiamat as a blue abishai, once she needed his services. In the end, after igniting the Wizardwar, he fell to Zalathorms cunning

Coin Owner: It was gifted by a blue abishai to Tiamat.

Personality: Akhlaur is ready to fulfill his end of the bargain and is inquisitive about when his soul will be released so he can join the host of Tiamat's abishais.

Knowledge: Akhlaur knows some of the forgotten magical devices found in the Akhlaur swamps in Halruua.



INVERNA COBBLELOB

Rock gnome, she / her

Genius. That is how Inverna describes herself. Dangerous. That is how others describe her. When it comes to inventions, her passion knows no boundaries, nor does her creativity. It seems she would even give up the security of her community to test these devices. She did not need much persuasion from the shadowy figure who offered enough knowledge to make her ultimate invention, making the heavy chore of mining obsolete. Things worked very well. In an explosive way. Right. On. The. Spot.

Coin Owner: An amnizu in the service of Zariel.

Personality: Unverna still can't process what has happened and seems to be still captured in the moment she tested her device. All she wants to know is "Did it work?"

Knowledge: Once Unverna realises her state she is happy to assist in any kind of creating. This coin grants advantage on Insight (Wisdom) checks made while holding it.

GARGAX SPIDERFOOD

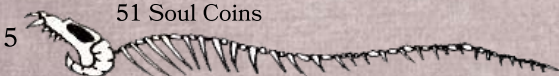
Kobold, he / him

While Gargax was a kobold who did not lack ambition, he always lacked the imagination to compliment it. The one thing he was sure of? He was destined for greatness. He was sure he could rid the kobold caves from the gnarly spiders that preyed upon careless kobolds that wandered too far from established tunnels. He was delighted when an odd winged kobold promised a sword, albeit rusty, for his soul. Now he could show his clan the dragon that was hidden within himself. Gargax was never heard from again.

Coin Owner: An Imp named Anyyen

Personality: Gargax is remorseful and in constant plight, pondering if he wasn't destined for greatness after all.

Knowledge: Gargax knows one for certain. Do not fight with big spiders, no matter how many pointy and spiky weapons you possess.



VIL'NEUR SHOBALAR

Drow, he / him

Life in the underdark is hard, and it's harder still for the drow who must contend with each other for the favor of the spider-queen. Harder yet is life for drow males, who will never attain the level of power or respect a female will. Such things are 'known impossibilities' to many, but Vil'neur never believed so.

By signing a contract with a powerful pit fiend, Vil'neur ensured any female who would make a move against him would be silenced, or killed, by his fiendish companion. Of course, the contract only stipulated female opponents, as Vil'neur overlooked the ambitions of other males and his soul is now uncomfortably crammed into a soul coin.

Coin Owner: Quenthel Baenre, matron mother of the first house.

Personality: Seething with furious and righteous anger.

Knowledge: Vil'neur was an occultist, granting him vast information regarding fiends.

BRYAN HULMS

Human, he / him

Oh to possess more ambition than common sense. The author known as Bryan had only wished to become as famous (or perhaps slightly more famous) than the travelling author Volotham Geddarm. What he overlooked was a contract that never specified that it was Bryan's writings that would make him famous. Now, from a pile of coins in the nine hells, Bryan gets to hear about becoming a cautionary tale when dealing with devils, a tale penned by none other than Volotham Geddarm himself.

Coin Owner: The soul coin Bryan is trapped within can be found in the horde of Tiamat.

Personality: Bryan takes a "it's not fair", defeatist attitude.

Knowledge: A mildly incompetent writer at best, there is no special knowledge that Bryan possesses which cannot be found elsewhere.

KAYLAN THICKSOLE

Halfling, she / her

Halflings aren't known as the sort of folk who swim. When Kaylan left home one fateful morning, she never thought she'd go for a swim but a tumble down the side of a riverbank left her with two broken legs and heading towards a waterfall. Her loud screams for help fell on deaf ears until she spoke the magic words, "I'd give anything for one more day!"

She was saved, of course, by a spined devil who gave her 24 hours to say goodbye to everyone and everything she loved. She treasured that day as much as Glurrak does his coin.

Coin Owner: Glurrak, a spined devil who swears the halfling's luck has imbued itself into the coin.

Personality: Kaylan has made peace with her death, but regrets not asking for a few more days. There were too many people to say goodbye to.

Knowledge: Kaylan knows the halfling lands of Luiren.



TARTIASHALATIS

Dragon, he / him

There are few creatures as cruel, greedy, or rapacious as a dragon, and Tart's greed vastly outweighed his own good sense. The green dragon had a plan to have kobolds submit themselves to devils and regularly sign their souls over to Tartiasshalatis as coins. A horde of soul coins, something most devils craved, would be the most ambitious and grand horde ever known.

What Tartiasshalatis failed to do was double check the contracts between the devils and the kobolds. While Tart would peruse each one, his laziness eventually caught up to him and through a mixture of fine print spread across six different contracts, the amnizu in charge managed to get the kobolds to sign over the soul of Tartiasshalatis. The coin is immense and tinged with green, and possession of it causes Tiamat to target the owner with a personal vendetta.

Coin Owner: Lub, the amnizu who has secluded himself away somewhere in Cania.

Personality: "Tart" is commanding, unrelenting, and aggressive. He demands and accepts no talkback.

Knowledge: A being as long lived and powerful as Tartiasshalatis would be better measured by the knowledge he lacks, than that which he possesses.



KWALU OBOKO

Human, he / him

One of the more influential merchants in Port Nyanzaru, Oboko loathed the fact that he was still not welcomed into the folds of the merchant princes and thus not revered by the common folk. He wished nothing more than being the center of attention. When promised an introduction into the proper circles, Kwalu was eager to give anything.

What the location lacked in style the service and adoration towards him more than made up for. That is until Kwalu noticed the small scales on the neck of one of his devotees. It was not long after he was strapped screaming on a sacrificial altar of the Yuan-Ti.

