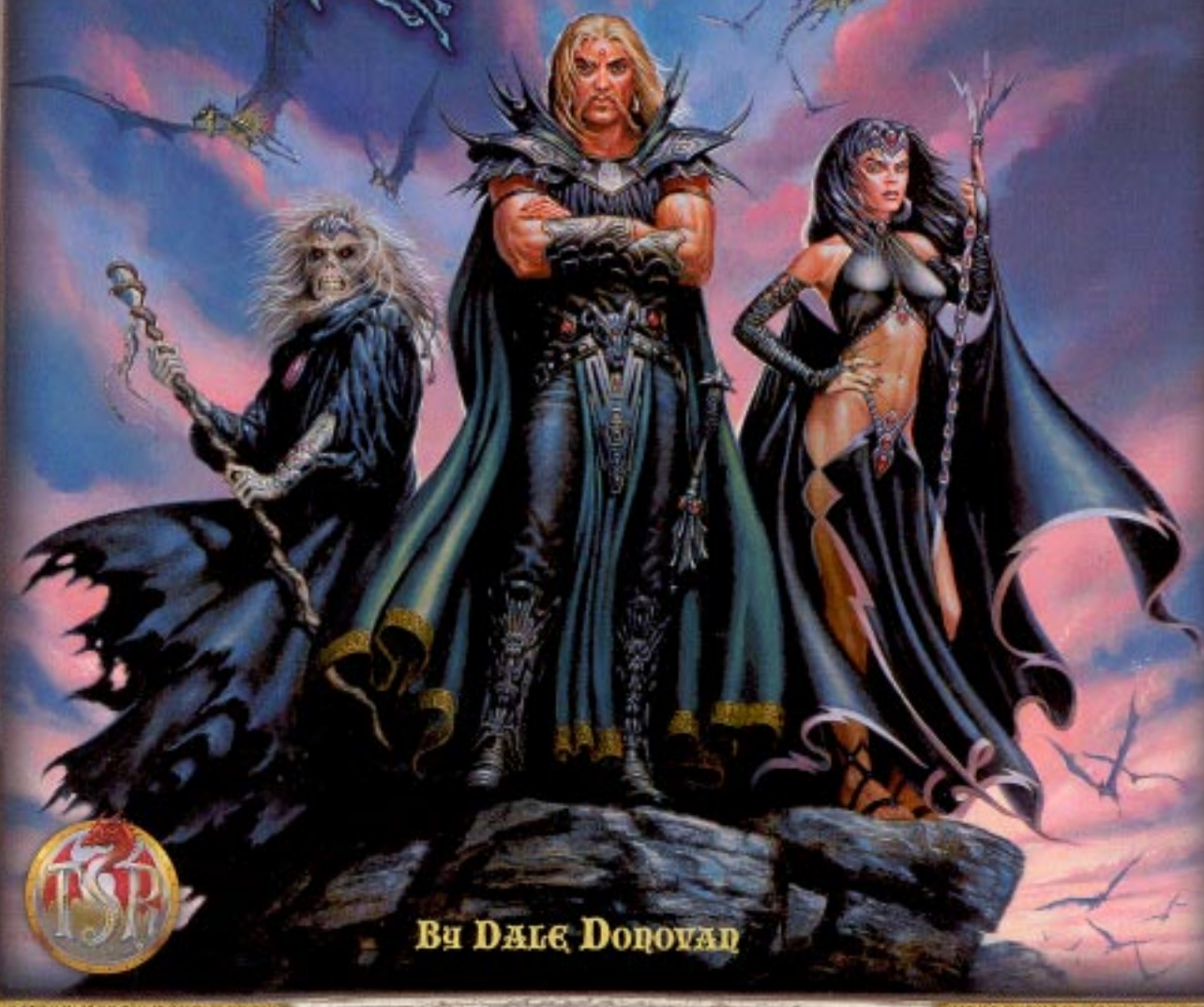


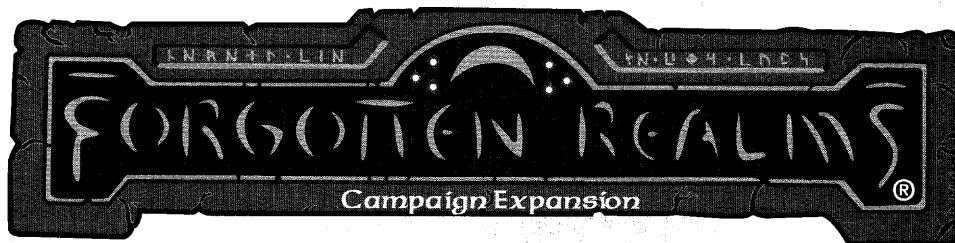
FORGOTTEN REALMS
Accessory

villains' LOREBOOK



By DALE DONOVAN

Advanced
Dungeons & Dragons®



Villains' Lorebook

by
Dale Donovan

Being a compendium of villains whose schemes and plots of chaos and evil so plague the FORGOTTEN REALMS® campaign world, giving statistical information on each as well as personal facts and bits of advice on what might happen should these miscreants cross the paths of the heroes of your AD&D® game campaign.

Advanced Dungeons & Dragons®



Dedication

To Cheryl, my “third” sister: You do more in the name of friendship than many do for any reason, and I want you to know that you’re loved and appreciated for that and, more importantly, for who you are.

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Introduction

Welcome to the *Villains' Lorebook*, the companion volume to 1996's *Heroes' Lorebook*. This book is unlike the *Heroes' Lorebook* in one dramatic way (okay, two if you count that one has heroes and the other villains). With the *Heroes' Lorebook*, everyone worked hard to get as much information on all the heroes of the Realms. These folks are the foundation of the setting and they deserve all the coverage the can get. With this book we could afford to be more selective. We realized right away that detailing every villain from every FR source would fill many volumes this size. So, we got to select the best (or is that the worst?), the most vile, and the most despicable villains to include. So, if your favorite novel's bad guy isn't here, we apologize.

In addition to villainous individuals and organizations, quite a few monsters appear in these pages. These horrors include the balhiir, Kazgaroth, and the mysterious shadowmasters, among others.

Many of the persons and groups in this book consider each other to be enemies, as well as the various heroes of the Realms. An entire campaign could be built around this fact; imagine the PCs getting caught in a clandestine war between the Zhentarim and the Cult of the Dragon over some resource, for instance.

In short, take the material presented here, make it your own, and run with it. And above all, have fun!

How To Use This Book

It's our hope that you'll use the *Villains' Lorebook* as more than just an encyclopedia of Realmsian bad guys. Instead, use this book both as a tool for your game and as a springboard for your imagination, whether you're a player, a DM, or both. Many of the plots, characters, story hooks, and adventure ideas are suitable for use by you and your characters. Some of the spells and magical items are also useful by PC spellcasters, though many are evil and should appear only in the hands of such nonplayer characters.

One primary source for this book and the *Heroes' Lorebook* was the out-of-print FR7 *Hall of Heroes*. While much of the information in that tome has been significantly added to or revised for publication in the two *Lorebooks*, a debt is owed by the author to the people who first assembled game information on

many of the characters from the Realms novels and other materials.

A note also should be made that more than a few of the characters described herein do not strictly follow the rules of the AD&D® game as presented in the *Player's Handbook* and the *DUNGEON MASTER® Guide*. This was mandated by the simple fact that many of the talented authors of Realms' novels are not game designers. They are more concerned with telling an interesting, exciting story than following every minor point within game rules. The job of translating these authors' creations into "game-correct" groups of statistics was a difficult job, and we've done the best we could without losing the essential flavor and feel of each character.

Format and Organization

We use the following conventions frequently throughout this book's descriptions:

- An asterisk (*) after a word or phrase designates a magical item or spell that is described in the corresponding appendix at the end of the book.
- A character's name given in SMALL CAPS within another entry identifies someone who has his or her own entry in this book. It's very often helpful to read the descriptions of several individuals who are involved in a plot or who are members of a large group in order to get a feel for the diversity and scope of some of these schemes or organizations.
- The statistical information that opens each entry is abbreviated from the normal manner of presenting such game material. Categories such as "Damage/Attacks," "Special Attacks," "Special Defenses," and "Size" are covered within the text of the entry when such information is noteworthy or hard to find in other sources.

As several of the characters herein go beyond 20th level, page 6 of this tome contains the expanded THAC0 and Spell Progression charts that first appeared in the *Faiths & Avatars* accessory. Within the descriptive text of each entry, some of the categories have special meanings or are handled in special ways.

Spells is not a complete list of every spell that a given spellcaster knows or is capable of casting given the necessary preparation time. Rather, the spells that are listed are those that the individual can be expected to carry on a typical day, those spells that the charac-



ter has been known to cast in the past (including identifiable spells from the novels), or spells that are part of the character's established relationships with beings of power, often other planar powers such as gods.

Weapons of Proficiency and **Nonweapon Proficiencies** sometimes end with a statement such as "3 open." This means that the character in question has more proficiency slots available. DMs should fill in these open slots with weapons or skills of their choice or that are unique to their campaigns. This illustrates one easy way to customize the characters here.

Equipment is a basic list of items, not every personal possession owned by the character in question. The reason for this is that many of the characters in this book have access to such vast resources that most forms of mundane equipment are well within their grasp.

Some characters in this book are described as possessing "standard adventuring gear." In most cases this phrase assumes the following items: spare clothing, rain gear, rations, a waterskin, torches or a lantern with oil, ammunition for missile weapons (if any), spare weapons, flint and steel, a coil of rope, empty sacks, a whetstone, sleeping gear, feed for a mount (if any), and a backpack into which these items would fit. For particular-classed individuals, this term also includes a wizard's spell components, a priest's holy symbol, or a thief's set of tools.

Magical Items can consist of anything from a simple list of common magical items to short descriptions of unusual items (such as Cassana's wand). When an item in this section is marked with an asterisk, the full details of that item's power are contained in the appendix that begins on page 127.

Combat/Tactics is a brief summary of any special or distinctive behaviors that the character exhibits in combat. General theories on tactics are also included where known; some characters prefer to dive right into melee whereas others remain on the perimeter of such a conflict.

Allies/Companions provides the names (and occasionally abbreviated descriptions) of other characters known to have associated with the principal character in the past. Such characters who have their own write-ups in this book are listed in SMALL CAPS.

Foes/Enemies is a listing of those heroes or organizations that have come into conflict with the principal in the past.

Appearance gives a being's significant physical details, usually including hair and eye color, age, and any distinguishing features (such as Jarlaxle's eye-patch). In most cases, a human or demihuman character described here should not be instantly recognized for who he or she truly is by player characters or by each other (unless they appear in either of the two above categories).

Personality is the place to find playing hints for the character. Mannerisms and common means of dealing with others are also detailed here where possible. Of course, most people can consciously suppress many of their personality quirks in order to avoid attracting unwanted attention to themselves.

Locales Frequented is a list of some of the places a character has been known to visit or reside at.

History is a brief-sometimes very brief—recounting of major events in the character's life. These events are often those documented in other sources and are such that they'll affect the character for the rest of his or her life (especially if the section ends with the character's death). Death in the "official" Realms does not mean that such characters are unusable in your game. In a magic-rich world such as Toril, death need not be permanent. Bringing a loved (or is that hated?) villain back as an undead or just with a new name are also acceptable alternatives.

Motivations/Goals is a category that attempts to explain why a character is acting in the manner he or she is, or what the character hopes to achieve by acting in such a manner.

Campaign Uses offers brief suggestions on using or adapting the character for use in your campaign. These suggestions are general in nature so as to allow DMs to conceive their own versions without locking them into a single plot.

Sources is a list of the titles of the novels, short stories, and game products that were consulted in the assembly of the given character. A more detailed listing of all the sources used in compiling this book can be found on pages 159 and 160.



Extended Calculated THACOs

	Level																			
Group	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14

Group	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Priest	8	6	6	6	4	4	4	2	2	2	0	0	0	-2	-2	-2	-4	-4	-4	-6
Rogue	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1
Warrior	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-10	-10	-10	-10	-10	-10	-10	-10	-10
Wizard	14	13	13	13	12	12	12	11	11	11	10	10	10	9	9	9	8	8	8	7

Extended Spell Charts

Priest Spell Progression

Level	Spell Levels						
	1	2	3	4	5	6*	7**
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	2	1	—	—	—	—	—
4	3	2	—	—	—	—	—
5	3	3	1	—	—	—	—
6	3	3	2	—	—	—	—
7	3	3	2	1	—	—	—
8	3	3	3	2	—	—	—
9	4	4	3	2	1	—	—
10	4	4	3	3	2	—	—
11	5	4	4	3	2	1	—
12	6	5	5	3	2	2	—
13	6	6	6	4	2	2	—
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7
30	9	9	9	9	9	9	8
31	10	10	9	9	9	9	8
32	10	10	10	9	9	9	8
33	10	10	10	10	9	9	9
34	11	11	10	10	9	9	9
35	11	11	10	10	10	10	9
36	11	11	11	11	10	10	10
37	12	12	11	11	10	10	10
38	12	12	11	11	11	11	10
39	12	12	12	12	11	11	11
40	13	13	13	12	12	11	11

Wizard Spell Progression

Level	Spell Levels								
	1	2	3	4	5	6	7	8	9
1	1	—	—	—	—	—	—	—	—
2	2	—	—	—	—	—	—	—	—
3	2	1	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—	—
5	4	2	1	—	—	—	—	—	—
6	4	2	2	—	—	—	—	—	—
7	4	3	2	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	2	1	—	—	—	—
10	4	4	3	2	2	—	—	—	—
11	4	4	4	3	3	—	—	—	—
12	4	4	4	4	4	1	—	—	—
13	5	5	5	4	4	2	—	—	—
14	5	5	5	4	4	2	1	—	—
15	5	5	5	5	5	2	1	—	—
16	5	5	5	5	5	3	2	1	—
17	5	5	5	5	5	3	3	2	—
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2
21	5	5	5	5	5	4	4	4	2
22	5	5	5	5	5	5	4	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	4
26	6	6	6	6	6	5	5	5	5
27	6	6	6	6	6	6	6	6	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	7	6	6	6	6
30	7	7	7	7	7	7	7	7	6
31	7	7	7	7	7	7	7	7	7
32	7	7	7	7	7	7	7	7	7
33	7	7	7	7	7	7	7	7	7
34	8	8	8	8	8	7	7	7	7
35	8	8	8	8	8	8	8	8	7
36	8	8	8	8	8	8	8	8	8
37	8	8	8	8	8	8	8	8	8
38	8	8	8	8	8	8	8	8	8
39	9	9	9	9	9	8	8	8	8
40	9	9	9	9	9	9	9	8	8

Bard Spell Progression

Level	Spell Level						
	1	2	3	4	5	6	7
1	—	—	—	—	—	—	—
2	1	—	—	—	—	—	—
3	2	—	—	—	—	—	—
4	2	1	—	—	—	—	—
5	3	1	—	—	—	—	—
6	3	2	—	—	—	—	—
7	3	2	1	—	—	—	—
8	3	3	1	—	—	—	—
9	3	3	2	—	—	—	—
10	3	3	2	1	—	—	—
11	3	3	3	1	—	—	—
12	3	3	3	2	—	—	—
13	3	3	3	2	1	—	—
14	3	3	3	3	1	—	—
15	3	3	3	3	2	—	—
16	4	3	3	3	2	1	—
17	4	4	3	3	3	1	—
18	4	4	4	3	3	2	—
19	4	4	4	4	3	2	—
20	4	4	4	4	4	3	—
21	5	4	4	4	4	3	—
22	5	5	4	4	4	3	—
23	5	5	5	4	4	4	—
24	5	5	5	5	4	4	—
25	5	5	5	5	5	4	1
26	5	5	5	5	5	4	1
27	5	5	5	5	5	5	1
28	6	5	5	5	5	5	1
29	6	6	5	5	5	5	1
30	6	6	6	5	5	5	1
31	6	6	6	5	5	5	2
32	6	6	6	6	5	5	2
33	6	6	6	6	6	5	2
34	6	6	6	6	6	6	2
35	6	6	6	6	6	6	2
36	7	6	6	6	6	6	2
37	7	7	6	6	6	6	2
38	7	7	6	6	6	6	3
39	7	7	7	6	6	6	3
40	7	7	7	7	6	6	3

* Usable only by priests with 17 or greater Wisdom.
 ** Usable only by priests with 18 or greater Wisdom.



Aballister Bonaduce

Human male 12th-level wizard

ARMORCLASS: 8
MOVE: 12
HITPOINTS: 28
THACO: 17
NO. OF ATTACKS: 1
ALIGNMENT: Lawful evil
STR 10, DEX 16, CON 14, INT 16, WIS 12, CHA 11

Spells (4/4/4/4/1): 1st— *burning hands, charm person, magic missile, sleep*; 2nd— *flaming sphere, invisibility, knock, stinking cloud*; 3rd— *fireball, lightning bolt, Melf's minute meteors, slow*; 4th— *charm monster, confusion, detect scrying, ice storm*; 5th— *animate dead, chaos, cloudkill, cone of cold*; 6th— *flesh to stone*.

Weapons of Proficiency: Dagger, staff.

Nonweapon Proficiencies: Ancient history (Most Fatal Horror), fire-building, herbalism, modern languages (Common, elvish), reading/writing (Common, elvish), religion (Talona), spellcraft; 4 open.

Equipment: As one of the leaders of the evil forces of Castle Trinity, Aballister has access to most forms of mundane equipment.

Magical Items: *Ring of warmth, mirror of scrying, wand of lightning.*

Combat/Tactics: Aballister is a plotter and a planner, not a mage who goes out to confront his enemies face to face. He prefers to send lackeys or hirelings to deal with problems while he remains behind to further his schemes. Not only does this allow him to stay safely behind the numerous traps and followers that stand between him and any enemies, it also grants him the ability to watch many of those same underlings so that they do not make a grab for power while he's away or indisposed.

Allies/Companions: Barjin (head cleric of Castle Trinity), Ragnor (the ogrillon fighter and leader of the Castle's military forces), Dorigen, a junior female wizard (and Aballister's former lover), and Druzil, the mage's imp familiar. Details on imps can be found in the *MONSTROUS MANUAL™* tome.

Foes/Enemies: Cadderly, Danica, the Boulder-shoulder brothers, the priests and scribes of the Edificant Library, the townsfolk of Carradoon, and the elves of Shilmista Forest.



Appearance: When we first see Aballister, the mage has spent two grueling years searching for and obtaining the ingredients for the Most Fatal Horror potion. He appears lean, hollowed by long, hard work, and worn down by the stresses involved. He typically wears dark clothes under a black cloak.

Personality: Aballister is calm, ruthless, and manipulative. He wants to be the leader who conquers the area surrounding Castle Trinity. He's quick to notice weakness, and even quicker to exploit it with a vindictive comment or a potent magical spell.

Locales Frequented: Aballister seldom leaves Castle Trinity.

History: Aballister Bonaduce killed his wife long ago and left their small son, Cadderly, on the doorsteps of the Edificant Library to be raised by the priests of Deneir and Oghma. It seems that Aballister couldn't be bothered with raising his own child, as the boy would have stood in the way of his studies of magic and his ascension through the ranks of the wizards at Castle Trinity.

Years later in 1360 DR, Aballister is the most powerful wizard in Castle Trinity when the forces there decide to begin their campaign of conquest.



Aballister had spent the two previous years gathering the ingredients for the “Tuanta Quido Miancay,” the Most Fatal Horror, a legendary potion of Talona’s poisonous, evil power.

With the potion concocted, the chief priest of the Castle, Barjin, demanded the right to strike with the potion. He placed it in the cellars of the Edificant Library, where it caused all the people who breathed in its vapors to act without inhibition. (Treat as a *suggestion* for each character to act on his or her most secret desire.) Aballister’s son Cadderly, now a priest of Deneir, defeated Barjin and plugged the potion.

Castle Trinity’s next step was to invade Shilmista Forest and destroy the elves there. Ragnor the ogrillon led the attack but also was defeated by Cadderly and his friends.

Aballister then commissioned a group of hired killers from the Night Masks guild in Westgate to kill Cadderly (see Victor Dhostar’s and Ghost’s entries on pages 56 and 27 respectively). They too failed.

Cadderly and his friends then took the offensive and traveled to Castle Trinity itself. There they braved many traps and battled the Castle’s nearly infinite defenders until they reached Aballister himself. He and Cadderly then did battle with spells, and though their powers seemed closely matched at the time, Cadderly’s spirit was stronger and he won the day, killing his father.

Motivations/Goals: Aballister wanted power, pure and simple. He was canny enough to know that he’d need allies (lackeys) to achieve his goals, and he found them at Castle Trinity.

Once he learned that Cadderly was his own son, proving himself the superior Bonaduce also became important to him, especially when Cadderly seemed capable of handling every scheme the mage devised.

Campaign Uses: Aballister (like many of the villains herein) can serve as a template of a type of villain-in this case, a villain who seeks to take advantage of the efforts of those around him.

Sources: *Canticle*, In *Sylvan Shadows*, *Night Musks*, *The Fallen Fortress*.

ALZEGUND The Trader

Human male 11th-level invoker

ARMOR CLASS: 4

MOVE: 12

HIT POINTS: 42

THAC0: 17

NO. OF ATTACKS: 1

ALIGNMENT: Lawful evil

STR 12, DEX 15, CON 17, INT 16, WIS 15, CHA 13

Spells (6/6/6/5/5 including bonus spells): 1st—*affect normal fires* (×2), *burning hands* (×2), *detect magic*; *reduce*; 2nd—*ESP*, *flaming sphere* (×2), *invisibility*, *protection from poison**, *pyrotechnics*; 3rd—*fireball* (×2), *flame arrow*, *Melf’s minute meteors*, *proof from teleportation**, *resist energy drain**; 4th—*fire charm*, *fire trap*, *negate magical weapon**, *stoneskin*, *wall of fire*; 5th—*conjure (fire) elemental*, *dismissal*, *feeblemind*, *pass wall*, *stoneshape*.

Weapons of Proficiency: Dagger, dart, staff.

Nonweapon Proficiencies: Animal handling (horse), direction sense, fire-building, herbalism, languages, modern (Thayan), reading/writing (common, Thayan), riding: land-based (horse), spellcraft, weather sense; 1 open.

Equipment: Spellbook, spell components, silvered dagger, magical items, miscellaneous valuable caravan cargo or slaves.

Magical Items: *Bag of tricks*, *bracers of defense AC 6*, *a cloak of protection +1*, and *a wand of lightning* (64).

Combat/Tactics: Alzegund relies on his henchmen (see below) and his fire spells to insure the safety of his caravan shipments. He’s an experienced caravan-man and traveler, knows the regions surrounding Thay very well, and is always on the lookout for a magical attack or an ambush. If forced, he defends himself with his silvered dagger.

Allies/Companions: Alzegund is always accompanied by at least six human males: a 6th-level fighter “sergeant,” three 4th-level fighters, and two 2nd-level fighters. The first four have traveled with Alzegund for years, the last two are on their first trip with the far-ranging wizard. (This means, of course, that two vacancies were opened in Alzegund’s escort recently. DMs are left to decide the circumstances



behind those openings.) If Alzegund is escorting a particularly large or valuable caravan, he expands the size of his escort accordingly.

Foes/Enemies: Any foes of the Red Wizards across the Heartlands of the Realms.

Appearance: Alzegund is an old, battle-scarred invoker who openly wears his native country's distinctive wizardly garb. His hands are gnarled, but he's bright and his back strong. Alzegund is most commonly found in a roadside inn somewhere in the Heartlands, buying drinks for the locals and trying to chat them up in order to gain any information his superiors back in Thay might deem important. His escort usually sits dourly through these episodes, keeping any rowdies from disturbing their master.

Personality: Like most Red Wizards, Alzegund's primary interest is himself. He makes himself out to be a friendly merchant, noting he cares for his masters only as far as they help to line his pockets. This bluff is only half false. Alzegund realizes he'll never progress very far back home, due to his age and his years on the road. Therefore, he's begun thinking about retirement-somewhere far from Thay where he can set up his own power base.

Locales Frequented: From Thay to Cormyr, Sembia, Teflamm, Hillsfar, Procampur, Turmish, the Pirate Isles, and Westgate, among other destinations.

History: Alzegund was born into the noble Agneh clan of Thay, and he had risen to 2nd level when an intrafamily squabble erupted into violence. Alzegund was studying under an uncle, and thus was spared when his parents and most of his siblings were murdered by another branch of the family tree. By keeping his nose in tomes, he avoided the feud.

Some five years later, he'd grown much in power and decided that he'd bided his time long enough. He unleashed a ferocious beast into the bedchambers of the man who'd had Alzegund's family killed.

The very next day, Alzegund left Thay, able to avoid any attempts of vengeance by means of his new duties as roving caravan guard and spy for the Red Wizard hierarchy.

Since then, Alzegund has bettered his own lot and that of his superiors often enough to stay in their good graces. Alzegund follows the orders of the Zulkir of Invocation, Aznar Thrul, but he feels that Thrul's imperial ambitions for Thay will be bad for business-both Alzegund's and Thay's. Recently, he's been reportedly killed by a rival.



Motivations/Goals: His travels allow him to spy for his Red Wizard superiors and he seeks to learn as much as he can so that he remains valuable back home. Alzegund isn't above improving his own position at the expense of his masters back in Thay. In short, he intends to do as well for himself as he can for as long as he can. When he's worn out his welcome back in Thay, he'll move on and settle down—very likely to hatch schemes of his own.

Campaign Uses: If the Red Wizards are major players in your campaign, the PCs are bound to meet Alzegund at some point. He and his escort will be guarding a caravan the Red Wizards consider important. These caravans have often included slave trains in the past. Having a high-level wizard and several experienced warriors to back him up tends to discourage most families and loved ones from attempting rash rescues. When a group does try to mount a strike against a slave train guarded by Alzegund, the train usually ends with more slaves than it started with.

Sources: FORGOTTEN REALMS *Adventures* hardcover, *Spellbound* boxed set.



Artemis Entreri

Human male 11th-level thief/15th-level fighter

ARMOR CLASS: -2 (-6)

MOVE: 12

HIT POINTS: 107

THACO: 5

NO. OF ATTACKS: 5

ALIGNMENT: Lawful evil

STR 13, DEX 18, CON 15, INT 16, WIS 15, CHA 13

Thieving Abilities: PP 80%; OL 65%; F/RT 50%; MS 99%; HS 90%; DN 55%; CW 99%; RL 20%; SU 75%.

Weapons of Proficiency: Artemis is specialized in the two-weapon style and has the ambidexterity proficiency (both from the *Complete Fighter's Handbook [CFH]*). His other proficiencies are short bow, light crossbow, dagger (thrown and wielded), rapier (CFH), sling, staff, long sword, short sword; 2 open.

Nonweapon Proficiencies: Blind-fighting, direction sense, disguise, endurance, rope use, survival (northern wilderness and desert), tightrope walking, tracking; 1 open.

Equipment: Artemis has standard adventuring gear, which in his case includes thieving tools, spare weapons and clothes, rope, and so on.

Magical Items: +4 *cloak of protection*, +4 *dagger, defender* (life-stealer), +2 *ring of protection*, and a *sword of wounding* +1 (sometimes referred to as a saber).

Combat/Tactics: Artemis is a consummate warrior, combining his ambidexterity, thieving training, and warrior's weapon skills to be one of the most dangerous swordsmen in the Realms. Few men indeed could have so repeatedly crossed blades with Drizzt Do'Urden and lived to tell of it.

Artemis is a tactical master, taking every advantage offered him and seeking to create more. He'll often do this by taunting his foe into anger and mistakes. Artemis is also a very fast learner. If he observes a particular combat maneuver even a few times, he can add it to his own deadly repertoire.

Allies/Companions: Pasha Pook and the thieves' and assassins' guilds of Calimport. At various times in his past Artemis has also temporarily worked with the following persons: Sydney, Jierdan (whom he later killed), and Bok of the Arcane Brotherhood, Jarlaxle

and Bregan D'aerthe; and even Catti-Brie and Drizzt when circumstances forced Artemis to cooperate with his drow nemesis and the human woman in order to escape the city of Menzoberranzan.

Foes/Enemies: Drizzt Do'Urden (seldom have two been so closely matched and yet so different; the drow ranger truly is Artemis's archenemy), Catti-Brie, Bruenor Battlehammer, Regis, Wulfgar, and the drow of Menzoberranzan.

Appearance: A small man, Artemis is compact and all wiry muscle. He is possessed of angular features, striking high cheekbones, and heavy facial growth-though he's clean shaven, Artemis always seems to need a shave. His raven black hair is thick and full, but his eyes are gray and lifeless-betraying the emptiness of his life and his soul.

Personality: Artemis is a professional and always has an air of control about him. Every move he makes or word he speaks is calculated to achieve a desired effect. He never allows emotions or the circumstances-no matter how dire-to master him. In this, he's nearly as determined as Drizzt. He tirelessly maintains himself in top condition, and constantly seeks to improve his martial skills, again just as his drow nemesis does. Artemis also is terribly cunning, able to outthink as well as outfight his opponents.

One aspect of his professionalism that is rare in a man whose business is killing is that Artemis never kills unless it's necessary. While Regis and Catti-Brie were his prisoners (separately), Artemis had any number of opportunities to murder them, yet he did not do so.

Locales Frequented: Icewind Dale, the Sword Coast, Calimport, Menzoberranzan, and locales between these far-flung points.

History: Artemis was born in the city of Memnon in Calimshan, but traveled to Calimport with a desert caravan when he was only nine. He escaped the caravan once it arrived in the city as he learned that he was going to be sold into slavery by the wicked merchants of the caravan.

Artemis lived on the streets of Calimport after that, using his canny wits and outstanding physical qualities to carve a niche of "turf" for himself in one of the city's hundreds of poor shanty towns. After several years, he was noticed by members of the Basadoni Cabal, one of the most powerful thieves' guilds in Calimport.

He ascended the ranks of the guild quickly, again aided by his devious mind, fit body, and the underesti-



mation of one so young by his foes. At some point after that, he left a lieutenancy in Basadoni's Cabal (or the Cabal itself was wiped out or absorbed) for employment in Pasha Pook's guild. It was this event that was to later bring him into contact with the drow ranger who would become his nemesis, Drizzt Do'Urden.

Artemis served Pook for an unknown number of years, until he (and many of Pook's guild members) were sent out to search for a halfling thief named Regis who'd stolen a dozen rubies from the Pasha, including a magical stone on a pendant (which functioned as a *rod of beguiling*). Artemis eventually found Regis in the Icewind Dale area known as Ten-Towns in 1351 DR. He was spotted by the halfling, however, who again fled.

Artemis tracked Regis and his companions, as they sought the location of Mithral Hall, the dwarf Bruenor's ancestral home. Artemis had captured the companions' friend Catti-Brie for information, use as a hostage, and as bargaining chip; Artemis intended to trade the young girl for the halfling whom he would then return to Calimport with the rubies and for a suitable punishment.

Artemis also found himself working briefly with forces of the Arcane Brotherhood, assigned the task by the wizard, DENDYBAR THE MOTTLED. This union was not a calm one, and Artemis killed a warrior named Jierdan over leadership of the band.

When this group caught up with the heroes in the dangerous passageways of Mithral Hall, the remainder of the Brotherhood's forces perished and Artemis met Drizzt face to face for the first time.

This clash, and several more to follow, were inconclusive, though both men grew to hate one another perhaps because they both saw the kind of man each might have become had circumstances differed.

Artemis was successful in capturing Regis, and he returned the halfling to Calimport. At one point, Regis tried to escape, and Artemis removed a finger from his hand as punishment and a warning not attempt such a ploy again. Regis hoped to slow their travels enough so that his companions, who were pursuing, might catch up. Regis was later rescued and Pook's guild all but destroyed by the actions of the heroes, although Artemis survived and disappeared into Calimport's streets. When the halfling's friends were set to return north, Regis said he'd remain behind and run what had been Pook's guild.

In 1357, "Regis" reappeared at Mithral Hall, now the heroes' home. Actually, Artemis was using a



magical mask (functioning as a *hat of disguise*) to appear as the halfling. Artemis had captured the real Regis and hidden him deep in the bowels of Mithral Hall. Artemis and Drizzt fought again, and finally, one seemed about to defeat the other. Drizzt left the battered Artemis for dead, though Regis later tried to finish the job the drow ranger had started.

Artemis did not die, however (at least not permanently). He was found by JARLAXLE of the Bregan D'aerthe band of drow mercenaries and taken to Menzoberranzan. Jarlaxle healed him and offered to let Artemis help the drow bring down Mithral Hall and kill Drizzt once and for all. Left with little choice, Artemis agreed, though he knew the drow would likely kill him the instant he was no longer of use to them. The fact that the drow of Menzoberranzan revered Lolth, the Spider Queen did nothing to help comfort Artemis, as he'd always hated spiders.

Artemis again met Drizzt and Catti-Brie, and eventually the three reached an agreement to work together and escape the drow and their city.

The plan worked, but as time passed, both men found it increasingly difficult to be in the other's presence, so great was the enmity between them.



After the journey of a week or so back to the deep tunnels beneath Mithral Hall, Artemis left the company of the human and the drow and, while no hostilities were exchanged, the fiery light in both men's eyes said that the truce was over and if they ever met again, it would be for the final time.

Motivations/Goals: The greatest challenge Artemis has found in his entire life is in the person of Drizzt Do'Urden. In many ways, his efforts to defeat the drow ranger have become his mission in life.

Whether Artemis can get past this is likely to decide the future course of his life. Perhaps he'll seek another challenge, one to take his mind off the still-unresolved (as they're both still alive) rivalry with Drizzt. This might mean returning to Calimport or striking out in a new direction, giving Artemis a chance to start afresh.

Campaign Uses: As is true with any well-defined character, finding out Artemis's motives and desires plays a huge part in deciding his next move.

If Artemis is unable to resolve his rivalry with Drizzt, he'd likely assemble a plan (and perhaps a group of allies to occupy the drow's friends so that he and Drizzt can finally finish their business). This group might take the form of hand-picked individuals, a mercenary band, or even members of an evil organization with interests in the North. Both of the Knights of the Shield and the Kraken Society qualify as potential partners.

Or Artemis might wander the Realms, seeking a new challenge to take his mind off his past. He could set up shop in the campaign area, perhaps trying to organize his own thieves' and assassins' guild.

Sources: "The Third Level," *The Crystal Shard*, *Streams of Silver*, *The Halfling's Gem*, *The Legacy*, *Starless Night*.

Cassana

Human female 15th-level mage

ARMOR CLASS: -3

MOVE: 12

HIT POINTS: 35

THAC0: 16

NO. OF ATTACKS: 1

ALIGNMENT: Neutral evil

STR 11, DEX 13, CON 13, INT 18, WIS 12, CHA 16

Spells (5/5/5/5/5/2/1): 1st – *alarm*, *comprehend languages*, *magic missile*, *read magic*, *spider climb*; 2nd – *bind*, *darkness 15' radius*, *ray of enfeeblement*, *ray of Ondovir**, *waves of weariness **; 3rd – *fireball*, *fly*, *lightning bolt*, *missile mastery**, *wind wall*; 4th – *confusion*, *dimension door*, *fear*, *ice storm*, *polymorph other*; 5th – *animate dead*, *cloudkill*, *contact other plane*, *teleport*, *Xult's magical doom**; 6th – *death spell*, *repulsion*; 7th – *forcecage*.

Weapons of Proficiency: Dagger, staff.

Nonweapon Proficiencies: Ancient history (Nameless Bard, Moander), dancing, endurance, etiquette, herbalism, reading/writing, reading lips, spellcraft; 1 open.

Equipment: Opulent gowns, spell components (if used in your campaign), spell books, extravagant jewelry and gems, hidden dagger (under gown).

Magical Items: *Cassana's wand:* This 18"-long wand shimmered blue with power and had three known functions. The first was that it acted as a personal, permanent *potion of longevity* for Cassana as long as she possessed it. Second, through the wand she was able to control the lich ZRIE PRAKIS. (Indeed, the lich's very existence was linked to the wand. When the wand was destroyed, Zrie suffered the same fate.) Third, the wand allowed Cassana to control "the Puppet" Alias and any creatures the mage summoned from other planes, including the KALMARI. (See page 70 for this creature's entry.)

Combat/Tactics: As a dominating personality, Cassana enjoyed surrounding herself with lackeys and servants. Not only did these beings please her with their fawning attentions, but they also were useful in combat. While these others (including Zrie Prakis) engaged the opposition, Cassana could reach a strategically superior position (such as the high ground) from which to loose her spells. She hates to



lose and will close with enemies if she feels she'll gain an advantage by doing so.

Allies/Companions: Zrie Prakis, the Fire Knives, Nameless Bard, minions of Moander, Moander, Phalse the pseudo-halfling (it's likely that he truly was a hordling from the Gray Waste, a.k.a. Tarterus).

Foes/Enemies: Alias, Dragonbait, Akabar Bel Akash, Olive Ruskettle.

Appearance: Cassana looks to be an older, evil Alias. Her features are similar, but crueler. Her reddish-blond hair lacks the luster of Alias's, her green eyes are hard, and her high cheekbones all combine to give her a harsh appearance overall.

Personality: Cassana is consumed with the need to dominate all around her. She's an irrevocably evil and sadistic woman who takes great pleasure in tormenting those under her thumb. She killed her former lover, Zrie Prakis, and then brought him back to a semblance of life as a lich to serve her. She orchestrated Alias's creation in order to control the swordswoman whom she referred to only as Puppet. She sees others only in terms of how they can serve her needs. She has no compunctions about disposing of those who are no longer useful to her or whom she's bored with.

Locales Frequented: Her mansion in Westgate, the Hill of Fangs, the Citadel of White Exile.

History: Cassana's history begins not long after she and her fellow mageling, Zrie Prakis, met and fell madly (and I do mean madly) in love several hundred years ago. However, they were forced apart early in their careers. The stories of their lives vary with the teller, but one thing is certain. Both lovers grew into powerful, vain, and hateful mages. When the lovers were reunited, both had naught but blackness in their souls. The pair battled to learn who'd become the greater mage, and Cassana emerged from the duel victorious. His defeat cost Zrie his life.

Conjecture also concerns Cassana's overall mental stability at this time. In other words, some wonder if the act of killing her former lover was what drove the female mage beyond the brink of sanity. Others speculate that simply entering combat with one who was once so dear is an act of madness and evil in and of itself.

Regardless of the exact moment of Cassana's mental breakdown, the evidence of its occurrence is incontrovertible from the following events. She gathered her former lover's remains and kept them at her bedside until such time as she was able to return Zrie



to a pretense of life as a lich. (See Zrie's own entry on page 58 for further details on his final form.) Cassana controlled the now-undead Zrie with her powerful wand. Cassana's need to dominate others and control events is highly evident by this time.

This compulsion took its final form in the creation of the Puppet, as Cassana referred to it. This Puppet came to be known (across the Realms and even beyond) as Alias, the tattooed swordswoman. Cassana's need for control also manifested itself in the fact that Alias was to be an exact physical duplicate of the mad female mage.

To create the automaton she sought, Cassana assembled a diverse group of conspirators: Her lich Zrie, the thieves' guild known as the Fire Knives, the cult of the dead god Moander, the Nameless Bard, and a fiend in the form of a halfling known as Phalse. While most of these "partners" of hers had their own reasons for creating such a being, Cassana saw the Puppet simply as something (not someone) whom she'd have complete and total control over.