Coin Owner: An imp called Grygxen.

Personality: Kwalu is in shock, but demands the person to release him.

Knowledge: Kwalu does know a thing or two in the trade business. The coin grants advantage on Charisma (Persuasion) checks to haggle over price while holding the soul coin and counseling with Kwalu's spirit.

QUARLEGUGLE

Sahuagin, it / its

A shaman in a sahuagin colony lives a life of luxury. They command the rest of the sahuagin with questioning. Of course, with a drive for power, it wasn't long before Quarlegugle was ready to throw all its brethren to the cold currents of death.

Signing a pact with the former archduke Bel, Quarlegugle sacrificed its entire clan for the power to be converted into a mutant with vast physical prowess to complement its magical ones. With each passing decade, Bel offered more and more power at the cost of a little more of its soul. Eventually, after the passing of one hundred years plus a day, Quarlegugle found its soul had been entirely siphoned into a coin.

Coin Owner: Bel, former archduke.

Personality: Quarlegugle is feral, lashing out mentally at any who would contact it.

Knowledge: There is no way to speak to the sahuagin in a meaningful way. The soul within is simply too angry.

PHYLLIS MCDANDELION

Human, she / her

Phyllis McDandelion was an ordinary farmer in her lifetime. She tilled the land, tended to her family and died in old age. She never made a deal with the devil and was devout to the gods of Faerûn, especially Chauntea.

Unbeknownst to her, the Lich Acererak harvested her soul and when she left the mortal realm, traded it, among others, for arcane knowledge with Asmodeus.

Coin Owner: Asmodeus, in the 9th circle of hell.

Personality: Phyllis McDandelion was a kind person and her demeanor did not change over the years.

Knowledge: As a farmer, Phyllis has knowledge about tilling the land and is happy to share her knowledge with anyone that would listen.

THIA ILPHELKIIR

Moon Elf, she / her

With her son Rinn turned into stone by a Basilisk (no cure in sight) and the gods silent to her prayers, Thia turned to the infernal powers and offered her soul to the Horned Devil named Rxl'tex. Thia just had one additional condition, which the devil accepted: if she were to die on the spot, she wanted that her son was to be reminded of her love to him.

The devil began transforming the curse from Rinn to Thia and she started to make a soft and loving face, knowing her son was rescued from the curse.

Coin Owner: The horned devil Rxl'tex kept the coin to try and understand why a mortal would willingly die to save their kin.

Personality: Curious, loving, and kind.

Knowledge: Thia does not possess any special knowledge, but she is full of love and encouragement. The coin grants advantage on saving throws against fear for anyone who holds the coin and takes solace in the kind words of Thia.



REGINALD CRAMSON

Human, he / him

An esteemed merchant of Neverwinter who, out of wrong calculus, made a bet on a costly expedition that never came back. Having funded it with nearly all his riches and money he lent from various interested parties(who expected a payback with interest), Reginald was on the brink of bankruptcy. Reginald pleaded before his money lenders for an extension to repay them. All but one declined. The lender, which Reginald could not recall seeing before, would not only offer to erase all the debt, but help him finance another, potentially lucrative deal to get his previous riches back. All Reginald had to do was sign a contract. Without even reading, Reginald signed the contract condemning not only his soul, but also all the firstborn within his bloodline.

Coin Owner: A pit fiend named Ubri'laxx.

Personality: Swanky, Reginald Cramson can only talk about the riches he got.

Knowledge: Reginald has no special knowledge, but will happily detail all the riches he possessed during his lifetime, having an intimate knowledge of all the items.

ELLEN TRUELOVE

Tiefling, she / her

An outcast in the Sword Coast, Ellen wanted nothing more than to feel loved unconditionally. Her heart yearned so much for this, that she reached out to the hellish side of her bloodline and struck a deal with an erinyes. Since then the Erinyes has shown up each evening to share stories with Ellen. Ellen was surprised the erinyes did not introduce her to other people, but also noticed that no matter what, the erinyes supported Ellen in everything and helped her through trying times. One evening, she asked the erinyes if she would love to take her soul. She agreed, and until this point the erinyes still carves out time to contact the soul coin of Ellen.

Coin Owner: The erinyes, Ashalla.

Personality: Confused, Ellen wants to be with Ashalla and asks to be returned to her.

Knowledge: Ellen does not possess any special knowledge, but if the characters promise to return her to Ashalla, she is willing to share the places in Hell Ashalla likes the most and is likely to be.

MOLLY SMITH

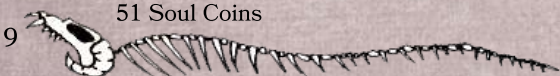
Human, she / her

A renowned painter in Neverwinter, Molly had the opportunity to paint portraits for the likes of Lord Protector Dagult Neverember. Still, she always found her art lacking and unrealistic. Trying a long time to improve her technique, she acquired the means to get a deal with the devil. She noticed too late that she should have chosen her words more carefully when she wished for her art to come alive. She should not have drawn a Wyrmling.

Coin Owner: Fierna, the ruler of of Phlegetos.

Personality: Sparkly and full of creativity. Molly is not in despair, on the contrary, she still marvels at the lifelike portrait she was able to draw.

Knowledge: As an artist, Molly can lend her expertise with her critical eye and give directions on how to create a masterpiece. The coin grants advantage on checks with painter's supplies while holding the soul coin and counseling with Molly's spirit.



CAPTAIN JADESCALE

Human, he / him

A ruthless pirate roaming the Trackless Sea and the Shining Sea, Captain Jadescale makes a successful living plundering merchant ships. Though with each rise comes those who want you to fall, and Liara Portyr created a scheme to capture the infamous pirate. Once the trap was sprung, Captain Jadescale, facing a pursuit by Liara Portyr ships, rummaged through the treasures within the boat and found an odd scroll. When reciting the words, he summoned a mighty pit fiend who promised them safety from the pursuers for all the souls. Each of the crew willingly accepted the deal with Captain Jadescale's signature being the last. Upon consummation, the sea swallowed Captain Jadescale's ship down to the River Styx.