As is so typical in the Realms, the villainess's plan did not work out as she'd hoped. Alias herself was instrumental in Cassana's downfall.



First, the Nameless Bard betrayed Cassana by setting Dragonbait the task of escaping with the “new-born” Alias before the evil conspirators could bind her to their will. Then the Fire Knives’ secret mission for Alias was uncovered when Giogi Wyvernspur did his impersonation of King Azoun IV. The Fire Knives wanted Alias to kill the king, and so she attacked the innocent nobleman.

Later, another of Alias’ compulsions was to help bring the avatar of Moander into being in the Realms. Though she did so, the avatar was destroyed by Alias’s friends and the red dragon, MIST.

With the effective removal of two of the evil players, Cassana, Zrie, and Phalse acted themselves, recapturing Alias and her friends.

During a ceremony to destroy Alias’s free will and bind her to the remaining conspirators outside the city of Westgate where Cassana resided, Alias, with the aid of Dragonbait, was able to break Cassana’s hold over her. The mad mage also lost her wand, which was later destroyed. Though potent even without the magical item, Alias and her allies’ mettle proved to be too much for Cassana. She was destroyed when the *staff of power* she held was broken by Alias, releasing the item’s *retributive strike* capability.

Motivations/Goals: While she lived, Cassana needed to control and dominate everything around her. From where this compulsion arose is unknown, but it ruled Cassana’s life. Whatever she couldn’t control, she’d destroy—as was the case with her former lover, Zrie Prakis. He contested her dominance and so, despite their romantic past, she killed him in battle. Cassana then returned him to unlife.

Campaign Uses: In your campaign, it’s possible that Cassana survived the final confrontation atop the Hill of Fangs and could turn up to plague your PCs. Likely, her scheme would involve attempting to gain control over the PCs, either through magic, force, or blackmail. It’s also possible that Cassana had another body ready in case hers was destroyed—a body just like Alias’s. She also could return as a lich, as she obviously knows the process well.

Sources: *Azure Bonds*.

Lord Cutter of Iriaebor, a.k.a. Ravendas

Human female 9th-level fighter

ARMORCLASS: 5

MOVE: 12

HIT POINTS: 48

THAC0: 12

NO. OF ATTACKS: 3/2

ALIGNMENT: Lawful evil

STR 12, DEX 17, CON 14, INT 13, WIS 14, CHA 15

Weapons of Proficiency: Long sword, short sword, dagger, footman’s mace, long bow, light crossbow, morning star.

Nonweapon Proficiencies: Blind-fighting, endurance, etiquette, riding; land-based mount, mountaineering, tracking.

Equipment: As Lord of Iriaebor, Cutter has immediate access to all types of normal equipment. Outside of that situation, she carries standard adventuring gear for a warrior.

Magical Items: None known, but it’s entirely likely that one or more of her weapons are enchanted and she also may possess some defensive magical items. DMs are encouraged to provide Cutter with a suitable number and type of such items as appropriate to their own campaigns.

Combat/Tactics: Cutter is savvy and cunning—few who aren’t could rise to such a position of power within the Zhentarim. She usually has at least one weapon hidden on her person, regardless of her dress or the occasion. In combat, she’s completely ruthless, using her servants or hostages as she deems they can best serve to advance her goals. Never trust this woman in anything, most especially combat.

Allies/Companions: Snake, her Lord Steward and a shade, her Zhentilar troops and priests who help her set up the ritual to revive the legendary Shadowking.

Foes/Enemies: Caledan Caldorien, Mari Al’maren, and the other members of the Fellowship of the Dreaming Dragon.

Appearance: Tall, as pale as the moon, and with eyes the color of dusky evening sky, Cutter is as beautiful as she is deadly. When in public, she wears



.dark leather armor, and a deep crimson cloak. She has shoulder-length hair the color of pale gold.

Personality: Cutter is power hungry, first and foremost. In her pursuit of this, Cutter is ruthless. She uses others only to advance her own goals. She even strangled her sister to death and used her son to help her toward her last, failed scheme. If she had succeeded, she'd certainly have disposed of the boy named Kellen, his use to her at an end. She also deeply enjoys torture, not only for the information it often provides, but for the act itself.

Cutter is also a woman who enjoys luxuries. She looted Iriaebor, keeping many expensive things to make her life more comfortable before shipping the rest off to the Zhents.

Locales Frequented: Iriaebor, Darkhold, and the other Zhent strongholds (in the past).

History: Ravendas (as Cutter was called) journeyed to Baldur's Gate while young, where she learned many martial skills. Her thirst for power led her to Darkhold, where she petitioned for membership in the Zhentarim. SEMEMMON gave her a task that she ruthlessly completed. She rose quickly through the ranks.

In about 1357 DR, Caledan, his lover and Cutter's sister Kera, and the rest of the Fellowship captured Cutter (still calling herself Ravendas then) after defeating her Zhentish army at Hluthvar. Left alone with her sister Kera, Cutter convinced the Harper of her regret and Kera unchained her sister. Cutter then strangled Kera with the same chains and escaped.

In 1363 DR, Cutter appeared and her Zhentish forces brought her to power in the city of Iriaebor. She was then able to control (and skim the profits of) the trade routes that passed through the city.

She also began instituting more repressive laws that were enforced by her Zhentilar as she proceeded to strip the city of its valuables and its people, shipping cargo and slaves east to her Zhentish superiors. She kept a few favorite items for herself.

She had many slaves digging beneath the city, seeking the crypt of the legendary evil, the Shadowking. She sought a mysterious artifact that she believed would empower her to enslave every creature in Faerûn.

After many adventures (including the first encounter with a SHADEVAR since ancient times) the heroes were captured by Cutter and she brought them to see her triumph, as the excavations were



complete. Her Lord Steward, Snake, betrayed her though. A thief who had been transformed into a shade by the consciousness of the trapped Shadowking, he had only faked loyalty to Cutter. In truth, he wished only to release his shadowy lord from his imprisonment.

When Cutter grasped the evil artifact, the Shadowking's prison was broken, and the reborn Shadowking erupted from her body, destroying it.

Motivations/Goals: Cutter wanted power and she was willing to kill anyone to get it. While she was realistic (as tyrants go), her appetite for power rivaled that of the most insane powermongers. She was the very picture of a high-ranking Zhentarim member.

Campaign Uses: If she's encountered in your campaign, it's likely that Cutter is pursuing another scheme somewhere in the Realms to bring her into power somewhere, either as a member of the Zhentarim or working on her own. Another possibility is that she may try to advance herself further within the hierarchy of the Zhentarim.

Sources: *Crypt of the Shadowking*, "The Walls of Midnight."



Cyndre

Human male 19th-level mage

ARMOR CLASS: 2

MOVE: 12

HIT POINTS: 56

THAC0: 14

NO. OF ATTACKS: 1

ALIGNMENT: Lawful evil

STR 12, DEX 15, CON 15, INT 18, WIS 14, CHA 17

Spells (10*/10*/5/5/5/3/3/3/1): 1st – *burning hands* (×2), *charm person* (×3), *feather fall*, *magic missile* (×2), *read magic*, *shocking grasp*; 2nd – *invisibility* (×3), *knock* (×2), *Melf's acid arrow* (×2), *mirror image*, *web*, *wizard lock*; 3rd – *dispel magic*, *fireball* (×2), *lightning bolt* (×2); 4th – *dimension door*, *polymorph other* (×2), *polymorph self*, *stoneskin*; 5th – *cloudkill*, *cone of cold*, *telekinesis*, *teleport*, *wall of iron*; 6th – *death spell*, *disintegrate*, *veil*; 7th – *power word*, *stun*, *transport**, *vanish*; 8th – *mass charm*, *polymorph any object*, *trap the soul*; 9th – *power word*, *kill*.

Weapons of Proficiency: Dagger, dart, staff.

Nonweapon Proficiencies: Ancient history (Thay), brewing, direction sense, etiquette, fire-building, heraldry, herbalism, reading/writing (Common), riding: land-based (horse), spellcraft; 5 open.

Equipment: Robe, hidden weapons (daggers in boots, etc.), spell components (if used in your campaign), spellbook.

Magical Items: *Bracers of defense AC 5*, *mirror of mental prowess*, *ring of protection +2*, *ring of wizardry* (doubles first- and second-level spells), *staff of slinging*.

Combat/Tactics: Cyndre prefers to surround himself with pawns and servitors to carry out his requests, rather than taking direct action himself. He's much more comfortable unseen, as the power behind some puppet figure. Only when other options fail him or when the culmination of some scheme is to occur does Cyndre step to the forefront.

Allies/Companions: Razfallow, half-orc assassin and his band of killers; the Black Wizards: Alexei, Kryphon, Doric, Talraw, Wertan, and Karianow.

Foes/Enemies: Tristan Kendrick, Robyn the druid, Daryth, Pawldo.

Appearance: Cyndre always appears wrapped in a full black cloak. When he (rarely) lowers the hood, blond curly locks and an almost cherubic face are revealed. Beneath the cloak he usually wears a soft cotton robe, woven with silk. His icy blue eyes seldom betray any negative emotions.

Personality: Cyndre is always in control and can be very diplomatic. His voice is pleasant and conversational, even when he's under stress. This diplomatic tone hides his quest for advantage when he's speaking. Cyndre is totally ruthless in his bid for power, even turning on allies if he feels they are challenging his superiority.

Locales Frequented: Caer Callidyr, anywhere in the Moonshaes his quest for power takes him.

History: Cyndre came to the Moonshaes from Thay, where he didn't get along well with the zulkirs who rule that nation. He decided to set off on his own, intent on carving out his own empire. The "primitive" Moonshae Isles seemed the perfect choice.

Meanwhile, the High King of the Moonshaes, Reginald Carrathal, was already served by a Council of Sorcerers, an institution of seven mages created by his father some 30 years before. The Council's



leader, a 15th-level mage named Curmanvyss, welcomed Cyndre, who was already almost as powerful as Curmanvyss himself. Cyndre also brought his own disciple Alexei onto the Council. While suspicious of Cyndre, Curmanvyss thought it best to keep such a powerful mage close to him, where Curmanvyss could observe him.

Within three years, Curmanvyss and five of his sorcerers were dead. Cyndre and Alexei brought mages of their own onto the Council and subverted those who remained from Curmanvyss's days. During this time, Cyndre also cultivated a relationship with the cleric of Bhaal, Hobarth. Together they formed a plan to conquer the Isles from within.

In 1346 DR, they put their plan into action. Cyndre enthralled High King Carrathal, and through the king, enrolled mercenaries, outlaws, and even a troop of ogres as the king's Scarlet Guard. Cyndre knew, of course, that these men and monsters truly belonged to him, not the king. With this array of physical force to back him, Cyndre began working to eliminate the druids of the Isles as they represented his most potent magical opposition. Cyndre also had the half-orc assassin Razfallow (ho/m/f8-t9/NE), who had been schooled at the Academy of Stealth in Calimshan for removing particularly powerful individuals. The half-orc also had a band of followers that helped him in his assassinations.

Cyndre sent this band of murderers to kill the King of Corwell and his son, Prince Tristan Kendrick. While the assassins succeeded in murdering Tristan's father, the prince himself survived the attack and drove off the assassins with help from his friends.

Cyndre also had other allies to call upon. He helped a band of duergar, also known as dark dwarves, eliminate a settlement of their traditional enemies, the svirfneblin. In doing so, he ensured the dwarves' aid in the days to come.

When he was challenged by Alexei over cooperating with Hobarth and the progress of his overall plan, Cyndre used the *transport* spell to imprison and later torture and maim his former comrade.

Back in the High King's court, Cyndre had learned via his magical mirror that Prince Tristan Kendrick was coming to Caer Callidyr, the high king's traditional castle, so the High King Carrathal could decide who should succeed Tristan's late father as King of Corwell. Cyndre convinced the magic-addled high king that Kendrick was really coming to kill him, and the high king declared the prince an out-

law. Cyndre also sent Kryphon and Doric to kill Tristan, an act Razfallow had failed to achieve once too often—a failure which cost him his life.

The heroes had managed to gather allies of their own, including Alexei, and they survived the evil wizard's plan for their elimination. As the forces of good and evil converged for final battle, Cyndre finally took direct action against his foes.

In the midst of a fierce battle, the druidess Robin and Alexei sought out Cyndre. The evil mage incapacitated his former fellow, but Robyn imprisoned Cyndre in a magical tangle of bushes and branches. An Earthmother-induced earthquake then struck the area, opening a fissure in the ground that swallowed Cyndre before closing in on itself.

Motivations/Goals: Cyndre wished to rule a vast empire, in order to show the wizards of Thay that they were wrong to disdain him. The Moonshaes are a rich land and had a weak ruler at the time. Cyndre sought to exploit that weakness for his own gain.

If he'd have survived his failure in the Isles, he doubtless would have moved on and begun again somewhere new, blaming Alexei and his other subordinates for his past failure.

Campaign Uses: If the bound wizard somehow managed to escape being buried alive, it's likely he'd flee the Isles, his power there broken. He could set up some new scheme or other in your campaign. In doing so, he'd first round up a group of supporters (likely to be mages) to carry out his plans. These supporters could include any pre-existing evil NPC mages from your game world. Cyndre's plan would most likely involve some way to come to power in the land of your campaign—probably wielding said power from the background.

Cyndre is a very powerful wizard, and unless your campaign (and your PCs) can handle such, Cyndre may not be right for your campaign. If he's kept in the background as a mysterious plotter that the PCs can never quite catch, though, his impact is lessened.

Sources: *Black Wizards*.



Deirdre Kendrick

Human female 18th level mage/9th level cleric

ARMOR CLASS: 7

MOVE: 12

HIT POINTS: 38

THAC0: 15

NO. OF ATTACKS: 1

ALIGNMENT: Neutral evil

STR 8, DEX 15, CON 18, INT 18, WIS 11, CHA 15

Cleric Spells (4/4/3/2/1): As “the sword of the New Gods” on the Moonshae Isles, Deirdre represented the Faerûnian pantheon’s interest in displacing the Earthmother there. As a result, Deirdre was granted major access to all spheres of clerical spells, within the limits for a cleric of her level.

Wizard Spells (5/5/5/5/3/3/2/1): 1st – *armor, feather fall, magic missile, read magic, sleep*; 2nd – *blur, darkness 15’ radius, flaming sphere, knock, misdirection*; 3rd – *clairaudience, clairvoyance, fireball, lightning bolt, wraithform*; 4th – *confusion, dimension door, magic mirror, stonewalk, wizard eye*; 5th – *animate dead, chaos, contact other plane, stone shape, teleport*; 6th – *flesh to stone, move earth, part water*; 7th – *control undead, shadow walk, teleport without error*; 8th – *glassteel, mind blank*; 9th – *time stop*.

Weapons of Proficiency: Dagger, dart, staff.

Nonweapon Proficiencies: As a tool of the gods, Deirdre learned much at an incredible pace. Below are the minimum number of proficiencies that she has: ancient history (Moonshae), chariotteering, local history (Moonshae), modern languages (Common, elven, firbolg), reading/writing (Common, Thayan), religion (Faerûnian and Moonshae), riding: land-based, spellcraft, and weather sense.

Equipment: As a princess of the realm, Deirdre has access to almost any kind of mundane equipment. Also, she seems not to need any material components for her wizard spells, and possesses all the holy symbols of the “new gods,” at least for a time.

Magical Items: *Ring of protection +2, a magical mirror* (a gift from Talos that shattered, infusing its shards within Deirdre’s body; see below for more details).

Combat/Tactics: Deirdre is not accustomed to actual physical combat, and her ascent to wizardly

and clerical power was so swift that she lacks the instincts of other spellcasters of her level. Only after she gave herself over to the will of the new gods could she act decisively in combat, using all of her newfound abilities to their maximum. Nevertheless, attacks from multiple foes or different directions still have a chance to distract her to the point of inaction.

Allies/Companions: Coss-Axell-Sinioth, an avatar of Talos, who took the insecurity and envy buried in Deirdre’s heart and turned them to delusions of grandeur and dreams of power. He provided her with many tomes of evil magicks and seduced her to the cause of the new gods in mind, body, and soul.

Foes/Enemies: Tristan, Robyn, and Alicia Kendrick, Keane the wizard, and the Earthmother, goddess of the Moonshaes.

Appearance: A cool, raven-haired beauty, Deirdre wears her hair long and has dark blue eyes. She dresses well, as a princess should, usually in tones that accent her dark hair and fair skin.

Personality: Intelligent, cunning, cold, and distant best define Deirdre. Intensely focused on her own perceived inadequacies, she envies all those around her for their gifts while ignoring or dismissing her own. Intrigued by magic and the power that she thought would fill the void within her, her ambition and self-doubt are the doorway to her soul that Talos and other gods exploited, much to Deirdre’s cost.

Locales Frequented: The Moonshae Isles; Caer Corwell, specifically the library or her rooms.

History: Deirdre Kendrick was the first daughter of King Tristan and Queen Robyn Kendrick. Deirdre was joined one year later by her sister Alicia. As they grew up together, Deirdre was often openly hostile to her sister, apparently already suffering from doubt and inadequacy that she channeled into rage.

As Deirdre matured, she seemed to grow out of her hostility toward Alicia. Instead, she became fascinated by magic and was a student of Keane for a time. That is, until Keane declared that he would teach her no more, a decision the mage had reached after discussion with the princess’s parents. Keane rightly feared that all Deirdre wanted from magic was power, a sort of balm for the emptiness she felt in her soul.

The Faerûnian god Talos acted to fill this void in 1365 DR when he sent an avatar known as Sinioth



to seduce Deirdre to the cause of supplanting the Earthmother's pre-eminence in the Moonshaes with the Faerûnian gods. Appearing in an attractive form he called Malawar, Sinioth appeared to Deirdre, to whom he provided vast amounts of magical knowledge-knowledge Deirdre was too immature to handle.

Deirdre did not submit immediately, though. She acted to end the legendary "Elf-Eater's" rampage through the elven community on the Isles, and later she also acted to save her father from his imprisonment in the sahuagin's coral kingdom.

Eventually, however, in love with "Malawar" and enticed by the possibilities of the power before her, she swore an oath of service to Talos, giving herself over to the will of the new gods and losing claim to her own soul at that moment.

After Deirdre joined her mother and sister in rescuing her father, the magical mirror that had been a gift from Talos was shattered and the razor-sharp shards of glass-as if alive-flew to and penetrated Deirdre's body, suffusing it with the evil of Talos and making her the living tool of the new gods.

Deirdre resisted this fate as best she could for as long as she could stand it, but she was already too much in the grasp of the new gods to ever succeed. Physically, mentally, and spiritually exhausted, Deirdre finally gave in to the power that was now coursing through her veins.

With this victory, Talos and the other new gods began their master plan. Raising an army of giants to destroy the Earthmother's power base of human worshipers, Deirdre sought to release their long-imprisoned leader.

Successful, she soon came into conflict with other members of her family who tried to convince themselves that this was no longer Deirdre. The girl they knew was already dead and gone.

Robyn, great druid of the Earthmother, and the others entered battle with Deirdre and the forces of the new gods. Events reached their climax when young Alicia Kendrick stabbed and killed the body of what had been Deirdre, thus defeating the new gods' plan by destroying the linchpin of that plan.

Motivations/Goals: While she lived, Deirdre sought something, anything, to fill the emptiness she felt within herself. She seized magical power and was consumed by it, becoming nothing more than a tool of the new gods to inflict themselves on the peoples of the Moonshae Isles. Deirdre is a



tragic example of someone who wants something so badly that she became lost in the quest for achieving the goal.

Campaign Uses: It's certainly possible that the Faerûnian gods, especially the evil ones, would not want to lose as valuable a tool as they have in Deirdre and they could *resurrect* or grant her some new form or life in the Moonshaes to again begin the process of infiltrating the Isles and weakening the Earthmother. Though all their past plans failed, they may try again.