Coin Owner: The pit fiend, G'rolax.

Personality: Regretful, once in the soul coin Captain Jadescale wondered what current plight his crew befell.

Knowledge: Captain Jadescale was a master navigator. The coin grants advantage on all Wisdom (Survival) check made to navigate the Trackless Sea and the Shining Sea by boat or ship while holding the soul coin and counseling with the captain's spirit.

WHAT, HIM?

Unknown, unknown / him (only by owner)

A soul trapped in a coin generally remembers who they were. But what happens to a soul trapped for so long it's well beyond their natural memory? Meet "him", a coin that has passed through a thousand palms and never once spent. The soul within remembers nothing of their former life, race, sex, gender, or any other identifying information.

Coin Owner: Many have owned the coin, however the current owner is an ice devil named Korak'triel the Cold Death.

Personality: Forgetful, beyond all other things.

Knowledge: While the soul is unlikely to know anything, it could be in the DMs favor by having it speak up at a time when the players are stuck, being an expert on something unusual or rare.

MARLA MOONGLOVE

Fey, she / her

Hellbent on getting a Grimoire in the Woods of Sharp Teeth to subjugate the archfey that protects the forest from the Ravenglade Keep, Marla eventually enlisted infernal means. Careful with her wording and cunning in the negotiations, she left little to no room for the devil to implement small loopholes. Though Marla could not account for a group of adventurers stopping her to enact the ritual that was demanded in the Grimoire to overtake the archfey.

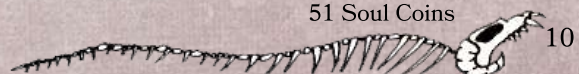
Coin Owner: Moloch, former ruler of Malbolge.

Personality: Marla is disbelieving her fate and rebellious about her current state.

Knowledge: Marla still recalls the ritual to bind the archfey of the Woods of Sharp Teeth to anyone's will and, as a last hurrah, is happy to share this with whoever holds the coin and communes with her.

Warriors of Sehanine

Marla Moonglove can be found in the adventure *Warriors of Sehanine* found on the DMsGuild. This adventure was written by Florian Emmerich, JVC Parry, and Ashley Warren.



LUTE

Kenku, she / her

Lute was a bard, though she never could create songs of her own, even if she wanted to. The tune always escaped her once formed, the words remaining unsung. When not singing Lute, spent her days with grief. One day, she was approached by a stranger who promised to provide her with a book detailing how she could create her own songs. She was overjoyed when she read about entities granting wishes in exchange for her measly soul and learned how to summon one that was capable of her granting her wish.

Immediately making necessary arrangements, she was soon able to compose songs that moved her audience to tears. Though the devil planted envy in the soul of her kin and told them they would possess her newfound powers by killing her. Dangling from a high building, she was filled with dread and regret over all the stories she was not able to tell.

Coin Owner: Mammon, Lord of Minauros.

Personality: Full of grief and sorrow, Lute spends her eternity singing self composed songs.

Knowledge: Lute knows a lot of songs and had time to compose a myriad more. This coin grants advantage on Charisma (Performance) to present a song while holding the coin and communing with Lute's soul.

PEDRO BELLEZA

Human, he / him

Nothing instilled fear in Pedro Navarro quiet as much as time destroying his beauty. He spent a fortune combating the effects of aging, trying dubious tinctures and questionable rituals. Pedro sought out Everyone that claimed they could stop time for Pedro him. Nothing helped and Pedro grew frantic. But a man of his position could enlist more services and thus he procured the ability to bind a devil and a deal was struck. Pedro Navarro was kept from aging and his beauty preserved for his soul. He was turned into a marble statue, his beauty captivated for eternity.

Coin Owner: The pit fiend, Holcrxz.

Personality: Pedro is aloof and learned to enjoy how generations can now gaze upon his beauty.

Knowledge: As self centered as Pedro is, he does not have any special skills and just enjoys talking about himself. Though when it comes to Pedro, Pedro knows a lot. Maybe too much.

SoU1

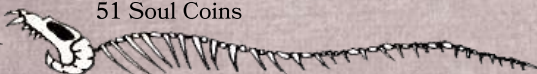
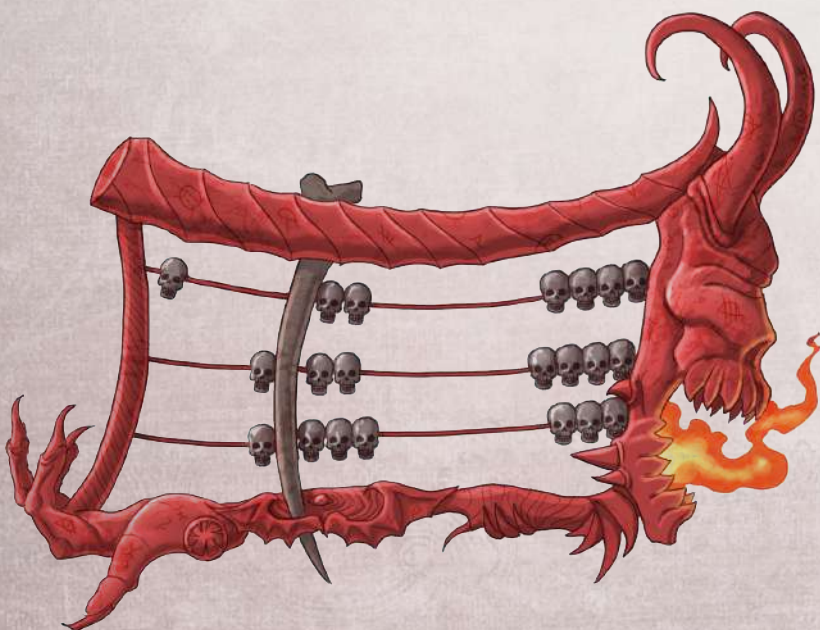
it, it

Nobody thought it would be possible, but this soul was created artificially. The soul does not know how it came to be, but it knows it traveled in a strange vessel made of steel. Wandering without a master and purpose, it was lured by an imp out of it's metal shell and now resides in a soul coin to be studied further by Asmodeus himself.