Deirdre also may appear in other areas where the Faerûnian gods are looking to make inroads. Chult, Mulhorand, or even Zakhara or Kara-Tur could become the next target for expansion by the Faerûnian deities. This desire is endemic to all gods, not just evil deities, as gods need worshipers to supply their power.

Sources: *Prophet of Moonshae, The Coral Kingdom, The Druid Queen.*



Dendybar the Mottled

Human male 12th-level mage/4th-level cleric of Iyachtu Xvim

ARMOR CLASS: 7

MOVE: 12

HIT POINTS: 22

THACO: 17

NO. OF ATTACKS: 1

ALIGNMENT: Chaotic evil

STR 9, DEX 10, CON 8, INT 17, WIS 15, CHA 9

Clerical Spells (5/3): 1st— *cause fear, cause light wounds, command, darkness, detect good*; 2nd— *heat metal, hold person, silence, 15' radius*.

In addition to these spells, Dendybar also possesses the ability (apparently a gift from Xvim) to *animate* 1d6 skeletons or 1d3 zombies per round, provided that bodies are available.

Magic Spells (4/4/4/3/3): 1st— *charm person, magic missile (x2), sleep*; 2nd— *darkness 15' radius, ESP, invisibility, web*; 3rd— *hold person, lightning bolt, protection from normal missiles, wind wall*; 4th— *dimension door, Leomund's secure shelter, wall of fire*; 5th— *cone of cold, passwall, teleport*.

Weapons of Proficiency: Dagger, staff.

Nonweapon Proficiencies: Astrology, direction sense, engineering, fire-building, herbalism, reading/writing, religion (Xvim), riding: land-based, spellcraft, survival (temperate wilderness); 4 open.

Equipment: Dendybar, when he's operating beyond the Hosttower of the Arcane, has access to standard adventuring equipment.

Magical Items: *Ring of protection +3, robe of eyes, staff of power, a wand of fireballs, and a flesh golem named Bok* (see MONSTROUS MANUAL tome, page 167, for statistics).

Combat/Tactics: Dendybar is always ready for combat with several offensive spells waiting on his lips to be cast at anyone he deems a target. The spell selection above is indicative of an average day's choices for Dendybar the Mottled. Exceptions exist, of course, and these include times when he's trafficking with otherplanar creatures. During times such as these, Dendybar chooses spells appropriate to the situation. For example, he'd likely choose a selection of defensive and containment

spells (such as *protection from evil* and *wraithform*).

Allies/Companions: The mages of the Hosttower of the Arcane in Luskan, including Sydney, a female mage, Jierdan, a soldier of the Hosttower, and Bok, the flesh golem.

Foes/Enemies: Anyone he believes to be standing in his way.

Appearance: Quite a small, frail-looking man, Dendybar weighs barely 100 pounds, but there is an undeniable magical strength to the mage. Beneath the hooded, mottled-colored robes he always wears, the mage's withered skin seems stretched over naught but bones; however, his slow, deliberate movements, monotonous voice, and hollow features disguise a very dangerous man. He has sunken eyes, a penetrating stare, and a few tufts of scraggly white hair still cling to his scalp. None knows Dendybar's true age.

Personality: Dendybar the Mottled seldom speaks, but he hears everything that goes on around him. He'll pursue any course that he thinks promises a substantial gain in power and prestige. All other matters hold little interest for him. His world view is so perverted that even if he does succeed, he's likely to denigrate any who worked with him, as it's likely they too benefited from the venture. Therefore, these same associates are now viewed as potential threats to the Mottled One, and all threats must be eliminated.

Locales Frequented: Luskan, Icewind Dale, the trade routes between these points and all across the North.

History: First of all, there is no evidence that Dendybar is currently alive. Scurrilous rumors (spread by that knave Volo, no doubt) to the contrary are false. Dendybar is as dead as a Thayan door-knob in Khelben's study. (Of course, in your campaign, events may have progressed differently and Dendybar could still be alive, likely plotting someone's downfall.)

That said, Dendybar's first recorded appearance was in the Icewind Dale region, where he and others of the Hosttower managed to convince then-apprentice Akar Kessell to murder his mentor, Morkai the Red. In doing so, Kessell opened advancement opportunities for Dendybar and his co-conspirators. Dendybar and company then bushwhacked Kessell and left him for dead in the mountains.

Soon after this, Dendybar became Master of the North Spire of the Hosttower, replacing the late



Morkai. Dendybar is next seen when he summons the spirit of Morkai the Red for information on the current doings in Icewind Dale. Seeking the magical item that had previously granted Kessell power enough to raise an army, Dendybar sent a band of his servants to work with one ARTEMIS ENTRERI, who was after the halfling, Regis. All these ended up dead, and Dendybar himself was later killed by Morkai's spirit as vengeance for Morkai's own death, which had been prompted by Dendybar's machinations.

Motivations/Goals: At the heart of Dendybar's every action is his quest for power. Through guile, trickery, and violence has Dendybar ascended the ranks of the Hosttower, and he's not content until he rules the Hosttower as its archmage. He also seeks powerful magical items to aid him in his quest.

Dendybar also longs for lichdom, as the form's power and immortality will further his quest for more power, gained over an eternity of time.

Campaign Uses: Had he survived, Dendybar would make a most interesting foe. Capable of considerable guile and some unusual abilities for a wizard, the Master of the North Spire could become the primary villain (along with the others of the Hosttower) in any game campaign set in the North.

For lower-level campaigns, Dendybar can be the mage behind the scenes with enough power, servants, and contacts to make the lives of PCs more exciting. Perhaps the player characters disrupted some trade or exposed smuggling on the part of the Brotherhood or Dendybar personally. His ego would demand that the meddling amateurs be taught a lesson in real power.

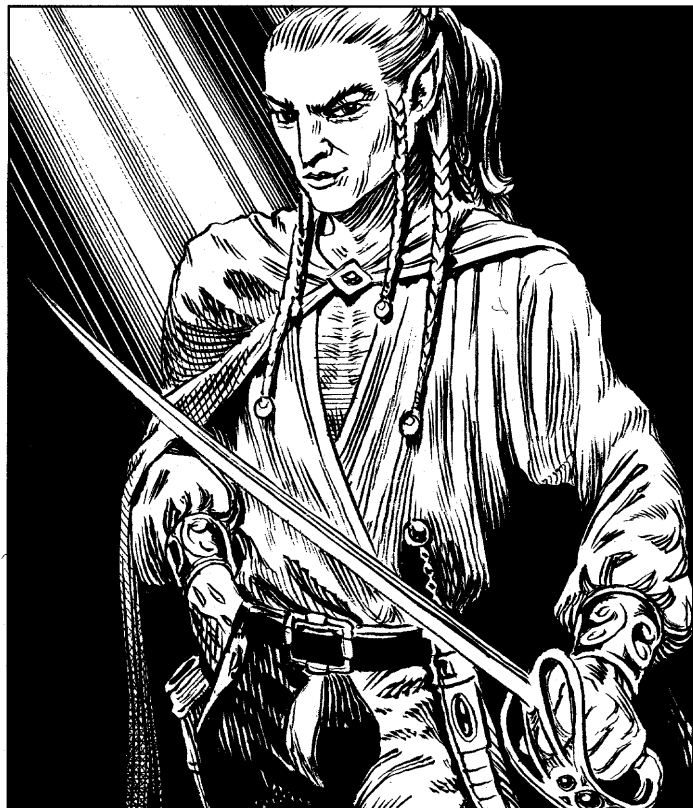
For higher-level campaigns, Dendybar can play a more active role. With a party of magelings and troops (not to mention golems and other magical constructs or items), Dendybar could ruin the day of many a PC adventuring band. Perhaps the PCs have uncovered some major magical item that Dendybar decides only he was right to wield. Having it stolen would not be a difficult task for one such as Dendybar. Then, the PCs would have to try to recover the item before Dendybar could make any major power plays with it. This could result in a full-fledged campaign as Dendybar travels across the North, seeking to gather the allies or components he needs, all the while working to stay ahead of the PCs.

Sources: *The Crystal Shard*, *Streams of Silver*, *The North* boxed set.



Arcane Brotherhood: This organization is a mercantile company and wizards' guild. The group maintains several safehouses in Luskan and across the cities of the North, but the Hosttower of the Arcane is its headquarters. Led by Arklem Greeth (LE hm W18), a hateful old man bent by age (who is believed to be preparing himself for lichdom), this evil, manipulative group has ties with the Zhentarim and others who share in the goals of politically and economically dominating the North.

Eldeluc (LE hm W14) is another member of the Brotherhood, and he took part in the conspiracy to eliminate Morkai the Red. He seems to have escaped Dendybar's fate though, at least so far. He and Dendybar came to be fierce rivals for power within the Brotherhood. Big and burly, this mage is close with many in the Zhentarim, especially those who are involved with Fzoul's growing church of Xvim. (See the Zhentarim's and Fzoul's entries for possible contacts and campaign uses.)



Elaith 'The Serpent' Craulnober

**Elf male 9th-level fighter/
9th-level mage**

ARMOR CLASS: -1

MOVE: 12

HIT POINTS: 49

THAC0: 12

NO. OF ATTACKS: 3/2

ALIGNMENT: Neutral evil

STR 17, DEX 17, CON 17, INT 16, WIS 16, CHA 17

Spells (4/3/4/2/1):** 1st— *burning hands, feather fall, magic missile, sleep*; 2nd— *darkness 15' radius, mirror image, web*; 3rd— *dispel magic, fireball**, lightning bolt***; 4th— *ice storm, Rary's mnemonic enhancer*; 5th— *cone of cold*.

** Elaith uses his *Rary's mnemonic enhancer* spell to memorize an extra fireball or lightning bolt spell, with the tactical circumstances—both current and ex-

pected—determining which of the two he chooses.

Weapons of Proficiency: Dagger (both thrown and wielded), darts, hand axe, spear, short sword, long sword (specialized); 1 open.

Nonweapon Proficiencies: Ancient history (elves), blind-fighting, brewing, direction sense, languages, modern (Common, elvish), reading/writing (Common, elvish), riding: land-based, spellcraft; 1 open.

Equipment: Elaith has access to all standard adventuring gear, though he seldom carries much unless he's planning to leave the City of Splendors.

Magical Items: *Bracers of defense AC 2, cloak of elvenkind, dagger of homing +2, ring of the ram, and several potions of extra-healing.*

Rumors also say that Elaith has caches of vast sums of money and additional magical weapons, healing potions, and so on all over Waterdeep.

Combat/Tactics: Elaith prefers melee combat to magical but will often soften up his foes with a dramatic fireball or lightning bolt and then close to the up-close-and-personal contest of blades. Elaith's foes are lucky in a way. They get to see firsthand a display of Elaith's dazzlingly graceful swordwork. More than once has Elaith taken a certain black glee in toying with an opponent in the midst of a tavern brawl, much to the entertainment of those not involved.

Allies/Companions: Elaith tends to be hard on his allies; in other words, few live to tell the tale of their travels. Tavern stories tell of several adventuring bands that Elaith has organized to go off after some treasure or other. Invariably, Elaith is the only member to ever return from these expeditions.

Two adventurers who have managed to survive repeated encounters with Elaith are the Harpers Danilo Thann and Arilyn Moonblade.

Foes/Enemies: While his sinister reputation precedes him these days, Elaith has few foes that live long enough to be identified as such. After his recent involvement in one of their plots, the Knights of the Shield can be considered an enemy.

Appearance: This astonishingly handsome moon elf has silver hair, amber eyes, a slender, smoothly muscled form, and a precise, melodious voice. While maintaining an indifferent air about him, this dangerous elf misses nothing that goes on around him. He earned his nickname as much from his sinuous grace in battle as from his acerbic, black humor.



Personality: Once spurned by all he'd held dear, Elaith found escape in evil and violence. He's ruthless and always in control, even to the point of being cold. The only emotion most can ever remember seeing on Elaith's face is a cold, hard rage. The moon elf's sense of ironic, black humor is also a trademark.

Locales Frequented: Evermeet (only long ago), and many locales in and around Waterdeep (including his tavern, The Hidden Blade) and Undermountain.

History: Elaith was born and grew to maturity amid the splendor of the isle of Evermeet. He had a home, love, and he was heir to the Craulnober *moonblade*.

Then came his time to draw the family's moonblade. The moonblade's gem clouded to the dead, milky white of a blind man's eye as the Craulnober *moonblade* rejected him. As the last of his line, the *moonblade* had not killed him as it would have normally. With only despair and failure in his heart, Elaith left Evermeet that very day. He took passage on a vessel to Waterdeep.

Once in Waterdeep, he discovered the cold rage and icy temper that have come to mark most of his life since then. Putting his own interests and survival above all, Elaith has grown to quite the notorious figure in and around the City of Splendors.

Not long ago, Elaith's mistress gave birth to his daughter, Azariah. Elaith also helped Danilo Thann (upon the advice of a priest) recover an elven artifact from the Knights of the Shield. In the climactic battle, Elaith was struck by a poisoned blade. As he lay dying, his only concern was for his daughter, and the moonstone in the hilt of the dormant *moonblade* glowed back to life. Elaith survived the poison and is trying to adjust to his new role as a father.

Motivations/Goals: Elaith's utmost concern now is his daughter and seeing that she's raised properly and is provided for in case something should happen to him. He's given up his *moonblade*, saving it for Azariah.

Campaign Uses: Elaith is one of the most intriguing characters Waterdeep-based PCs can meet. While he's thoroughly evil, perhaps the elf he once was has been reawakened with the birth of his heir.

PCs could meet Elaith if he needs some reputable deed done, something he dare not risk due to his reputation, or if something happened to Azariah,

Sources: *Elfshadow*, *Elfsong*, *City of Splendors* boxed set, "The More Things Change."



Flattery Wyvernspur

Human male 18th-level mage

ARMOR CLASS: 6

MOVE: 12

HIT POINTS: 42

THAC0: 15

NO. OF ATTACKS: 1

ALIGNMENT: Chaotic evil

STR 12, DEX 16, CON 15, INT 18, WIS 11, CHA 13

Spells (5/5/5/5/5/3/3/2/1): 1st— *burning hands*, *comprehend languages*, *detect undead*, *Eight*, *magic missile*; 2nd— *darkness*, *15' radius*, *invisibility*, *knock*, *levitate*, *web*; 3rd— *dispel magic*, *fireball*, *fly*, *hold undead*, *lightning bolt*; 4th— *detect scrying*, *dimension door*, *fumble*, *monster summoning II*, *passwall*; 5th— *animate dead*, *cone of cold*, *feeblemind*, *monster summoning III*, *telekinesis*; 6th— *legend lore*, *monster summoning IV*, *move earth*; 7th— *control undead*, *monster summoning V*, *reverse gravity*; 8th— *mind blank*, *monster summoning VI*; 9th— *shapechange*.



Weapons of Proficiency: Dagger, staff. In addition to these standard wizard weapons, Flattery is also specialized in the long sword. How he came to master such a weapon is unknown. His “creation” at the hands of Finder Wyvernspur likely had something to do with this however. Perhaps Flattery was “born” with some degree of weapons skill, just as he was born with knowledge of all of Finder’s songs and tales.

Nonweapon Proficiencies: Artistic ability (poetry, song, and other skills; Finder’s “legacy,” which Flattery refuses to acknowledge), astrology, engineering, herbalism, musical instrument (several), reading/writing, singing, spellcraft; 3 open.

Equipment: Flattery has access to all the spell components and spell books a wizard of his level requires (if components are used in your campaign). Beyond these, Flattery possesses or can gain the use of all standard adventuring gear.

Magical Items: *Dagger +2, ring of protection +2, ring of disintegration (functions as the spell, as if cast by a 12th-level caster, see the DMG).*

Combat/Tactics: Flattery is a very unusual mage for many reasons, just one of which is his preference for melee combat. On more than one occasion Flattery has chosen to engage foes in physical combat rather than using his spells to destroy them. Perhaps the means of his creation caused this unlikely trait. In any case, he is quite skilled with a sword (at least for a mage). In fact, he more than held his own against Giogi Wyvernspur in a fencing duel. Later, Flattery used his shapechange spell to assume the form of a large dragon to fight Giogi, who had used the Wyvern’s Spur to change his own shape to that of a huge wyvern.

Allies/Companions: His summoned and controlled monsters and undead creatures, Cat (temporarily; she felt she had nowhere else to go and no one to turn to). Flattery’s relationship (if it could be termed that) with Cat and his use of primarily unintelligent undead creatures (beings not known for their egos) says much of his inability to work with others as equals.

Foes/Enemies: Giogi, Cat, Dorath, and all the Wyvernspurs, including Finder. Flattery wanted revenge on his creator, or lacking that opportunity, his creator’s family. Flattery’s stated objective was the Wyvern’s Spur, so the family bearing that name was the perfect target.

Appearance: Flattery looks so much like Finder, Olive Ruskettle even mistook Flattery for her friend

at first. Flattery has sharp, hawklike features; piercing, predatory blue eyes, and silky black hair.

Personality: Flattery’s personality is stunted and immature. He’s prone to vicious temper tantrums and taking out all of his negative emotions on those around him. He never learned any self-control beyond that which his desire for vengeance grants him. His ill-developed personality is due, at least in part, to his negligent upbringing by Finder. A poor childhood does not excuse actively doing evil against innocents, however.

Locales Frequented: Immersea, Redstone Castle, and the flying citadel that he used as a base of operations and had flown all the way from the desert to Cormyr.

History: Flattery Wyvernspur was the first attempt by Finder Wyvernspur, a.k.a. the Nameless Bard, in creating a living receptacle for his songs and tales. (He’d already created the Finder’s Stone, and would later create Alias; see Alias’s entry in the *Heroes’ Lorebook* for more details on her “father.”) Finder was his usual arrogant, impatient self, and when the “newborn” Flattery (named by one of Finder’s two apprentices) didn’t perform up to Finder’s standards, Finder lost his temper and struck Flattery. This abuse continued as Finder again and again tried to get Flattery to perform, but Flattery soon refused even to speak. This enraged Finder, and the abuse became beatings.

Eventually, Flattery saw his chance to escape. One of Finder’s apprentices left Flattery’s “cage” unlocked and Flattery found Finder’s *ring of disintegration*. Re-entering his cage, Flattery sought to use the ring to kill his amoral creator. An apprentice leapt in front of the beam, however, sparing Finder’s life. Flattery maimed the other apprentice (Finder’s lover), and fled. Finder’s love later committed suicide rather than live with her condition. These events are what led to Finder’s imprisonment and the total erasure of his existence. Thus, the Nameless Bard was created.

The story now jumps ahead to the year 1358 DR, prior to the *Time of Troubles*. Flattery, now a powerful wizard, found Cat on a battlefield his zombies were searching for suitable corpses to create more of the undead creatures. Flattery took Cat (who was actually one of Phalse’s duplicates of Alias the swordswoman; see CASSANA’S entry for more of this plot), a young mage, as his apprentice. Like Phalse’s other duplicates of Alias, Cat had no false memories of



childhood incorporated into her as Finder had done with Alias. Flattery took advantage of this in the hope that he could bind Cat to him as a servant that could move about in public (unlike Flattery's undead). The mage said he possessed a magical memory crystal with all of Cat's (nonexistent) missing memories and he'd give it to her if she married him. She reluctantly agreed.

In truth, Flattery wished to use Cat as his tool to gain the Wyvern's Spur, a magical device that allowed certain members of the Wyvernsbur family to assume the form of a great, red wyvern. As his "father" was a Wyvernsbur, Flattery hoped to use the item for himself. He married Cat so that she too would be a Wyvernsbur and could enter the family crypt, where the Spur was kept, and not be killed by the crypt's guardian that was said to kill all non-Wyvernsburs who entered there.