Coin Owner: Asmodeus, ruler of the nine hells.

Personality: Inquisitive. The soul wants to know its purpose.

Knowledge: Its peculiar that a soul is created from scratch and maybe its original creators can shed more light. All the soul remembers from its former body is: PROPERTY OF LANTAN.



SPENT COIN

unknown, unknown

Usually a soul gets spent when a coin is slotted into the infernal machines, but for whatever reason, a fragment remained in this one. The soul must have been burned bright to withstand the fires of an infernal machine, though it is incomplete now.

Coin Owner: It lies discarded in Avernus.

Personality: There is no personality to contact.

Knowledge: All you can get by trying to concentrate on the coin is a faint whisper that longs to be complete the soul again.

ARI NELL

Merfolk, she / her

Bound by the water, Ari was always curious what lies beyond her realm. Having seen the vast oceans and seas, there was little for Ari to explore and she yearned for more. Sunken treasures, hidden lagoons, breathtaking coral reefs, she'd seen it all.

Though the ocean deep also holds dark secrets and devils lurking. The Ice Devil Glacciux offered to show her a new realm, one she would only see once in her lifetime. Ari was too eager to see this new realm and signed the contract. The devil opened a portal and urged her to swim into it and soon Ari swam with the souls of the River Nyx, slowly being turned into a soul herself. But she never forgot the beautiful sight.

Coin Owner: The Ice Devil Gacciux.

Personality: Ari is full of regret and homesick.

Knowledge: Ari still knows the oceans of Toril, even after all the years inside the soul coin. While holding the coin and communing with her soul, Ari can tell if there is sunken treasure nearby for you to claim.

FLORA EMMERYS & HER MOTHER

Human, she / her

The streets of Baldur's Gate are dangerous. More so for orphans. Flora lost her family early on and has lived on the streets since. Yearning for a safe place to rest more than a couple of nights, Flora wished to have her family back. She remembered how her mother would take care of her and protect her no matter the cost. Though that was an unattainable goal until recently, when a stranger promised to reunite her with her family. Cautious at first, she put her guard down when she heard the familiar laughter of her mother.

Curious, she looked at the coin that talked like her mother and the new little secrets they both shared. She was willing to sign the deal for her soul, as long as she could stay with her mother. Now, the Devil Riknuuhl has one of the very few coins inhabiting two souls.

Coin Owner: The horned devil, Riknuuhl.

Personality: Flora and her mother take turns, they are happy to finally be reunited.

Knowledge: Neither soul possesses special knowledge and they are too occupied with each other to be of any assistance. But this coin might have more value than just a mere soul coin since it has two souls.



BIRI TURNUROTH

Dragonborn, she / her

Blessed by a goddess, Biri was an adventurer extraordinaire. Excavating long lost artifacts, rescuing inexperienced heroes from the pyre of a goblin feast, or simply saving the multiverse from an interdimensional threat, Biri has done it all. Expected to save the day, everyday, Biri grew tired and wanted nothing more than a boring life where her only trouble would be having food on the table the next evening.

Asmodeus was all too happy to strip her all of her power. Biri should have been more cautious, if you are spreading justice around the multiverse, the unjust being are just waiting for an opportunity for revenge....

Coin Owner: Asmodeus in the 9th circle of hell.

Personality: Worried. Biri wonders what will become of the multiverse with her gone.

Knowledge: When it comes to adventuring, Biri is the person to ask and she faced many dangers. At the DM's discretion, when holding the coin and communing with her soul, Biri might impart a helpful advice, be it a weakness of an enemy, a solution to a puzzle, or general guidance.

ROBERT BAUHS

Human, him / he

Robert was never known as a smart man. He joined whatever group would take him and quickly found himself in a cult dedicated to Asmodeus. One unfortunate day, during a devil summoning, an imp arrived and offered to grant the first contract spoken. While all the other cultists discussed what they should ask for, Robert walked over to the imp and asked if it really could deliver any reward in a contract.

The imp asked Robert what would prove to the human, to which he replied, "Could you kill the king?". Needle teeth grinning, a spot of blood onto a contract, and one dead king later, Robert believed. The cult would have killed him on the spot had the Imp not dragged Robert directly to the minting machines in hell.

Coin Owner: Thavius Kreeg, an amnizu.

Personality: Robert isn't particularly bothered by his position but is quite bored.

Knowledge: Surprisingly, Robert has a miraculous memory, able to recall the smallest detail spoken in the presence of his coin.



51 Soul Coins

KRALL ROTTENEYE

Orc, she / her

It's not often an orc willingly summons a devil. With Krall, she understood that her visions from Gruumsh spelled certain doom for their tribe. Summoning an erinyes to her side, she made a pact with the devil: her tribe would sacrifice a newborn to her every week if she ensured they would win every battle. Should they fail, her soul was forfeit.

While they did win many battles, this displeased Gruumsh who shared this pact with another of his shamans. A shaman in service to Gruumsh used magic to prevent any orcs in Krall's tribe from getting pregnant. True to the word of her contract, Krall now resides within a soul coin.

Coin Owner: A bone devil named Krinjak.

Personality: Krall is sullen and quiet. She only regrets that Gruumsh betrayed her.

Knowledge: Orc shamans are known to be collectors of orcish lore and history. Krall was no exception.