Cat entered the crypt, but the Spur was already missing; she met Giogi Wyvernsbur while there. He also was searching for the Spur. Cat told him of her mission and how angry her master would be if she returned without the Spur. Giogi offered her his protection from Flattery.

Later, Flattery, frustrated with Cat's lack of success, kidnapped Giogi's newborn niece as ransom for the Spur. Giogi (with the Spur), Cat, the halfling Harper Olive Ruskettle, and the Wyvernsburs managed to defeat Flattery. The final battle found Giogi in wyvern shape and Flattery in the form of a dragon; clutched together in a precipitous dive, Giogi pulled out before striking the ground, Flattery didn't.

Motivations/Goals: Flattery ultimately wanted power, power enough to show the world (and his father) that he was worthy of respect and love. Unfortunately, Flattery took the road of evil, and that course never leads to true happiness.

Campaign Uses: If Flattery survived the crash, he'd want revenge. If he returns during the time Finder is in the Realms, Finder would become Flattery's target. Otherwise, any Wyvernsbur might become Flattery's quarry. Perhaps a PC (one who owns some potent magical item) is a long-lost cousin of the family and Flattery discovers this fact.

Sources: *The Wyvern's Spur*.



Fzoul Chembryl

Human male 16th-level priest of lyachtu Xvim

ARMOR CLASS: -1

MOVE: 12

HIT POINTS: 86

THAC0: 10

NO. OF ATTACKS: 1

ALIGNMENT: Lawful evil

STR 12, DEX 15, CON 16, INT 14, WIS 17, CHA 13

Spells (9/9/8/6/4/2/1): 1st— *bless, call upon faith (Tome of Magic [ToM]), cause fear, cure light wounds, detect magic, detect poison, poison food and drink, protection from good, remove fear*; 2nd— *augury, create holy symbol (ToM), find traps, hesitation (ToM), hold person (×2), mace of Xvim*, mind read (ToM), silence 15' radius*; 3rd— *bestow curse, cause blindness, dispel magic, emotion control (ToM), miscast magic (ToM), negative plane protection, prayer, speak with dead*; 4th— *abjure, cause serious wounds, divination, poison, protection from lightning, reaving blades**; 5th— *battletide*, cure critical wounds, mind-*



shutter (ToM), word of recall; *6th-blade barrier*, *Sol's searing orb* (ToM).

Weapons of Proficiency: Club, footman's flail, footman's mace, morning star, staff.

Nonweapon Proficiencies: Etiquette, fire-building, healing, herbalism, local history (Zhentarim and Zhentil Keep), religion, riding: land-based; 2 open.

Equipment: As a member of the Zhentarim's Inner Circle, Fzoul has access to all types of common equipment, plus many unusual, rare, or unique items.

Magical Items: *Mace +4*, *bracers of defense AC 2*, *silver morning star +1*, *staff of the serpent (adder)*, *cloak of the bat*, *bone mask**, *three blocks of incense of meditation*, *ring of free action*, *ring of spell storing* (DMS should define for their own campaigns), *rod of cancellation*, *ring of teleportation* (not worn but on his person at all times in case Fzoul needs to flee the scene). In his shrine, Fzoul also has access to another three blocks of *incense of meditation* and a *staff of the serpent (adder)* for emergencies.

Combat/Tactics: Unlike the mage MANSHOON, Fzoul has no aversion to personally battling the foes of the Black Network and the Godson of Bane. Fzoul prepares himself at such times by donning a set of full plate armor. Lacking skill with missile weapons, the high priest of Iyachtu Xvim uses his spells to soften up foes and has many magical or silver weapons with which he can enforce his opinions once combat closes to melee range.

Jealous of Manshooon's association with beholders, Fzoul has forcibly created eight death tyrants (undead beholders). They await his orders in some secret refuge, along with supplies of food, water, *healing* potions, golem servants, and extra magical items.

Allies/Companions: Lord Manshooon, SEMEMMON (only technically; he hates the lord of Darkhold personally, and it's doubtful Fzoul would ever call on Sememmon for aid unless the danger threatened the Black Network as a whole), and the organizations of the Zhentarim and the church of Iyachtu Xvim.

Foes/Enemies: The Harpers and all the heroes of the Realms who oppose the plans of the Zhentarim and the church of Iyachtu Xvim.

Appearance: Fzoul is burly, red-haired, and handsome. He normally wears the formal robes of a high priest of Xvim with all the accoutrements.

Personality: Fzoul is a politician, plain and simple. He has good things to say about anyone who can do something for him, but has nothing but scorn for any who cannot affect his goals. His machinations tend to be slow and sure, showing the cleric to be a very patient man. He is close with Manshooon, as close as two such evil men can ever be. As noted above, he hates Sememmon with a deep passion, as the latter was often Manshooon's tool to thwart Fzoul's plans without alerting the cleric that it was actually Manshooon putting a stop to Fzoul's schemes. In fact, Fzoul's even worked out contingency plans with Manshooon in case Sememmon ever makes a play to depose his former teacher as leader of the Zhentarim.

Locales Frequented: Zhentil Keep, Citadel of the Raven, Darkhold (only under extreme circumstances, as Sememmon is the lord of the place).

History: Fzoul is the only child of a minor noble house of Zhentil Keep. He entered the priesthood of Bane at an early age, using his skill as an administrator to ascend the ranks of the church's hierarchy.

Once he came to a position of power within the Keep's church (and an ally of the powerful and resourceful Manshooon), Fzoul split his church from the orthodox teachings of the High Imperceptor of Bane in Mulmaster. Fzoul interpreted Bane's doctrine of tyranny to mean that Bane's mortal followers should work to support the idea. Putting this belief to work, Fzoul thought, meant devoting the church to the most powerful tyrant available. In Fzoul's case, this tyrant was Manshooon, the true ruler of the Keep and the founder of the Black Network. Fzoul's doctrinal break thus allowed him to bring many of his church-priests included-into the Zhentarim.

The death of Bane during the Time of Troubles in 1358 devastated Fzoul. Following this, and an encounter with Bane's successor, Cyric, Fzoul reluctantly converted to the worship of the new god of strife, death, and murder. While Fzoul remained the church's chief administrator, he turned over active leadership of the church to Maskul Mirrormane (who was later succeeded- by his brother, Xeno).

The next decade ground on for Fzoul, with Cyric's domination of the Keep becoming more intolerable. Indeed, it was Fzoul who finally prompted Manshooon to shift the Black Network's chief base of operation away from the Keep to the Citadel of the Raven. Fzoul played a significant role in the *Cyrinishad* fiasco. He even worked with



the god Oghma to have Rinda the scribe (the one who finally created a workable version of the *Cyrinishad*) write the book entitled *The True Life of Cyric* as a counter to the first work.

Fzoul managed to flee to Teshwave with a number of key supporters before most of the Keep was destroyed by the giants, dragons, and humanoids that attacked. It's rumored that Fzoul spent many months in the company of Manxam the beholder, waiting to see how the remaining pieces of the convoluted puzzle that involved Cyric, the Keep, and the Zhentarim fell.

Apparently, it was during this time that Fzoul first got the idea to recruit several beholders to his own side—a plan that failed miserably. Instead, Fzoul finally managed to learn how to create undead beholders, known as death tyrants. Since that time, he's forcibly "converted" eight beholders to such status.

Finally, Fzoul's prayers for an alternative to Cyric were answered when the Godson of Bane, Iyachtu Xvim, escaped his imprisonment beneath Zhentil Keep and declared his claim to his father's divine portfolio: strife. Fzoul quickly converted and soon assumed leadership of the rapidly growing cult from Xana (LE hf P14). Fzoul hopes to induct many cult members into the Zhentarim, bolstering its ranks and increasing his importance to the Zhentarim and Manshoon.

Motivations/Goals: Fzoul has embraced the god Xvim and hopes to lead the Godson's church while his deity works to regain the portfolio of strife from the mad Cyric. He also hopes to bring many members of his burgeoning flock into the Zhentarim.

Within the Black Network, Fzoul is careful to always appear helpful and be genuinely needed by Manshoon, all the while furtively grabbing as much power as he can (the cause of his past conflicts with Manshoon's former pupil, Sememmon).

Campaign Uses: As with his magely counterpart Manshoon, incorporating Fzoul into your campaign must be handled carefully. However, Fzoul has been active in building his new faith, and therefore PCs are more likely to encounter Fzoul, his minions, and his plots than those of the more subtle Manshoon.

Sources: *Ruins of Zhentil Keep* boxed set, *Prince of Lies, Faiths & Avatars*.



Ghost

Human male 5th-level thief

ARMOR CLASS: 10

MOVE: 12

HIT POINTS: 19

THACO: 18

NO. OF ATTACKS: 1

ALIGNMENT: Chaotic evil

STR 7, DEX 12, CON 9, INT 14, WIS 14, CHA 8

Thieving Abilities: PP 25%; OL 60%; F/RT 45%; MS 15%; HS 50%; DN 55%; CW 70%; RL 10%.

Weapons of Proficiency: Club, dagger, short sword.

Nonweapon Proficiencies: Appraising, direction sense, disguise, rope use.

Equipment: Ghost has access to normal adventuring gear for a thief, including thieves' picks and tools, torches, rope, and so on.

Magical Items: Ghost's most potent magical item was actually three items known as *ghearufu*. Composed of a small gold-edged mirror on a necklace chain and one black and one white glove, *ghearufu*



allowed Ghost's spirit to leave his body and inhabit that of another. The spirit of the target body was forced out and entered Ghost's body. The target could make a save vs. death magic with a -4 penalty to resist this effect. Ghost would then kill his own weak body, forcing the spirit out. He'd place the black glove back on his own body, returning a portion of his spirit into his body and preventing the now bodiless spirit from re-entering it. The spirit would slowly fade away. Ghost uses a *ring of regeneration* to heal his oft-killed body. *Ghearufu* also could make all its components invisible.

Combat/Tactics: Ghost's true form was too weak to be much of a threat in combat and that was intentional (see above). Ghost used *ghearufu* to let him get close enough to assassinate his target. To this end, he normally chose a trusted friend of the target who was more physically capable of combat.

Ghost also used Vander, a firbolg, as his "spiritmate," a common (and very impressive physical specimen) but unwilling target of Ghost's possession.

Allies/Companions: Vander (who deeply hated Ghost and the power he wielded over him), the other thugs and assassins of the Night Masks sent to kill Cadderly, and the forces of Castle Trinity, including ABALLISTER.

Foes/Enemies: Cadderly, Danica, the Boulder-shoulder brothers, and the inhabitants of Edificant Library.

Appearance: A small, almost childlike figure, Ghost is thin to the point of frailness. He has heavy, drooping eyelids that make him look sleepy and thick, full lips. He also seems to be in a constant condition of ill health. He's subject to coughing fits and convulsions.

Ghost dresses as do all Night Masks when they gather: whatever nondescript garb each chooses to wear, and a silver gilt-edged black domino mask.

Personality: Ghost is cruel in the extreme. Not only does he practice the wicked profession of assassination, but he's chosen to go about in particularly vicious and sadistic way.

Ghost is very proud of his record of kills and the abilities he's mastered using *ghearufu*. For such an unimposing, weak physical specimen, Ghost's arrogant evil is huge out of all proportion. He takes a cold pleasure in doing his job, no longer even considering the damage he's doing not only to the victim but also to the victim's loved ones.

Locales Frequented: Westgate, Castle Trinity, the Snowflake mountains, and wherever his assassination assignments take him.

History: Ghost's original home and name are unknown. He's bragged that his consciousness has lived for more than 100 years, and that his current, frail body is the third he's claimed as his own. Apparently, when a body gets too old or too weak from repeatedly suffering the effects of violent death, Ghost finds a fresher, though still weak, form and takes it as his new body.

Ghost was a member of the score of thugs and assassins the wizard Aballister of Castle Trinity commissioned to kill Cadderly.

While the band of thugs and killers did cause terrible trouble in the vicinity, they failed to assassinate Cadderly. Ghost even tried to possess Cadderly's love, Danica. Danica's mental discipline enabled her to resist the power of *ghearufu*, and Ghost later tried to enter Vander the firbolg's body.

Cadderly's link to Deneir had allowed him to discern *ghearufu*'s power, and the priest helped Vander resist Ghost's will, albeit temporarily. In the battle that followed, both bodies perished.

Cadderly did battle with Ghost's spirit when it tried to enter Cadderly's body, but was defeated. Ghost's spirit perished, pulled down by the spirits of all the people he'd killed using *ghearufu*. Vander's body was healed and his spirit returned to it.

Ghearufu brought the assassin's spirit back as a true ghost, but it too perished after Cadderly destroyed the magical item.

Motivations/Goals: Ghost was content to make money killing people in his unique, sadistic manner. He even considered himself to be an artist, far superior to those who used crude weapons to kill their targets.

Campaign Uses: Ghost's unique modus operandi for committing murders makes him-or another like him-a terrible opponent. It's possible that whoever created *ghearufu* constructed than more one such item. The item's components could be different, but stopping the true killer could be very difficult.

Sources: *Night Masks, The Fallen Fortress.*



Halaster Blackcloak

Human male 30th-level mage

ARMOR CLASS: 6

MOVE: 12

HIT POINTS: 49

THACO: 11

NO. OF ATTACKS: 1

ALIGNMENT: Chaotic evil

STR 9, DEX 18, CON 25 (15), INT 20, WIS 19, CHA 9

Spells (7/7/7/7/7/7/6/6): 1st— *audible glamer, cantrip, charm, person, color spray, grease, magic missile, mending*; 2nd— *flaming sphere, fog cloud, glitterdust, invisibility, locate object, mirror image, shatter*; 3rd— *fireball, gust of wind, haste, hold undead, nondetection, suggestion, wraithform*; 4th— *charm monster, Evard's black tentacles, ice storm, improved invisibility, minor globe of invulnerability, polymorph other, shout*; 5th— *advanced illusion, dismissal, dream, false vision, Halaster's grappling hand*, hold monster, teleport*; 6th— *anti-magic shell, contingency, eyebite, mass suggestion, mislead, Mordenkainen's lucubration, repulsion*; 7th— *control undead, finger of death, phase door, prismatic spray, reverse gravity, spell turning, teleport without error*; 8th— *demand, mass charm, maze, mind blank, Otto's irresistible dance, screen*; 9th— *gate, imprisonment, meteor swarm, prismatic sphere, time stop, wish*.

Weapons of Proficiency: Dagger, darts, staff.

Nonweapon Proficiencies: Ancient history (Faerûn), ancient languages (Thorass, Ruathlek, Raurinese), astrology, engineering, gem cutting, herbalism, modern languages (Common, elvish, drow), navigation, reading/writing (Common and above languages), religion (Faerûnian, drow), spellcraft; in addition to the above, Halaster has much knowledge otherwise lost to the rest of the world.

Equipment: In his caches hidden throughout Undermountain, Halaster has access to almost every type of mundane equipment and supplies.

Magical Items: While Halaster possesses innumerable magical items, he has the vast majority of them stashed away in various caches-known only to him-around Undermountain. He's known to always carry or wear (at the very least) a *horned ring**, a *ring of vampiric regeneration*, 1d20 *flying daggers**, and a *robe of eyes*.



Combat/Tactics: While Halaster is insane, he's also incredibly dangerous. Halaster possesses a vast number of magical items; has access to hundreds of lost, rare, and dangerous spells; and is the lord of the most dangerous dungeon ever built, Undermountain. When within the confines of his "home," Halaster also has many magical constructs to protect him. These include, but are not limited to, crawling claws and helmed horrors. See the *MONSTROUS MANUAL* tome and the *MONSTROUS COMPENDIUM® Annual*, Vol. I, respectively, for details.

While his tactics will vary with his purposes, Halaster is one of the deadliest foes that face the heroes of the Realms today. Note that, among his many abilities, he cannot be surprised by any means.

Allies/Companions: None currently known; however, if the *Stardock* adventure has been played through, it's possible that Halaster owes the PCs a favor. (Saying any more would be frowned upon by the Mad Mage, who has his pride after all.)

Foes/Enemies: Too many to list, but if the PCs have ever adventured in Undermountain, it's entirely likely they'd consider Halaster to be their enemy.



Appearance: Halaster's true appearance is that of a tall, gaunt, elderly man dressed in tattered brown robes under an equally ragged gray cloak. His hair is long and strikingly white, framing his thin face as it hangs from around his face to his shoulders. If viewed while in Undermountain, Halaster seems confused and distracted, not quite focused. He seldom looks directly at those addressing him, and multiple images (or "phantoms") of him appear and disappear around continually. These images often seem to be engaged in their own activities and do not always seem aware of their immediate surroundings.

Personality: While in Undermountain, Halaster seems constantly distracted, always chuckling and muttering to himself over people and happenings only he can discern (see Unique Abilities below). He also has difficulty holding the thread of any conversation.

If he's ever removed from Undermountain, he regains his lucidity. At these times Halaster is fastidious, meticulous, and quite proper, though still thoroughly evil. Halaster can be honorable, and even noble in a way. He brooks no insolence in any case, and remembers any slight or aid given him.

Locales Frequented: The myriad, deadly environs of Undermountain, the huge dungeon complex beneath Mount Waterdeep.

History: Halaster, the Mad Mage of Undermountain, is the designer of that insane, chaotic maze of deathtraps, monsters, and disreputable beings of all shapes and sizes.

This man's given name was Hilather, but he changed it to the grander Halaster as more befitting a powerful mage. The date and place of his birth are unknown, but he's rumored to be older than even Elminster. Regardless of his origins, Halaster left off his dealings with most of humanity more than 1,000 years ago. Accompanied only by his seven apprentices, Halaster came to the base of Mt. Waterdeep to build his new home. He summoned and bound fell creatures from other planes to build this tower and complex, as well as smaller towers for his apprentices. Once finished, even his apprentices saw less of their master.

As he dealt less and less with humans and more with the vile creatures from other planes, Halaster changed. He grew grim and became prone to long, sullen silences, broken by sudden, violent rages. He had his servant creatures dig storage areas and additional laboratories beneath his tower, and this work went on for decades.

Finally, his servitors broke into an area Halaster called the Underhalls. These tunnels had been dug by the dwarf Melairkyn clan, named after its founder, Melair. This clan had discovered mithral. The dwarves eventually died or were scattered by incursions of duergar and drow. When the mithral mines were played out, the duergar left, but the drow remained.

Halaster is thought to have wiped out the last of the drow after they had been weakened in a war with the surface elves. The mage's apprentices believed that Halaster kept some of the drow, magically transformed them, and held them as his new slaves.

In any case, Halaster soon faked his death, banished his otherplanar servants, and abandoned his complex on the surface, moving all to these underways. Halaster soon began "testing" his servants and traps against his seven apprentices. Only one survived, named Jhesiyra Kestellharp, who later became the Magister. The Magister's writings provide what little is currently known of the Mad Mage.

Now alone with his surviving servants, Halaster began his monstrous menagerie by visiting other planes and kidnapping creatures. He also built his network of gates to move them around his new home. Over time, Undermountain has slowly become what it is today, a reflection of its creator's madness.

Halaster was actually visited in his sanctum sanctorum recently by the adventurer Artek the Knife and others who were using a *horned ring* in an attempt to escape Undermountain.

Motivations/Goals: Halaster views Undermountain as his own deadly playground, a means to bring him entertainment as well as new companions, knowledge, and magical spells and items. He seems content to rule his demented but lethal domain, constantly tinkering with its contents, inhabitants, and the network of *gates* he maintains there and beyond.

Campaign Uses: Halaster is a mystery and a terror to those who know he still exists. DMs should ensure that he remains an enigma in their campaigns; most adventurers, even those who are brave (or depraved) enough to call Undermountain home should never meet Halaster, though many claim to have seen the strange "phantoms" of an aged wizard who observes much in Undermountain. Halaster is mad and evil, a terrible combination when one is as powerful as he.



Sources: *Ruins of Undermountain*, *Stardock*, *Escape from Undermountain*.

Unique Abilities

While in Undermountain, Halaster functions under the results of numerous wish-granted abilities with far-reaching implications. While he exists physically in only one place at a given time, he can generate illusory images of himself anywhere within Undermountain or within 10 yards of any *gate* that leads to or from the complex. These “phantoms” can be used by Halaster to observe, cast spells through, or communicate. At any time, at least nine (one for every major level of the complex) and as many as 30 of these phantoms exist, roving the halls of Undermountain. Halaster also can exchange any of these phantoms with his true body instantaneously without any visual change or alteration.

Halaster is also aware of the use of any *gate* within Undermountain and can actively control their functioning (or lack thereof) and destination within his complex. It is he who maintains certain patterns within the *gate* network. The only *gates* Halaster cannot actively control are those used to enter Undermountain that are more than 100 miles distant from his complex. He can control one *gate* per turn.

Over the centuries, Halaster has worked multiple magicks upon himself with permanency spells, endowing him with the following abilities:

- true *seeing* at will;
- he can cross chasms, pits, and the like without falling, and he moves in silence, never leaving tracks;
- permanent *protection from normal missiles*;
- while he remains within Undermountain, Halaster is essentially ageless.

Further, it's a safe wager that Halaster has multiple *contingency* spells upon his person to prevent injury or death. (Although these magicks didn't keep Halaster from getting temporarily kidnapped recently. See the DUNGEON CRAWL® adventure *Stardock* for full details.) Probability also leans heavily toward Halaster maintaining clones of himself (with all the above powers and abilities) deep within Undermountain. Always bear in mind that Halaster is one of the most powerful wizards in all of Faerûn, and PCs shouldn't be allowed to find, much less loot, any of his treasures or other caches.



Baron Faneuil Hardisty

Human male 9th-level fighter

ARMOR CLASS: 3

MOVE: 12

HIT POINTS: 54

THAC0: 12

NO. OF ATTACKS: 3/2

ALIGNMENT: Lawful neutral

STR 15, DEX 13, CON 15, INT 12, WIS 11, CHA 12

Weapons of Proficiency: Long bow, heavy cross-bow, dagger, heavy horse lance, horseman's mace, bastard sword, long sword.

Nonweapon Proficiencies: Animal handling (horse), armorer, heraldry, hunting, leatherworking, riding; land-based (horse); 2 open.

Equipment: As a member of the Council of Lords, Hardisty has access to all types of gear that Zazesspur has to offer in addition to standard adventuring gear from his younger days.



Magical Items: None known; nondescript items (such as rings, bracers, or other protective devices) certainly are possible.

Combat/Tactics: An experienced warrior, Hardisty is used to commanding troops or fighting one-on-one, either on foot or mounted. He's difficult to catch unawares, and is a savvy tactician.

Allies/Companions: The Lords' Council and the bureaucracies of Zazesspur.

Foes/Enemies: Zaranda Star, and the conspirators behind much of the illegal activity in the city.

Appearance: Baron Hardisty is handsome with a face that's just beginning to show signs of weathering. He has intense brown eyes, square-cut brown hair lightly salted with gray, and dresses well in greens, golds, and browns.

Personality: Baron Hardisty sees the anarchy in Zazesspur and all of Tethyr, and he seeks to end it by putting himself on the nation's empty throne. Not truly evil, Hardisty can be misled by others, though he simply seeks to instill law and order—his law and his order—on Tethyr. A warrior by trade, he sees a solution to the anarchy, a military solution he's not afraid to take if all else fails.

Locales Frequented: Zazesspur.

History: Faneuil Hardisty served in King Azoun's Crusade against the Tuigan Horde as a Captain (as did Zaranda Star), and did so bravely.

The two met again years later in Zazesspur when Hardisty had become the most prominent member of the city's Council of Lords. Hardisty sought to put himself on the throne in order to end the anarchy.

Unknown to both of them however, a fiend, the Zhentarim, and a hideous creature known as a deepspawn (see *MONSTROUS MANUAL* tome, p. 53) all had a hand in the city's condition and were using Hardisty to secure and expand their gains in the city. Eventually, Star and others managed to expose and defeat these factions, freeing the city. Hardisty became prey for the deepspawn after crowning himself king.

Motivations/Goals: Hardisty sought to end anarchy by imposing law—his law. He learned that any one man's law can be turned to wicked and evil ends.

Campaign Uses: If he escaped, Hardisty would likely begin anew elsewhere. Not a true villain, he could be encountered as a foe or an ally by the PCs.

Sources: *War in Tethyr*.

Hobarth

Human male 15th-level cleric of Bhaal

ARMOR CLASS: 2

MOVE: 12

HIT POINTS: 75

THAC0: 12

NO. OF ATTACKS: 1

ALIGNMENT: Lawful evil

STR 16, DEX 15, CON 16, INT 15, WIS 18, CHA 13

Spells (8/8/7/7/4/2/1): 1st— *command, create water, darkness 15' radius, detect magic, pass without trace, purify food and drink*; 2nd— *attraction**, *find traps, know alignment, obscurement, produce flame, speak with animals, silence 15' radius, trip*; 3rd— *animate dead, create food and water, decay**, *dispel magic, glyph of warding, speak with dead, summon insects*; 4th— *animal summoning I, cause serious wounds, free action, lower water, protection from lightning, spell immunity, sticks to snakes*; 5th— *control weather, insect plague, plane shift, wound**; 6th— *animal summoning III, speak with monsters*; 7th— *control weather, moonveil**.

Weapons of Proficiency: Club, dagger (used only for sacrifices to Bhaal), footman's mace, sling, staff.

Nonweapon Proficiencies: Ancient history (Bhaal), cooking, direction sense, fire-building, herbalism, hunting, religion (Faerûnian), tracking; 5 open.

Equipment: Weapons, pack, unholy symbol, ceremonial dagger (for ritual killings).

Magical Items: *Heart of Kazgaroth**.

Combat/Tactics: Hobarth despises physical combat, as he does any physical exertion that is not pleasurable. If faced with a dangerous foe, Hobarth's choice would be to use *animate dead* or other spells.

Allies/Companions: CYNDRE and his wizards, the corrupted Genna Moonsinger, Ysalla, and sahaugin.

Foes/Enemies: Tristan, Robyn, Daryth, Pawldo.

Appearance: Hobarth is monstrously fat, with rolls of flab sagging from his neck; his piggish eyes gleam with light from a life of disgusting pleasures. His heavy, sinister brow, bloated cheeks, greasy thin hair, and several large warts—gifts from Bhaal for past failures in faith—complete the cleric's countenance. He usually wears his black holy robes, beneath which he conceals the chain mail that he prudently wears.



Personality: Hobarth is petty, cruel, mean, and vicious. He has a short temper when events go against him, and he is a pig in his personal habits. He indulges all sensory pleasures, as his huge, disgusting form reveals. Hobarth especially enjoys sacrificing victims to Bhaal, savoring their death-cries.

Hobarth absolutely hates the water. Any significant body of water terrifies him; the ocean surrounding the Moonshaes is abhorrent to him. (Perhaps this aversion to water explains some of his personal habits.) He also hates dogs for some reason.

Locales Frequented: The Moonshae Isles.

History: Hobarth came to the Moonshaes from Amn at some undetermined time, and observed Bhaal's attacks on the Isles and the Earthmother.

In the year 1345 DR, the Lord of Murder, Bhaal, corrupted one of the Earthmother's Moonwells of the Moonshae Isles. From this Darkwell, KAZGAROTH the Beast attempted to destroy the Earthmother and ruin the Moonshaes. Kazgaroth was defeated and killed, however, but the Beast's stonelike heart survived. During this time, Hobarth struck an alliance of convenience with the evil wizard Cyndre to take control of the Isles from within. Together, the cleric and the wizard worked to bring down the druids of the Isles. Cyndre tried to have Prince Tristan Kendrick assassinated, and Hobarth sought the druidess Robyn as a sacrifice to appease Bhaal's hunger for murder and blood.

Along the way, Hobarth used his decay spell on a boat that Tristan Kendrick was to voyage on. The boat rotted away beneath its passengers in a storm later conjured by Hobarth's *control weather* spell. Kendrick survived, however.

Hobarth later used the *heart* to raise an army of the undead to attack Myrloch Vale, the center of the Moonshae druids' religion and the concentration of the Earthmother's power. Hobarth's undead army won the day at Myrloch Vale, but the Earthmother saved many of her druids from death and worse by transforming them all into stone; all except young Robyn who was spared because she had been separated from the others earlier.

Hobarth then fouled the Vale's Moonwell by tossing the bodies of the dead and pieces of the undead into its pure waters, polluting the Moonwell and corrupting more of the Earthmother's power.

Hobarth held this strategic position even while Cyndre and his forces, which included a troop of Bhaal-worshipping sahuagin (MONSTROUS MANUAL



tome, p. 306), were defeated by the heroes of the Isles and the waning power of the Earthmother. Many sahuagin survived however, and all the dead from the battle were soon animated into a second army of undead to be sent against the Moonshaes.

Still in possession of the *heart*, Hobarth was able to return the Isles' Great Druid, Genna Moonsinger, to a form of life from the stony statue the Earthmother had transformed all her druids to in an effort to save their lives. While Genna returned to life, she did not return to herself. The *heart* passed into Genna's stony form and turned it back to flesh, but the presence of the evil artifact also consumed Genna's goodness and force of will. The Great Druid was now totally devoted to the service of Bhaal (and the petty desires of Hobarth). While she mysteriously still possessed her druidic powers, they were now put to evil use. Hobarth gave Genna her first major mission: to upset the union of Prince Tristan Kendrick and the young druidess, Robyn, by seducing Tristan and arranging for Robyn to catch her love being unfaithful. Genna was successful in this mission, but the love the young couple shared eventually brought them back together.



Meanwhile, Hobarth told his dread god of the Earthmother's Children and how they'd fought for her in the past. Bhaal then created three Children of his own. Unnatural, foul corruptions of true animals, these beings came to be known as Thorax the owlbear, Bhaal's Flock of perytons, and the king of Bhaal's Children, Shantu the displacer beast. (See the *MONSTROUS MANUAL* tome.) These abominations were then loosed upon the Isles to do Bhaal's evil bidding. Indeed, Shantu eventually came upon the heroes of the Isles and killed Daryth of Calimshan.

Hobarth then journeyed to the coast where he summoned the high priestess of the sahuagin. Following her was an unstoppable army of the dead, the bodies of many who'd lost their lives to the ocean's waters. This massive army moved slowly but inexorably toward land.

Meanwhile, the owlbear found and attacked the heroes, but was tricked into entering a tar pit, in which it quickly became trapped and sank from view. The perytons soon found the heroes though, and they began a running battle with Tristan and company for some time. The heroes finally drove them off.

Shantu soon came to battle Kamerynn the unicorn, the last of the Earthmother's Children. Their fierce conflict could end only in the death of one of the combatants. Though he managed to plant his horn deep into Shantu's side, Kamerynn was the one to fall, slain by the might of Hobarth's god, Bhaal.

Finally, the forces of good and evil were brought to one decisive battle. The corrupted Genna brought the heroes to Myrloch Vale's Darkwell, where she briefly resumed the form of Kazgaroth before being destroyed. Shantu was destroyed there as well.

While their deaths enraged Bhaal, these events also allowed him the chance to enter the Realms in his avatar form known as the Ravager (see *Faiths & Avatars*). The heroes battled bravely, but were hopelessly overpowered. Finally, they hurled the *sword of Cymrych Hugh* into the Darkwell from which Bhaal's avatar had emerged. This act severed the link that allowed Bhaal to exist in the Realms, and without it, he was banished back to the Outer Planes. This banishment felled the undead armies, for without the god's power to animate them, they were only corpses.

Hobarth felt the banishment as well. About to kill Grunnarch, king of the Northmen, Hobarth felt his dread lord's exit from the Realms as a deep betrayal. Freeing himself, Grunnarch throttled and killed the fat cleric, his desperate pleas to Bhaal going unheard.

Motivations/Goals: As a devoted priest of Bhaal, Hobarth sought to propitiate his deity and advance his lord's schemes at every opportunity. During the events recounted above, Hobarth sought the destruction of the Moonshaes' Earthmother, and the "birth" of Bhaal's avatar (known as the Ravager) in the Realms. With Bhaal's death during the Time of Troubles, it's likely that Hobarth would now serve another deity if he had lived.

Campaign Uses: If Hobarth had not succumbed to the strong hands of Grunnarch, King of the Northmen, it's likely he'd have fled the Isles. With Bhaal's power there broken, Hobarth would have been without much of his power. He felt deeply betrayed when he called on Bhaal to save him from Grunnarch and received no answer. That and Bhaal's banishment from the Moonshae Isles would likely lead to Hobarth entering the service of another deity. This most probably would be Cyric; as Bhaal's killer, Hobarth might consider it only appropriate to follow the Dark Son. Some former followers of Bhaal have joined the church of Iyachtu Xvim, however, so this too remains a possibility.

Another option is that Hobarth could learn of the fragment of Bhaal's essence that's fouled the Winding Water near Boareskyr Bridge in the Dalelands and try to revive the dead god from the poisonous river.

In any case, Hobarth demonstrates how dangerous a high-level cleric can truly be, even when acting primarily in the background.

Sources: *Black Wizards*, *Darkwell*.

The Children of Bhaal

As mentioned above, full statistics for these creatures can be found in the *MONSTROUS MANUAL* tome. As divine creations, these particular beings represent the epitome of their vile races. Consider each to have maximum possible hit points, maximum possible intelligence, each successful hit does maximum possible damage, and so on. Also, Bhaal's Flock of perytons numbers 2d20, not 2d4.



Jander Sundstar

Elf male 8th-level fighter/vampire

ARMOR CLASS: 1

MOVE: 18

HIT POINTS: 68 (treat as 13 HD creature)

THAC0: 7

NO. OF ATTACKS: 3/2 (as fighter)

ALIGNMENT: Chaotic neutral (good tendencies)

STR 20, DEX 19, CON 18, INT 19, WIS 16, CHA 18

Weapons of Proficiency: Long bow, dagger, staff, long sword, short sword, whip.

Nonweapon Proficiencies: Artistic ability (carving/sculpting), bowyer/fletcher, gaming, reading/writing (Common, elvish), singing.

Equipment: His dagger, full cloak, spare gloves and clothes, carving tools and medium, partially finished works, and sharpened stakes.

Magical Items: *Short sword* +2, and a *dagger* +1 kept hidden beneath his clothing.

Combat/Tactics: Jander's vampiric form is unique, conforming wholly neither to standard AD&D game rules, nor the RAVENLOFT® setting's variant rules. Jander's abilities are summarized below. (Important statistical variants are included in the block of game information at the top of this entry.)

He bites his victims, but drains one Constitution point per round rather than draining life (experience) levels. This ability is identical to that possessed by nosferatu vampires, which are described in the MONSTROUS COMPENDIUM: RAVENLOFT Appendix III: *Creatures of Darkness*.

Jander can *charm person* as a normal vampire, but the victim who looks into his eyes suffers a -4 penalty to the saving throw vs. spell. Jander also can *charm* a target with his voice alone; no penalty is applied to the target's save when Jander uses his voice alone to *charm*.

Jander can be struck only by weapons of +3 enchantment or better, he has 25% Magic Resistance, and he regenerates 4 hit points per round. While he still seeks to avoid it, Jander can withstand sunlight for one hour. He is also immune to the effects of running water. Like normal AD&D game vampires, Jander is immune to *sleep*, *charm*, and *hold* and all other mind-affecting spells as well as poison and paralysis. Cold and electrical attacks cause only half normal damage.



Finally, Jander also is cursed with the *black thumb* that all elf vampires share. Any plant that Jander touches to his skin withers and dies. Depending on the size of the plant, the death takes time. (Trees, for example, may take weeks to fully die.) During the withering period, Jander feels the plant's agony as his own. Fortunately, this curse is not transmitted through fabric, allowing Jander to handle plants and even maintain a garden as long he wears gloves.

Jander possesses also all the abilities and vulnerabilities of normal vampires as listed in the MONSTROUS MANUAL tome, except where differences are stated above. These abilities include assuming the form of a large bat or a golden-furred wolf. Brief statistics for these forms are:

Dire Wolf: Dmg 2d4, AC2 (6), THAC0 15, MV 18, SZ L, ML 16.

Bat: Dmg 2d6, AC 4 (8), THAC0 20, MV Fl 18 (C), SD -3 penalty to opponents' attack rolls, SZ T, ML 16.

If the RAVENLOFT rules are being used to represent Jander's current status, he possesses all the abilities, immunities, and weaknesses of an *eminent* vampire.



Allies/Companions: His lost love Anna (some fragment or aspect of Tatyana), Sasha and Leisl, Rhynn Oriandis, Maia the barmaid.

Foes/Enemies: Strahd Von Zarovich, Shakira “The Shark” Khazaar, his former master Cassiar.

Appearance: Jander is a fine physical example of a male gold elf. Tall for an elf at 5’9”, he weighs only 130 pounds. His handsome features are sharp, but not feral as so many vampires’ looks become. Hair the color of wheat falls to just beyond Jander’s shoulders, almost covering his pointed ears. His skin is a pale gold, and his large, sad eyes are silver. One of Jander’s hands has been left burned and withered by his contact with a powerful magical item.

Jander prefers clothing of strong, primary colors such as red or blue. He often wears a voluminous gray cloak, boots, and his hands are always covered by white leather gloves—due to his scarred hand and his vampiric *black thumb* power. The cloak can act as an emergency shield from the sun’s light.

Personality: For the most part, Jander is a kind and gentle soul who has managed to withstand the horrific transformation into a vampire without losing himself to mindless savagery and evil. Jander cherishes beauty in all forms, whether it’s literature, art, nature, or the shared smiles of a young couple in love. His family name honors the sun, and Jander misses its precious warmth and light very much.

However, the animal within Jander can be witnessed at times. When pushed to the brink, either emotionally or physically, Jander succumbs to a berserker rage. He assumes wolf form and attacks anything unfortunate enough to cross his path. He might be able to spare a loved one, but this isn’t a certainty. As time passes, these rages have become less frequent; Jander is becoming more patient. Perhaps this is a result of his undying life; immortality, even a cursed existence such as Jander’s, does grant a new perspective on events and life itself. It should be noted that Jander has never created another vampire and likely never would now, after his experience with Anna.

His time in the Demiplane of Dread has dimmed the purity in his soul, but has not extinguished it—at least not yet.

Locales Frequented: The Orc’s Head Inn in Mistleale on Faerûn, Castle Ravenloft in Barovia, the domain of Forlorn.

History: Jander Sunstar was born on the enchanted isle of Evermeet to gold elf parents. After

he’d grown, he traveled to the human-dominated areas of Faerûn in search of adventure. He found more than he ever dreamed of. He became involved in a disaster that turned the community of Merrydale into Daggerdale.

A pack of vampires descended on the unsuspecting dale, and Jander was ambushed and betrayed by a friend turned undead after the main battle. His “re-birth” as a vampire is the result of that attack.

Jander suffered through 100 years of servitude to the evil vampire who created him and who was his master. Throughout this time however, Jander remained true to himself, never surrendering his soul to the vile creature he’d become. Finally, Jander gained his freedom by destroying his vampire master. Jander eventually settled near the city of Waterdeep, free now but completely alone.

That is, until he met and fell passionately in love with Anna, a patient at an insane asylum outside the City of Splendors where he’d occasionally go to feed. When Jander tried to make her his vampiric mate after she’d fallen ill with a fever, she refused his offer and died in his arms. Stricken with despair, rage, and grief, Jander swore revenge on whomever or whatever had caused Anna’s madness. This vow the dark powers of the Demiplane of Dread heard, bringing him into the lands of the RAVENLOFT campaign setting. This occurred in the year 1098 DR.