NAMAKE ROOSE

Human, he / him

Things were terrifying in Chult for a while. Former adventurers were withering and dying while those who died naturally were found to have not been delivered into the arms of the gods. Namake was one of those unfortunate souls who had been resurrected in the past, and was being affected by the withering.

Worried that this death curse was going to swallow his soul, Namake reached out to a clever devil who made him a deal: spend 1000 years in a soul coin and he wouldn't be swallowed by the soul monger. Imminent annihilation will make most people act with haste, but even they would be considered slow when compared to how quickly Namake signed this contract.

Coin Owner: Alastor the Grim, pit fiend executioner of Asmodeus.

Personality: Namake is convinced that as long as he remains within the coin, he is indestructible. Alastor plans to use him to fuel a soul-coin-powered weapon when the contract is close to completion.

Knowledge: Namake was a merchant within Port Nyanzaru, making him quite knowledgeable to the trade of that city.

THALARA KAR

Human, she / her

Life in Baldur's Gate can be tough, especially for those who aren't already on top. Thalara was never on top, always going from grift to grift, trying to eke out a meager living. One day, a stranger caught her hand in their pocket offered her a deal; she'd never be caught while stealing ever again, but her soul would be turned into a coin when she died. She lived until she was 90 and never once stopped stealing.

Coin Owner: A kenku named Klonk, who lives in hell.

Personality: She's warm and very formal when she talks. She is biding her time until she can find someone to free her.

Knowledge: She was a grandmaster thief in her time, giving her an extensive amount of information for anyone with questions about the art of pickpocketing.

THE SCALED ONE

Kobold, it / it

While human cultists were working to summon Tiamat from Avernus, many of their allies did the heavy lifting, bringing treasure to the well of dragons or working deals with giants. Kobolds were often overlooked helpers and the scaled one was no exception. The scaled one was assigned to a cult leader, responsible for keeping their rooms clean and tidy while they operated the cult.

The scaled one didn't realize that the magical words it overheard carried the power to summon a devil. When the small thing popped into existence, the scaled one was fascinated. This little creature was like a dragon—an abishai. The abishai took advantage of this chance and created a contract to transform the kobold into a mighty dragon. While the cult failed, those were the best days of the little kobold's life!

Coin Owner: Lathias, a red abishai.

Personality: The scaled one is quiet, thinking itself dead. If asked questions, it replies how it thinks a dead being would reply, “oooooooooooooh”, which is how the scaled one thinks ghosts sound.

Knowledge: It's difficult to call “being a dragon” special knowledge, but that's all the scaled one enjoys talking about.

ZALEMAR, THE FALLEN

Human, he / him

Zalemar was a faithful and righteous agent of the Order of the Gauntlet. As part of an investigative force delving into Dragonspear castle, troops under his command were ambushed by devils and left in horribly capricious conditions. Broken, Zalemar realized that he had one bargaining chip: his soul. Signing a contract with a bone devil, all of his troops were healed and teleported to Daggerford while Zalemar was sent to the infernal mint.

Coin Owner: Femur, an osyluth.

Personality: Zalemar considers his duties done. He's only holding onto his sense of self as a way of staving off the inevitable transformation into a lemure.

Knowledge: Zalemar has specific knowledge about the Order of the Gauntlet.

NALUTH MAKAOS

Shade, he / him

On the day the Netherese archmage known as Karsus attempted his apotheosis, other wizards within the empire all had their own plans for preserving their lives. Some escaped into the shadowfell, others into the realm of dreams. Most fell to the ground. Naluth, a skilled conjurer, had other plans. Quickly signing a deal with a barbed devil, he was teleported to safety: the city of Shade. From there he lived a long and mostly productive life. He signed a number of contracts with the barbed devil in his time there, but eventually died in his old age.

He is currently trapped in a coin, whereupon release he will be immediately sealed into another. As of the current year, he has served four of his seventeen incarcerations.

Coin Owner: Tahlenpen the arcanist, a barbed devil who specializes in mortal magics.

Personality: Naluth possesses all the humility of most Netherese wizards: which is to say next to none.

Knowledge: As an expert conjurer, Naluth always has something to say about the magic of summoning creatures or objects.

SIMI BARAGLI

Human, she / her

When her little sister Talia was caught up in the religion of entropy in Chessenta, Simi wanted only to save her at any cost. When she infiltrated the cult, Talia didn't want to leave. If she wouldn't leave on her own, then Simi was going to find a way to force her.

A month later, she procured the skills of a wizard to summon a devil. The spinagon made her a deal: her soul becomes minted, and Talia will forget everything she knows and wander far from Chessenta. Should the cult retake their hold on Talia or should Talia die, Simi will be restored to life.

Coin Owner: Jutiscia, the spinagon.

Personality: Simi is sad and misses her life, but she doesn't regret saving her sister.

Knowledge: Simi is very familiar with the social systems one finds in Chessenta.

GRYM CATHOS

Aasimar, he / him

There are few of the blessed folk who would make a deal with a devil. Grym was a paladin of Lathander, but when his beloved was taken from him and the order denied him revenge, Cathos struck out on his own. Tracking the one who killed his love down was easy, killing them even easier, but there was a hole left in his soul. It was the pit fiend Yuultorbinax who offered to fill this void.

The fiend would resurrect this killer every midnight and Grym could hunt and kill them over and over again, but should the next midnight come without Cathos felling the murderer, the deal was off and Grym's soul belonged to the fiend. Grym managed to count over 400 nights of killing, before he realized that he was no more than a hollow shell of himself, and allowed his soul to be claimed.

Coin Owner: Yuultorbinax, who wears the coin around his neck on a chain.

Personality: Grym would prefer oblivion to being trapped. He is ashamed of who he has become, for his beloved would hate the monster he is now.

Knowledge: Grym knows much about Lathander, and about killing Oni.

KLYYF CHARTER

Firbolg, them / they

Klyyf was a historian, travelling from one firbolg settlement to another to learn more about their history and place in the world. While most giants know about and obey the ordning, Klyyf grew more and more angry, learning that fate was stacked against their kind. So Klyyf thought they would get clever; they summoned a pit fiend and asked if the devil could arrange it so the firbolg were considered more important than even the titans.

This arrangement lasted for nearly a day, unchronicled, before the ordning was broken by Annam rendering it useless.

Coin Owner: Sakar the Crimson, a wizard from Luskan.

Personality: Klyyf feels cheated. The pit fiend must have known the ordning would be broken.

Knowledge: Klyyf knows much about his folk, the giants in general, and the ordning.

DOREDELNA NUSCIAK

Diabolar, she / her

The diaboli are a race of demonic looking humanoids who protect the realm of dreams. The timeless and unending nature of that realm sometimes wears thin, causing many diabolar to wander far from home. Doredelna was one of these, who ventured out into the realm of nightmares to fight the terrors from beyond.

In the dreamlands, the diaboli are immortal but in the realm of nightmares, they are quite vulnerable. It wasn't long before she was in over her head and cornered by the aberrations that lurk in the dark. A Nupperibo named Podip appeared seemingly out of thin air to exchange her safety for her soul. Podip would bring her to the material plane, which she could never leave again. After 51 years, her soul would become his.

Coin Owner: Podip, now a spinagon.

Personality: Doredelna hated the passage of time, and more than anything wants to return to the realm of dreams.

Knowledge: She's about as familiar with the nightmare lands and the realm of dreams as any of her kin.

JANE DOE

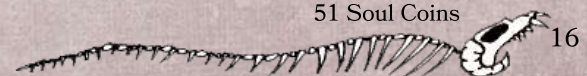
beast, she / her

Nobody knows how the soul of an animal got trapped in a coin, but for whatever reason the soul of a young doe, killed by a hunter, ended up in one of those rare coins. Even the soul does not know how it got there; might it be a deal gone awry? Which soul should have been going into the coin?

Coin Owner: An imp named Wxklah.

Personality: Frightened and disoriented.

Knowledge: The soul does not possess any special knowledge.



DAVID SILVERMEADOW

Human, he/him

David Silvermeadow was an entertainer that was reliant on cheap parlor tricks to swindle admiration and coins from the common folk. Though he was always denied the recognition from real wizards, who chuckled at his so-called illusions.

He was overjoyed when a shadowy figure promised his parlor tricks would become reality, without any rigorous study of old and dusty tomes, for the price of a quick autograph. Once a deal was struck, coins vanished and appeared at another location, fruits floated without the use of gimmicks, and his wife was sawed in half for real. David quickly learned that he should have been more careful when he met his fate at the gallows.

Coin Owner: Saj Amog, Zulkir of Conjuraction in Thay.

Personality: David still can't grasp his inability to mend his wife and warns everyone not to make the same mistakes out of hubris.

Knowledge: David never thought much of his gift of quick hands. The coin grants advantage on Dexterity (Sleight of Hand) check while holding the soul coin and counseling with David's spirit.

ERYN WILLOWS

Elf, she / her

Ever the curious elf, Eryn was taken aback by human romance writing. Other elves realized that relationships with humans were much akin to a candle's flame: short lived and not worth thinking about. Eryn on the other hand, wanted to aid her favourite author in experiencing what it meant to live a full long life like an elf. One contract, one signature, and one lifetime later, Eryn has no regrets for her sacrifice allowed the author to produce hundreds more books that were never quite human nor elven: a perfect fusion expressing the fullness of passion and love.

Coin Owner: Rathys, a particularly gleeful succubus.

Personality: Eryn is without regrets. Rathys reads to her the works of her lover, skipping the endings and leaving Eryn longing for them.

Knowledge: Eryn is an incredible reader, with knowledge about many authors, including their homelands and personal habits.

HILDE CROWSCORN

Human, she / her

Hilde was a commoner in Cormyr. Like many who enjoyed the protections of the Purple Dragon Knights, she was innocent about the larger world around her. She thought of monsters as horrible beasts that knights slay in far away lands and was unprepared when an old man came knocking at her door one night. What transpired that night is unknown, but the devil she let in nearly killed her a dozen times, only to use healing magic to ensure she stayed alive.

She was the scion of a sorcerer who bound his family line to this devil, and he came to collect. After a nightmare that seemed to last forever, the fiend finally let her die and her soul was submitted to the mint. However, the minting machines of hell didn't like this nearly innocent soul, so she was forged into a coin with her grandsire Kyranor.

Coin Owner: Balatharix, a pit fiend of grand fame.

Personality: The two souls, Hilde and Kyranor, bicker and fight at all possible moments.

Knowledge: Hilde has a dark streak, knowing what techniques can bring someone close to death. Kyranor only knows betrayal from devils. He should have read his contract more closely.

RURIK HAMMERK

Dwarf, he / him

Tasked to find the mighty axe Rocktwine, an insignia that indicates the true owner of the mines at the Snowflake Mountains, Rurik searched far and wide. Years passed and still he had no clues to the whereabouts of this artifact. His wish to return home and see his family won over his cautious nature when a strange person approached him in an inn where he rested, he was all too eager to pay any price if it meant finding Rocktwine and returning home to his wife and kids.

Once the contract was signed, the stranger told Rurik the axe was nearby within the woods. Hammerk, close to victory, threw all caution to the wind and went to get it, only to be slain by the trolls that keep Rocktwine as their treasure.

Coin Owner: The red abishai, Arraka.

Personality: Rurik is worried about his family and still inquires if they are well and even openly asks anyone if they would be willing to check up on them. Though Rurik still can't grasp the passage of time and centuries could have passed.

Knowledge: During his journey, Rurik passed many sights within the Sword Coast and might have an interesting tidbit he can share with whoever holds the coin and communes with him.