There he came into contact and conflict with another vampire, one Count Strahd Von Zarovich. By the time their tale ended more than 25 years later, Jander hated the darklord of Barovia with all his heart. With the aid of two brave villagers, Jander tried to end Strahd’s evil existence, even offering Lathander his unlife in exchange. Strahd and Jander survived the confrontation, but both were sorely wounded. Believing himself to be dying, Jander asked his friends to help him watch the sun come up—to see the face of Lathander—one more time.

As Jander discovered, his love Anna was once known in Barovia as Tatyana, the lady love of Strahd’s brother, Sergei. Strahd murdered Sergei and drove Tatyana to madness in his attempt to make the lovely woman his own. Tatyana hurled herself off a cliff and plunged into the Mists. While Strahd was paying for his crimes for eternity, Tatyana, or some fraction of her, came to the Realms. There she was placed in the asylum where Jander later found her and came to care so deeply for her.



Rumors have reached certain Faerûnian ears of late that Jander did indeed survive the sunrise of that fateful morning; he was “saved” from annihilation by the Mists. When the Mists again parted, Jander found himself in the domain of Forlorn, his hatred of Strahd now spread to all vampires, whom he destroys at every opportunity.

Motivations/Goals: If Jander still lives, his quest for the cause of Anna’s madness is over and he lacks other immediate goals—just one of the curses of eternal life. Still in the Demiplane of Dread, he’d likely try to find a means to return home, or a way to destroy Strahd once and for all—killing all vampires he came across along the way.

Campaign Uses: Jander could be encountered before the Mists took him (after all, he was a vampire for 500 years in the Realms). Or perhaps in your world the cause of Anna’s madness was Realms-based and the Mists never called Jander to the Domains of Dread.

If Realms PCs were unfortunate enough to be drawn into the Demiplane of Dread’s land of Forlorn, they might encounter Jander. Perhaps they could assist him in his self-appointed missions, or even try to help him escape back to the Realms.

If Jander ever were to return to the Realms, he’d likely continue his dangerous hunting of undead. The image of a vampiric vampire hunter is most intriguing, and certainly something most PC undead hunters would not be expecting. Of course, Jander may not limit himself to killing only vampires, but all evil undead. (The Realms certainly seems to have enough to them to keep even an immortal hunter occupied.) Jander might even want to recruit some assistants to help him in his task—PC assistants, obviously.

Sources: *Vampire of the Mists*, the story “Blood Sport” in the *Realms of Infamy* anthology, *Children of the Night: Vampires*, and the RAVENLOFT core rules.



Jarlaxle

Drow male 17th-level fighter

ARMOR CLASS: -6

MOVE: 12

HIT POINTS: 99

THAC0: 4

NO. OF ATTACKS: 9/2 or 5 (thrown daggers)

ALIGNMENT: Neutral evil

STR 14, DEX 20, CON 15, INT 18, WIS 15, CHA 18

Spell-like abilities: *Dancing lights, darkness, detect magic, faerie fire, know alignment, levitate.*

Weapons of Proficiency: Hand crossbow, dagger (melee and thrown), main-gauche (damage as dagger, but +1 to parry and disarm attempts), rapier (1d6+1/1d8+1; specialized), long sword, short sword, two-weapon fighting style.

Nonweapon Proficiencies: Dancing, direction sense, endurance, etiquette (drow), gaming, light fighting, riding: land-based, rope use, set snares, singing, survival (Underdark), tracking.



Equipment: As the wealthy leader of the mercenary band Bregan D'aerthe, Jarlaxle has access to all forms and types of drow items, equipment, and weapons.

Magical Items: Jarlaxle is rumored to be covered, head to toe, in potent magical items. The known (or suspected) items include a *necklace of missiles*, *drow boots*, a *cape of scintillating colors* (as a *robe* of the same name), a *hat of holding* (treat as smallest bag), a *rapier of wounding* (+1), a *main-gauche of life-stealing* (+2), a *wand of illumination*, *pouch of accessibility*, *continual light pebbles* (in the pouch), his *eyepatch of fiery fear* (which acts as both a *wand of fire* and a *wand of fear*). He also carries in a special bracer five *daggers of throwing* +4. He always wears a *ring of free action*, *ring of protection* +3, *bracers of defense* AC 2 and a *scarab of protection*.

Combat/Tactics: This drow fights in the two-weapon style common to that culture, using his magical rapier and main-gauche, often throwing his opponents off balance by switching the blades back and forth between his hands. He also makes good tactical use of his many magical items.

Allies/Companions: The approximately 150 members of the Bregan D'aerthe company of mercenaries and assassins (all have a minimum of 5th level in pertinent classes; most of the members are "houseless" males); and the matrons of Menzoberranzan's noble houses, all of whom seem to ignore the fact that such a band is illegal even in the evil drow society.

Foes/Enemies: Drizt Do'Urden and his friends and allies; other foes change as the band is hired to accomplish various objectives. Jarlaxle and his band have even switched sides in the middle of a fight.

Appearance: Slender and tightly muscled, Jarlaxle is the dandy of Menzoberranzan. He chooses the brightest colors for his clothes and wears a cape with every known color (even infrared shades only those with infravision can discern). Jarlaxle wears a (magical) eyepatch, but only as an ornament, since he often switches the patch from eye to eye. He commonly wears short vests with no shirt beneath, and high, hard boots. He is seldom seen without his outrageously plumed, wide-brimmed hat, worn atop his clean-shaven pate.

Personality: More than anything, Jarlaxle is a survivor. His wealth is considerable, but official station in drow society means nothing to him. He's found the best way for a male to survive and prosper in the matriarchal drow society, and was audacious enough to take his life in that direction.

Always calm and graceful, Jarlaxle enjoys flaunting his independence and is proud of the fact that the noble houses come to him for aid. In the city of Menzoberranzan, intrigue and double-dealing are a way of life, and no one plays them better than Jarlaxle does.

Locales Frequented: Menzoberranzan and the surrounding Underdark; Jarlaxle even has contacts within the svirfneblin city of Blingdenstone.

History: Little is known of Jarlaxle's past, but he has led Bregan D'aerthe for more than 70 years. Jarlaxle and his band played into the downfall of not one but two noble houses during that time. When house Hun'ett attacked house Do'Urden, the attacking drow were supported by Bregan D'aerthe, even while Jarlaxle was in the presence of Matron Malice Do'Urden. She made the rogue drow a better offer, and in the middle of the battle, Bregan D'aerthe switched sides, ensuring the end of house Hun'ett.

Jarlaxle and Bregan D'aerthe were also involved in the massive drow force that attacked Mithral Hall under the leadership of Matron Mother Baenre. While the matron mother and several other Baenre females were killed in the failed attack, Jarlaxle the ultimate survivor came through unscathed.

Motivations/Goals: Jarlaxle is happy with his life; he's content to let his future be decided by the noble house with the most gold to offer him. He's supremely confident in his abilities to handle any danger that arises, and he looks forward to the constant challenges his life offers him. He's also determined to squeeze as much adventure and pleasure from life as he possibly can.

Campaign Uses: If your campaign involves the drow, the Underdark, or Menzoberranzan, Jarlaxle can certainly play a role. As a male outsider in the city, Jarlaxle has much information few others beyond Lolth's priestesses are likely to have access to. For enough money, Jarlaxle and his band might ally with Gromph Baenre and the Spider Mage to set about changing Menzoberranzan's Lolth- and female-dominated society.

Sources: *Homeland*, *Exile*, *Sojourn*, *The Legacy*, *Starless Night*, and *Siege of Darkness*.



Kaverin Ebonhand

Human male 11th-level fighter

ARMOR CLASS: 6

MOVE: 12

HIT POINTS: 57

THACO: 10

NO. OF ATTACKS: 3/2

ALIGNMENT: Lawful evil

STR 15**, DEX 5, CON 16, INT 16, WIS 14, CHA 11

**See "Magical Items" below.

Weapons of Proficiency: Long bow, dagger (thrown and wielded), footman's mace, staff, long sword, short sword.

Nonweapon Proficiencies: Animal training and animal handling (his winged, taloned monkey, Feg), blind-fighting, endurance, modern languages (three; those of Chult's humans, goblins, and pteramen*), religion (Cyric), survival (jungle).

Equipment: Kaverin is never far from a supply of standard adventuring gear. Even if he appears to have no baggage, he doubtless has some lackey toting it for him or a stash not far from his person.

Magical Items: The only magical items that Kaverin is known to possess are his *ebon hands*. After his normal hands had been chopped off for conspiring to commit murder, a mage in his employ magically grafted two unshaped masses of black rock to Kaverin's bleeding stumps. These black stones immediately took the shape of otherwise normal human hands. These hands grant him 18/00 Strength for crushing or damaging items small enough to be held in both human hands (such as keys, jewelry, a hand, wrist, ankle, or even skull). They grant no attack bonuses at all, though they do add +2 points of damage to any successful unarmed attack Kaverin makes. The hands also save as "rock" on the Item Saving Throw Table of the DMG.

Combat/Tactics: Kaverin has been more of a behind-the-scenes person for several years—since Artus Cimber and Sir Hydrel Pontifax caught him out in the open several years ago and killed him on the spot. Since then, he uses his lackeys among the mysterious Cult of Frost, the cult's frost minions, and any other tools Kaverin can coerce into doing his dirty work.

Allies/Companions: Phyrra al-Quim, a cult mage;



Feg, his "pet"; Skuld, a magical servant; and the cannibal goblins and other monsters of Chult's jungle, including the PTERAMEN.

Foes/Enemies: Artus Cimber, Sir Hydrel Pontifax, Alisandra Rayburton.

Appearance: Tall and flame-haired, Kaverin cuts a striking figure, even discounting his two hands of jet-black stone. He has angular features, a small, tight mouth, a sharp nose, seemingly bloodless lips and skin, and dark, lifeless eyes. Kaverin wears leather armor in the jungle when he's expecting conflict, otherwise he prefers loose-fitting clothes with high boots and a wide-brimmed hat—at least those are his choices for the heat of Chult's jungle.

Personality: Kaverin is ruthless, vindictive, and obsessed with obtaining the *ring of winter* or another means of immortality. If this is presented to him, there is no one he'd not betray or kill outright in order to avoid final death—and eternal torment.

Locales Frequented: Tantras, Baldur's Gate, Chult; he's ranged everywhere across Faerûn and perhaps beyond, in search of Artus Cimber and the legendary magical artifact, the ring of winter, a powerful item that also grants its wielder immortality.



History: Kaverin Ebonhand of Tantras (also known as the Butcher of Tantras) is notorious across the Dragon Reach area. For years he and his thugs and killers reigned terror down on the city; most of his crimes are far too egregious to recount. But then, in 1357 DR, he was finally brought to trial by Artus Cimber and Sir Hydel Pontifax for ordering the murder of Harper Rallo Scarson.

He was found guilty and was punished by having his hands chopped off. Since the man who'd actually committed the murder had already been put to death, the Lord's court in Ravens Bluff declared that Kaverin couldn't be ordered to the same fate. Just as his bleeding wrists were about to be tended to, the mage who'd acted as his attorney grafted two pieces of obviously magical stone to the stumps; the stones took the shape of human hands. As his punishment was completed, he then walked off the platform a free man. He pointed directly at Cimber and Pontifax as he left, and his intent was clear. The next three years were filled with Kaverin's attempts to gain revenge on Cimber and Pontifax.

In 1360, Cimber and Pontifax caught Kaverin in the open in Tantras (one of Ebonhand's few mistakes) and killed the man who'd been trying so diligently to do the same to them. Kaverin didn't perish, however. He managed to make a deal with the god Cyric, then Lord of the Dead. In exchange for the rest of his normal life sowing chaos and strife (Cyric's specialty), Kaverin agreed to eternal torture after his death.

Of course, Cyric didn't tell Kaverin of the other condition: every night when he fell asleep, Ebonhand would be visited by two of Cyric's denizens who would caper about and whisper to Kaverin of all the exquisite tortures that awaited him in Cyric's realm.

In the year 1363, Kaverin again confronted Cimber and Pontifax over the *ring of winter*. Kaverin had murdered his way to the top of the Cult of Frost, a little-known group of villains that sought the item for their own evil ends. The trail took them to the jungles of Chult and the lost city of Mezro. Sir Hydel Pontifax was killed during the adventure, but returned to Cimber's side as an incorporeal spirit who offered advice and comfort to Cimber.

Kaverin recruited many of the monsters of Chult to attack Mezro. These creatures included the cannibalistic goblin-kind, the race known as pteramen, and the hordes of undead that roamed the jungles every night.

In order to gain the ring of winter, Artus Cimber submitted himself to the test of fate of the Chultish god, Ubtao, and passed it. He was granted the ring, and with it, confronted Kaverin and his forces.

Artus Cimber defeated Kaverin's magical silver guardian, Skuld, using the powers of the *ring*, and then conjured a rapier of ice with which he ended the life of the Butcher of Tantras. Ebonhand's scream had not yet fallen to silence when Cyric's denizens appeared to take him to the Lord of the Dead. Details on the powers of the ring of winter can be found in the *Heroes' Lorebook*.

Motivations/Goals: During the time recounted above, Kaverin's primary goal was to obtain the *ring of winter*. This item would have provided him with an incredible amount of power as well as the immortality he sought in order to avoid an eternity of the foulest tortures in Cyric's City of the Dead. If he'd escaped with his life after Artus Cimber claimed the *ring*, he'd have sought another means of extending his life.

Before Artus Cimber claimed the *ring*, Kaverin also tried to have Cimber and Pontifax killed for having brought him to trial and convicted in Ravens Bluff.

Campaign Uses: If Kaverin is alive in the time you've set your campaign, he'd be questing for the *ring of winter* and/or trying to kill any who also pursued it or just got in his way.

If you wish to re-introduce Kaverin to the Realms, it's possible that he may have slipped away in the chaos of the events depicted in *Prince of Lies*. When the residents of the City of the Dead rebelled against Cyric's cruel treatment, and with Kelemvor's later assumption of the role of Lord of the Dead, Ebonhand may have cut a deal to get back to the Realms, where he'd try to rebuild an evil power base.

Sources: *Ring of Winter*, *The Jungles of Chult*.

Frost minions: AC 3; MV 6; HD 8; THAC0 13; #AT 1; Dmg 3d8; MR Nil; SZ L; ML 20; AL Neutral; XP 2,000.

Description: These creatures are immune to cold attacks and take double damage from all fire attacks.



Kierkan Rufo

Vampire; formerly a human male
6th-level priest

ARMOR CLASS: 1
MOVE: 12, Fl 18 (C)
HIT POINTS: 67
THAC0: 11
NO. OF ATTACKS: 1
ALIGNMENT: Chaotic evil
STR 18/76, DEX 15, CON 18, INT 13, WIS 9, CHA 11

Spells (3/3/2): 1st— *command*, *endure heat*, *protection from good*; 2nd— *enthrall*, *hold person*, *silence 15' radius*; 3rd— *animate dead* (×2).

Weapons of Proficiency: Club, footman's mace, staff.

Nonweapon Proficiencies: Ancient languages (two to be chosen by DMs), modern languages (Common and two others to be chosen by DMs), reading/writing (all languages), religion (Faerûnian).

Equipment: Standard adventuring gear while alive; as an undead, Kierkan has little use for most equipment.

Magical Items: None known in either form, although the idea of a vampire with several potent magical items taken from the library is a terrifying thought.

Combat/Tactics: Kierkan lacked the will to do much in combat as a priest. His lack of self-confidence almost paralyzed him at times. As a vampire however, he felt weak and helpless no more. He created a veritable horde of undead to protect him, but he was new to the undead form of existence and made many mistakes while discovering the limits of his powers. (See the *MONSTROUS MANUAL* tome for details on a vampire's full powers.)

Allies/Companions: As a human, Cadderly, Danica, and the others of the Edificant Library could be counted as allies, even though Kierkan could claim none of them as friends.

Foes/Enemies: As a vampire, he turned on his former comrades; see above.

Appearance: Tall but awkward, Kierkan has matted, black hair, an angular face, and beady black eyes. He wears typical priest's garb with high, hard black boots.



Personality: Kierkan is an example of a villain who lacked the willpower, the internal moral strength to resist the seductions of evil and face his ever mounting guilt. Kierkan was so weak that he was repeatedly used by the forces of Castle Trinity. Every time they came to him, they threatened to reveal his past involvements. But rather than trusting in those around him, he feared they'd hate him as he hated himself, and so fell deeper and deeper into a pit of despair and self-loathing that didn't end until he became a powerful member of the undead.

Locales Frequented: Edificant Library, Shilmista Forest, and the surrounding region.

History: Kierkan was a priest at the Edificant Library, and a colleague of Cadderly. Kierkan envied the other priest though, for his intelligence, his diligence, and his relationship with the monk, Danica.

Kierkan stumbled across the cleric of Castle Trinity, Barjin, in the cellars of the Edificant Library in 1360 DR. The evil cleric *charmed* Kierkan, who then aided Barjin and later, under the effects of the cleric's potion, tried to force his desires on Danica. He paid for that crime by receiving a thorough pounding by the young monk.



Later, when the Library sent Cadderly, Danica, and Kierkan to aid the elves of Shilmista, the imp Druzil contacted Kierkan and threatened to reveal the young priest's role in the earlier events unless Kierkan aided the imp and the other forces of Castle Trinity now. Fearful, Kierkan cooperated with the evil minions of Castle Trinity.

Kierkan was now fully in the grasp of the vile forces of Castle Trinity, and he continued to give in to all their demands for aid-aid that amounted to Kierkan repeatedly betraying his companions.

Finally, the imp Druzil reappeared to Kierkan and told him to seek the potion that still lay beneath the Library. Kierkan found it, but drank it down before Druzil could stop him. The Most Fatal Horror killed the priest, then returned him to a semblance of life as a very powerful vampire. Kierkan began killing and converting all the inhabitants of the Library into vampires or zombies while Druzil desecrated the holy Library. (One priest, Brother Chaunticleer, did manage to survive the onslaught.)

The Library was soon entered by Cadderly and his friends. They did battle with the many undead, and finally confronted Kierkan. When the battle went against him, he assumed *gaseous form* in an attempt to escape. He was instead caught in a bellows, taken outside as the morning rose, and perished under the purifying light of the sun. Kierkan died, but he destroyed the Library. Cadderly vowed to build a new library on the site.

Motivations/Goals: While he lived, Kierkan wanted everything he lacked the courage to take for himself. He resented those who were successful in achieving the goals he feared to reach for.

As a vampire, Kierkan no longer felt the victim and sought to repay all those who had made him feel inadequate in the past, never realizing that it was he, not them, who had made him feel that way.

Campaign Uses: Kierkan is a great example of a villain who is too weak-willed to be a hero. Kierkan or someone like him could have turned out differently if he'd been able to trust himself enough to trust others.

Sources: *Canticle, In Sylvan Shadows, Night Masks, The Fallen Fortress, The Chaos Curse.*

Kymil Nimesin

Elf male 12th-level fighter

ARMOR CLASS: 7

MOVE: 12

HIT POINTS: 47

THAC0: 9

NO. OF ATTACKS: 3/2

MAGIC RESISTANCE: 90% to *sleep* and *charm*

ALIGNMENT: Neutral evil

STR 14, DEX 17, CON 15, INT 13, WIS 12, CHA 17

Weapons of Proficiency: Short bow, dagger (thrown and wielded), footman's flail, knife, morning star, long sword, short sword.

Nonweapon Proficiencies: Ancient history (Myth Drannor), bowyer/fletcher, direction sense, modern languages (Common, elvish); 4 open.

Equipment: Kymil has access to standard gear, much of it of high-grade elven construction.

Magical Items: None known; though magical items of elven manufacture or even those from the time of Myth Drannor are possible.