HANSEL VOLLEREI

Human, he / him

Hansel is voracious man, always searching for the most exquisite of tastes. From Dragon Snout Steak to Basilisk Casserole, Hansel tried them all, though nothing could satisfy his appetite. As time passed, even delicacies procured from far and wide could not excite Hansel. He used his vast riches to task wizards to conjure up delicacies from the multiverse, but even those were eventually exhausted and dishes that excited Hansel became stale and unbearable.

At that time, a stranger came to Hansel's court promising delicacies to die for. Hansel was excited and agreed to strike a deal with his devil: his soul for sensational dishes. The infernal delicacies the stranger procured animated Hansel to eat without stopping and soon his belly burst.

Coin Owner: Baalzebul, Lord of Maladomini.

Personality: With an eternity passed for Hansel, he yearns for the dishes from yore and laments that he just can't taste anything more.

Knowledge: Hansel knows a vast array of dishes and can advise how to make passable rations (or even splendid dishes) out of every monster, even the most poisonous ones.



TYING INTO OFFICIAL ADVENTURES

If you're a DM who enjoys running official 5th edition adventures from Wizards of the Coast, many of these characters could be integrated into the storylines presented. Below are some recommendations regarding which coins to insert into which adventures.

LOST MINES OF PHANDELVER

Few of the coins in this book would be applicable in many places within the area of Phandelver, but a coin in the treasure of the green dragon or within Agatha's Hollow might be an excellent plot hook.

Kaylan Thicksole is one exception, her sad tale could make for an excellent side quest here.

Lute is a very low-threat coin to possess, which suits the lower level nature of this adventure.

HORDE OF THE DRAGON QUEEN

Sitra Kalos wants to be the very best wizard. Her allies being robbed by the cult (given hints from Sitra where powerful magical items might be found) could turn to the PCs for assistance.

The Scaled One was created with Horde of the Dragon Queen in mind.

RISE OF TIAMAT

Most of the coins that would apply to Horde of the Dragon Queen can also be found in Rise of Tiamat. Perhaps low level cultists have pocketed unusual whispering coins, or important cultists are holding onto a soul coin as a special treat to their draconic god.

The exception here is **Tartiashalatis**. As one of the few dragons trapped in a coin, it would seem the cult would want to free the dragon in exchange for draconic gratitude.

PRINCES OF THE APOCALYPSE

Rikel Boulderkin's vault could be placed in or around the Dessarin Valley. Maybe it was built into a Delzoun stronghold that other dwarves within the valley are searching for.

Marlo Moonglove's grimoire or soul coin could each be found within any of the dungeons of the adventure.

Biri Turnuroth might have stopped the cult of elemental evil well before it had gained enough power to act. Perhaps placing her coin somewhere within the adventure would grant the characters a knowledgeable ally.

OUT OF THE ABYSS

Rikel Boulderkin's vault could exist somewhere in the Underdark, instead of near the surface. It would be an interesting place to visit, and find a mysterious talking coin within.

Mary Red is one of those serial killers that just doesn't quit. Perhaps the players are crossing her before she was turned into a coin. Or maybe they need her soul to solve a mystery somewhere in the deep.

Gargax Spiderfood is just as colorful and fun as any other NPC that could be found in Out of the Abyss. If placed there as a coin, perhaps a devil who fell to a demon dropped it. Or maybe the kobold is locked up with the characters at the start of the game, and tries signing a contract to get home.

Vil'neur Shobalar, the drow wizard, is currently trapped in a coin within the matron mother's own house. How brave a character would need to be, to want to steal it from under her nose.

CURSE OF STRAHD

Sam Eyham is a classically tragic figure: wanting to wash away the sins of the father for the good of all. What lengths should someone go to, what burden would that place on the soul? All excellent questions for a game set in Ravenloft.

Mary Red, on the other hand, has reaped her reward. But placing a coin containing the soul of a mass murderer into Ravenloft, where her ghost could be freed to wreak havoc upon the lives of mortals, could give the players an interesting distraction from Strahd's castle. The theme of going against your own kind also works for Grym Cathos.

The sorrow filled tale of **Thia** also fits the setting of Ravenloft. What could be more heart-wrenching than a parent who gives up their life for that of their child? Likewise **Simi Baragli** has a similar theme, giving her soul up for her sister.

STORM KING'S THUNDER

Phyllis McDandelion was a farmer, and while that could be anywhere, the more remote locations like the silver marches are great places to put abandoned farmsteads. Journals and notes from Phyllis would help paint a mystery: with no evidence of violence, what happened to her?

Reginald Cramson and **Molly Smith** could easily fit anywhere into the adventure. There are more than a handful of adventurers running around the silver marches with coins given to them by Reginald, while paintings from Molly could be in the homes of many rich clients.

Krall Rotteneye would have been from the region around Silverymoon. The devil holding her coin could be found anywhere in the region with her soul.

Klyyf Charter could work after the end of Storm King's Thunder, given he wanted to destroy the ordning for all firbolg kind.

TOMB OF ANNIHILATION

Unbending Mountain raced in Chult, and it makes absolute sense his coin could be found here. Perhaps another devil could have stolen it from Bel, and has escaped to the lands of mortals to avoid his wrath.

Akhaur's soul was in a coin, but his arcane talents allowed him to hook onto the draw of the soul monger, which is gently sliding his soul coin out of hell and into the realm of mortal beings. Players coming across a coin that moves of it's own volition are sure to be surprised.

Kwalu Oboko could be spoken of by the merchant princes of Chult. Perhaps the yuan-ti who sacrificed Kwalu could give greater information about him.

Namake Roose was created with Tomb of Annihilation in mind.

DRAGON HEIST

Ebald Flinch, **Ronia Smith**, **Bokar Frum**, **Cade Delvishious**, **Pedro Belleza**, **David Silvermeadow**, and **Eryn Willows** are all coins that would fit anywhere into an urban campaign like Dragon Heist.

Ellen Truelove's coin could be found anywhere within Waterdeep, with her soul yearning to be back with her fiendish love.

DUNGEON OF THE MAD MAGE

As a dungeon delve, there aren't many coins that would be specifically useful to this adventure. But any coins that apply to Dragon Heist wouldn't be out of place in the depths of Halaster's dungeon.

Some of the bizarre coins, like "**What, Him?**", **Jane Doe**, **SOU1**, **Doredelna Nusciak**, and **Spent Coin** would all make for natural rewards to be found next to any treasure already found within the book. Naluth Makaos could be a soul that Halaster or his apprentices would be very interested in speaking with.

GHOSTS OF SALTMARSH

Pisca Ahlorsath, **Quarlegugle**, **Ari Nell**, and **Captain Jadescale** all could be worked into the various adventures collected in Ghosts of Saltmarsh.

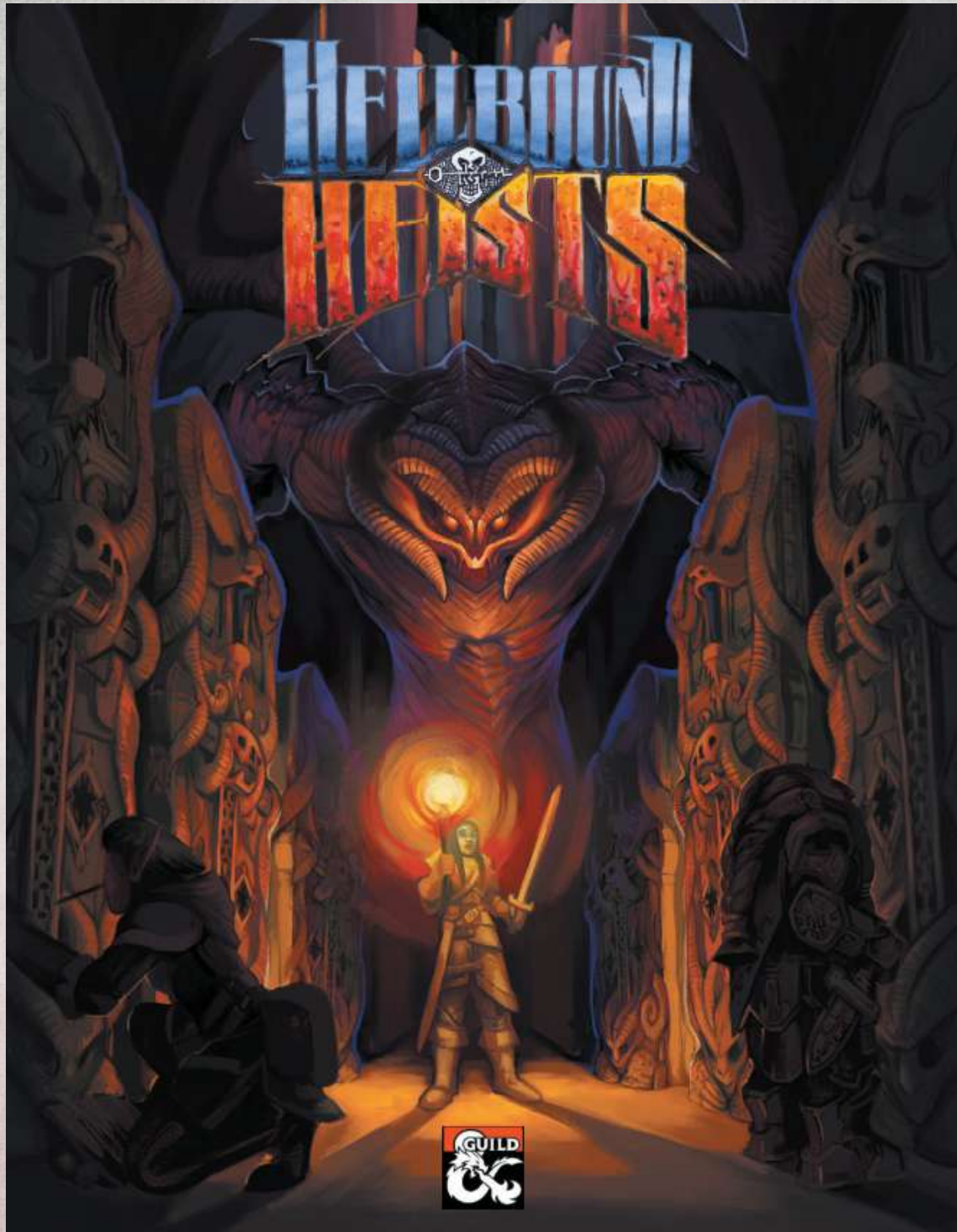
BALDUR'S GATE: DESCENT INTO AVERNUS

Luckily, soul coins feature heavily in this adventure. Each and every coin in this supplement can be used to enhance Descent into Avernus. Moreover, most of the coin owners can make appearances as well.

Since **Flora Emmerys** and her mother are from Baldur's Gate, it might be a good coin to seed early into the adventure. **The Fallen Zalemor** could also be placed in the adventure, given their fall in Dragonspear Castle which isn't far from Baldur's Gate.

Robert Bauhs and **Thalara Kar** were created with Descent into Avernus in mind.

KEEP YOUR ADVENTURES IN HELL GOING WITH THESE NINE HEISTS



FROM BRYAN HOLMES, CHAD M. LENSCH, CHRISTIAN EICHHORN, STEVE “JASPOR” ORR, JOHN D. PARKER, RPGPAPERCRAFTS, JUSTICE ARMAN, RYAN LANGR, ZAVIER BATES, CHRISTOPHER WALZ, ANNE GREGERSEN