Combat/Tactics: Kymil is an excellent swordsman, and he prefers the personal feel of a melee over the detached exchange of missiles.

Allies/Companions: For a time (before his betrayal of her), Arilyn Moonblade was a student of Kymil. He also used the *elfshadow* of Arilyn's *moonblade* to set her up as a killer of Harpers. See the *Heroes' Lorebook* for information on Arilyn and her sword.

Foes/Enemies: Arilyn Moonblade and the elves of Evermeet.

Appearance: A gold elf of noble family, Kymil has a bronze complexion, long golden hair streaked with copper highlights, and eyes like polished black marble. He's graceful, tall, slender, and a very handsome elf.

Personality: Kymil longs for the past. He's old enough to remember the glory that was Myth Drannor, and he hates the ill fortune that has befallen the elf race since then. He blames the humans for this decline and hopes to restore the elves to their former positions of stewardship over all the Realms, with him leading the elves in this, of course.

Locales Frequented: Evereska, the North, Waterdeep, and Evermeet.



History: Kymil was responsible for the death of Arilyn's mother, though this was not revealed for years. Kymil then became Arilyn's mentor.

After Arilyn had become an operative of the Harpers, members of that semisecret organization began turning up dead wherever Arilyn's missions took her. Arilyn and another Harper, Danilo Thann, later discovered that Kymil was using the *elfshadow* of Arilyn's sword to kill the Harpers. He assumed the Harpers would punish Arilyn, letting him use the *moonblade* to go to Evermeet and overthrow its rulers. He'd then lead the elves back to their former glories. Arilyn defeated her former master and turned him over to the Harpers for judgment.

Motivations/Goals: Kymil wanted to return the elves of Faerûn to their lost position of greatness, not realizing that in many ways, the time of the elves is passing. The past can never be regained.

Campaign Uses: Kymil survived the defeat of his scheme. He could escape the Harpers' justice and seek revenge on them or Arilyn, or begin another quest to elevate the elves to lordship of all.

Sources: *Elfshadow*.



Maligor, Zulkir of ALTERATION

Human male 20th-level transmuter

ARMOR CLASS: -4

MOVE: 12

HIT POINTS: 42

THAC0: 14

NO. OF ATTACKS: 1

ALIGNMENT: Neutral evil

STR 10, DEX 13, CON 16, INT 18, WIS 16, CHA 14

Spells (8/8/8/8/7/6/6/5; includes bonus spells): 1st— *affect normal fires, burning hands, color spray, circle **, *Detho's delirium**, *know school**, *magic missile, Nybor's gentle reminder**; 2nd— *create enchanted tattoo**, *darkness 15' radius, knock, levitate, rope trick, shatter, web, wizard lock*; 3rd— *fire lance**, *fireball, infravision, lightning bolt, Melf's minute meteors, slow, trap spellbook**, *wind wall*; 4th— *Belty'n's burning blood**, *create darkenbeast**, *dimension door, disfigure**, *polymorph other, ice storm, stonesskin, wizard eye*; 5th— *cone of cold, create chosen one**, *fabricate, fiendform**, *passwall, stone shape, telekinesis, teleport*;

6th— *acid rain**, *death fog, disintegrate, flesh to stone, guards and wards, move earth, Otiluke's freezing sphere*; 7th— *Bigby's grasping hand, Mordenkainen's magnificent mansion, Nybor's joyful voyage**, *Nybor's stern reproof**, *reverse gravity, Simbul's synostdweomer**, *teleport without error*; 8th— *Bigby's clenched fist, glassteel, incendiary cloud, Nybor's wrathful castigation**, *Otiluke's telekinetic sphere, sink*; 9th— *crystalbrittle, meteor swarm, shape change, time stop*.

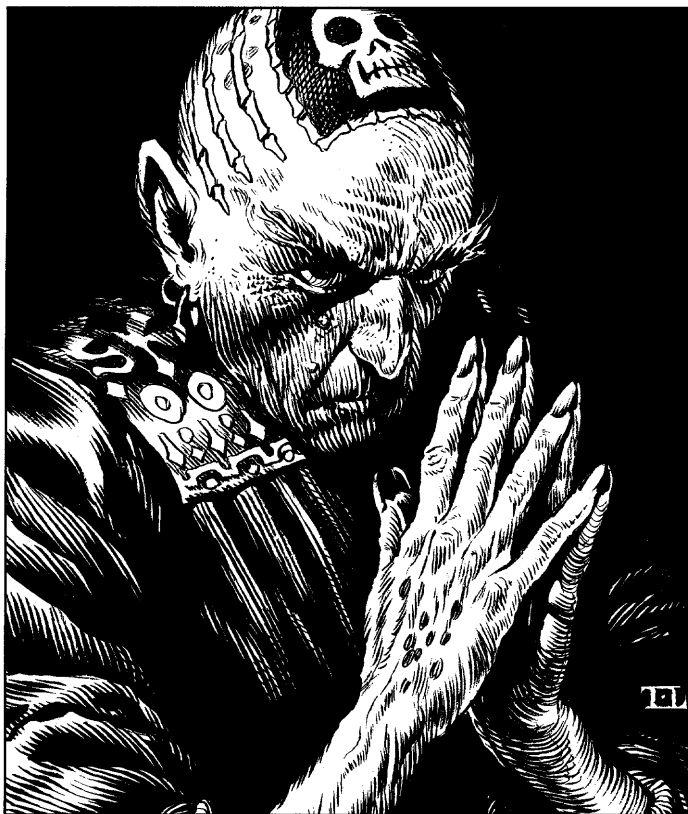
Weapons of Proficiency: Dagger, dart, staff.

Nonweapon Proficiencies: Brewing, etiquette (Thayan), fire-building, herbalism, languages, modern (Thayan), local history (Thay), reading/writing (common, Thayan), religion (Myrkul), spellcraft; 5 open.

Equipment: Maligor had access to almost any form of mundane equipment. He also kept over 800 slaves which were, to him, little more than "equipment."

Magical Items: *Bracers of defense AC 0, cloak of protection +4, robe of the archmagi, staff of the magi, ring of flying, flying carpet, crystal ball*.

Combat/Tactics: Maligor is a schemer and a plotter, preferring to remain unseen and have others ac-



accomplish deeds for him. When forced into battle he'll use his items before calling upon his own spells. He's also very likely to have powerful NPCs or creatures hidden or nearby to deal with interlopers such as the PCs. Maligor is too cautious to expose himself to danger needlessly.

Allies/Companions: An army of more than 300 human mercenaries and 1,200 well-trained gnolls. He also created an unnumbered horde of darkenbeasts. Finally, his lieutenant, Asp, was a cunning, power-hungry spirit naga. See the *MONSTROUS MANUAL* tome for details on Maligor's unusual aide.

Foes/Enemies: SZASS TAM, ZULKIR OF NECROMANCY, the Harpers Galvin, Brenna Graycloak, and Wynter the centaur.

Appearance: Maligor is small, only 5'6" tall, pale, and thin to the point of frailness. He's normally clean-shaven, including his head. Atop his skull is a tattoo paying homage to Myrkul. While he appears to be 60 to 70 years old, he's actually over 200, using *potions of longevity* to extend his lifespan. His hair and beard grow rapidly whenever he ingests one of these potions.

Personality: Maligor is bold, cruel, and sadistic. He enjoys the terror and tortures he inflicts on his slaves and all those weaker than he. Like all Red Wizards, he's constantly plotting the downfall of another wizard while looking over his shoulder to assure himself that no other Red Wizard is looking to remove him.

Locales Frequented: Only momentous plans or the direst of emergencies could convince Maligor to abandon his tower (and power base) west and north of Amruthar.

History: Maligor's early life is unrecorded, but he garnered much notice in 1362 DR for his bold attempt to wrest control of Thay from the Council of Zulkirs. His scheme entailed using his gnoll forces in a diversionary raid on another, minor Red Wizard. Meanwhile, he would strike at his true target, the nation's gold mines, with an army of magically transformed darkenbeasts under his total control.

His plan might have worked was it not for the intervention of three Harper agents and the lich/zulkir, Szass Tam. This unlikely alliance brought down Maligor's plan and the Zulkir himself in the depths of the very mines he'd hoped to conquer.

Motivations/Goals: As is common with Red Wizards, especially zulkirs, Maligor sought a means to make himself the most powerful Red Wizard of all. Chief among his rivals for this post was the Zulkir of Necromancy, Szass Tam. Maligor's last known scheme involved seizing control of the nation's gold mines.

Campaign Uses: If Maligor survived the mine collapse (archmages are noted for being difficult to kill), his power in Thay is gone. It would behoove him to let his enemies think him dead, then seek to leave Thay as quietly and as quickly as possible. PCs could encounter him, likely in disguise or going by a new name, in some isolated region of Thay or in the surrounding area.

Once assured of his own safety, Maligor would likely seek out the Harpers who brought him to ruin; or, failing that, any Harpers or their supporters he could get his evil hands on. Maligor could devote himself to become a long-term foil for Harper plans all across the East.

Sources: Red Magic.



King Manferic III

Lich; formerly a human male
18th-level mage

ARMOR CLASS: 0

MOVE: 6

HIT POINTS: 48

THACO: 9

NO. OF ATTACKS: 1

ALIGNMENT: Lawful evil

STR 11, DEX 13, CON 16, INT 18, WIS 14, CHA 7

Spells (5/5/5/5/5/3/2/1): 1st— *burning hands, hypnotism, read magic, magic missile* (×2); 2nd— *blindness, ESP, forget, ray of enfeeblement, spectral hand*; 3rd— *blink, dispel magic* (×2), *fireball, lightning bolt*; 4th— *confusion, Evard's black tentacles, fear, ice storm, stonewall*; 5th— *chaos, cloudkill, cone of cold, feeblemind, magic jar*; 6th— *chain lightning, disintegrate, mass suggestion*; 7th— *control undead, finger of death, prismatic spray*; 8th— *binding, maze*; 9th— *power word, kill*.

Weapons of Proficiency: Dagger, dart, staff.

Nonweapon Proficiencies: Astrology, brewing, cooking, fire-building, gem cutting, herbalism, reading/writing, spellcraft; 6 open.

Equipment: As King of Ankhapur, Manferic has access to all forms of mundane equipment.

Magical Items: None known; he did seek *The Cup and the Knife* (see *Heroes' Lorebook*).

Combat/Tactics: As king, Manferic was instantly obeyed and as a mage, he used his spells to tactical and strategic advantage. If foes can reach Manferic they can possibly keep him off-guard, though getting close to a lich has its own dangers. (See the MONSTROUS MANUAL tome.)

Allies/Companions: His four (evil) sons and the military forces of Ankhapur.

Foes/Enemies: Janol (Pinch) and his band of rogues (see *Heroes' Lorebook*).

Appearance: A recent "convert" to lichdom, Manferic still looked alive, almost. His form was drawn and seemed without body fat, which was perhaps consumed by the pale grave worms that scuttled about beneath his pearly, translucent skin. His frame was therefore thin and partially hunched.



Personality: Manferic sought immortality, first in the form of a lich. But an undead form offended his vanity and would prevent him from continuing to openly rule Ankhapur. He hoped to take his son Janol's form as his own.

Locales Frequented: Ankhapur.

History: A ruthless and evil man, Manferic ruled with a wicked, twisted sense of humor. After a group of farmers protested the level of taxes and demanded reform, Manferic had all their wives killed and then animated as zombies. He then promised reforms if the farmers all swore to love their wives forever. He later sought a living body (Janol's) to transfer his psyche to, but failed and was killed.

Motivations/Goals: Manferic didn't want to give up his power in Ankhapur and sought to live forever.

Campaign Uses: The destruction of Manferic's physical form does not guarantee the final death of the king. Unless the phylactery of the lich was also destroyed, Manferic still lives, likely in the catacombs beneath Ankhapur, seeking a new body and revenge.

Sources: *King Pinch*.



Manshoon

Human male 19th-level mage

ARMOR CLASS: 0

MOVE: 12

HIT POINTS: 63

THAC0: 14

NO. OF ATTACKS: 1

ALIGNMENT: Lawful evil

STR 10, DEX 16, CON 16, INT 18, WIS 16, CHA 18

Spells (5/5/5/10†/10†/3/3/3/1): 1st— *burning hands, charm person, magic missile, shocking grasp, unseen servant*; 2nd— *blindness, darkness 15' radius, ESP, ray of enfeeblement, stinking cloud*; 3rd— *clairaudience, dispel magic, hold person, lightning bolt, suggestion*; 4th— *charm monster, confusion, dimension door, emotion, fire shield, improved invisibility, magic mirror, stonewall, polymorph other, wall of fire*; 5th— *advanced illusion, chaos, cloudkill, cone of cold, conjure elemental, feeblemind, magic jar, passwall, shadow magic, teleport*; 6th— *disintegrate, project image, true seeing*; 7th— *finger of death, teleport without error, vanish*; 8th— *polymorph any object, symbol, trap the soul*;

9th— *imprisonment, stasis clone**.

†includes doubling for *ring of wizardry*.

Weapons of Proficiency: Dagger, dart, staff.

Nonweapon Proficiencies: Astrology, engineering, etiquette, fire-building, gem cutting, herbalism, local history (Zhentil Keep and the Zhentarim), modern languages (4 slots), reading/writing (Common and several other languages; assume 4), riding: airborne, riding: land-based, spellcraft.

Equipment: As the leader of the largest villainous organization in the Realms, Manshoon has immediate access to all forms of common equipment as well as many uncommon or rare items of technological achievement.

Magical Items: *Staff of the magi* (with 18 charges), *brooch of shielding, battle gorget**, *ring of spell storing* (DMs should define for their campaigns), *ring of spell turning* (in pocket), *ring of wizardry* (doubles 4th- and 5th-level spells), *black robes of the archmagi, rod of beguiling* (with 28 charges), *wand of magic detection* (with 81 charges).

It's speculated that Manshoon's collection of spells and magical items rivals, if not exceeds, those of Khelben "Blackstaff" Arunsun. If this is true, Manshoon's collections are certainly hidden in caches around and under Faerûn. The mage's stasis clones are likely stored in some, if not all, of those same locales. In this way, a "newborn" Manshoon has ready access to a potent variety of magical resources.

Combat/Tactics: While quite a powerful wizard in his own right, Manshoon's impressive collection of magical items only makes him that much more dangerous. His underlings and allies (such as the beholder Manxam) also make him an extremely dangerous foe in combat. Despite this, Manshoon is often quick to retreat if a battle is going against him. While some might view this as cowardice, it's more often canny tactics. Not only does Manshoon wish to survive a battle for survival's sake (though he's "died" several times, a contingency-prepared *stasis clone* has always been available), he also doesn't wish to present his ally and adversary FZOUL CHEMBRYL with any opportunities to grab up power. Manshoon's also wary of his former student, SEMEMMON.

Manshoon also has the following special abilities: targets of his *charm monster, charm person, friends, hold monster, hold person, suggestion, or polymorph other* spells suffer a -20% penalty to their Magic Re-



sistance (if any) and a -4 penalty to saving throws; Manshoon has a permanent protection from normal missiles effect on his person; he has a +3 bonus to saves vs. spell; and, while using his staff of *the magi*, he can absorb spell energy directed at him. Some of the above abilities are from magical items that he possesses or from spells, but some are derived from currently unknown origins.

Allies/Companions: Fzoul Chembryl (to a limited degree), Sememmon (to a degree greater than Fzoul, but that's not saying much), and the hierarchy of the Black Network that he commands.

Foes/Enemies: The Harpers, Elminster, Shandril Shessair, and all those who'd oppose the Zhentarim.

Appearance: Manshoon is a man of average size who is seldom seen without a mask. Rumors claim that he's changed his appearance from the last time he was seen without his mask. None know his true (or current) visage. Manshoon dresses in dark colors such as black, charcoal, dark purple, deep red, or maroon. He tops all these with black *robes of the archmagi*.

It's also rumored that his anonymity allows Manshoon to walk the streets of Zhentil Keep or the Citadel of the Raven unhindered. Doubtless, if this is true, it's only to gain an understanding into how better to repress the people who live under him.

Personality: Manshoon is cruel, calculating, and cautious. He never lets his emotions get the better of his judgment, and he's perfectly content to flee a losing battle. Manshoon is a supremely confident master manipulator who maintains an icy calm while he plays allies, underlings, and enemies against one another for his own betterment and that of the Black network that he created.

Locales Frequented: The Citadel of the Raven (his current headquarters and home), Zhentil Keep, Darkhold.

History: Manshoon is the eldest son of the Harlshoon, warrior and the first lord of Zhentil Keep. Manshoon learned of tyranny early in his life as his father abused his position of power over the entire family. Manshoon soon decided that no one else would ever have that kind of power over him. After his father's death, Manshoon even went so far as to slay his only brother Asmath, so his ascension to rulership of Zhentil Keep would be unhindered.

Over the years, Manshoon easily took control of the Keep's ruling council using skill, intrigue, and allies such as Fzoul Chembryl's splinter church of Bane

and beholders such as Manxam. With the city under his thumb, Manshoon created the Zhentarim in 1261 DR. The Black Network is Manshoon's tool for getting complete domination over the Dalelands of the Realms and beyond.

At one point in his "career," Manshoon went into seclusion in a monastic community in Sembia, purporting to be a recent convert to the worship of Lathander. In truth, his location allowed him to magically spy on and survey all the lands between the Thunder Peaks and the Dragon Reach. Manshoon tirelessly probed every back alley, footpath, trail, ruin, cavern, and underground passage he could locate. To this day, he retains memories of the general layout of all of Sembia, the Dalelands, and the Western Moonsea region-and the Underdark beneath them. He has "studied carefully" or is "very familiar" with dozens of locations in these areas for use as *teleport* destinations.

Manshoon relocated his base of operations from Zhentil Keep to the Citadel of the Raven a few years after the Time of Troubles, but prior to 1368 when Cyric sent his clockwork inquisitors to purge the Keep of unbelievers. The entire "*Cyrinishad* fiasco," as he refers to it, caused him no more consternation than the effort required to *teleport* a few "useful" people out of harm's way.

Over the recent years, Manshoon and his Black Network have tangled with Elminster, the Knights of Myth Drannor, the Cult of the Dragon, the spellfire-wielder Shandril Shessair, and, of course, the Harpers.

Manshoon is more than 100 years old, but maintains his youth with *potions of longevity* and other magicks.

Motivations/Goals: Manshoon learned at an early age that, in a tyranny, the best seat is the tyrant's. Abused by his father, Manshoon vowed that none would ever have power over him again. This desire turned not to strength however, but to even greater cruelty-a flaw that, apparently, Manshoon does not perceive as such.

The mage's ultimate goal is mastery of all the Realms. Perhaps then he'll feel safe enough in the fact that none will ever control him, even while he abuses those beneath him much worse than he was ever mistreated himself.

While his immediate plans are among his best-kept secrets, it's not difficult to discern some general goals for Manshoon and his Zhentarim. While he



doesn't trust LORD ORGAUTH OF ZHENTIL KEEP, Manshoon is allowing the warrior to supervise the reconstruction of Zhentil Keep—although work is progressing too slowly for the creator of the Black Network's liking.

Further expansion of the Zhentarim's trading is also a priority. Controlling important routes such as the one to Waterdeep that runs through Anauroch is vital to strengthening the Black Network's presence and power in the western Heartlands of the Realms. Expanding into southern Faerûn is also a goal of Manshoon's. He's heard many tales of the wonders, both magical and natural, of the lands south of the Great Sea—the lands its natives call Zahkara. A sea route to one or more of Zahkara's northernmost port cities would bring much gold to the Zhentarim's coffers and much power to the hands of that group's leader.

Campaign Uses: Manshoon is not an NPC player characters are likely to meet personally. First (like many of the high-level villains described in this book), he's likely to overwhelm all but the most powerful parties of PCs. Second, he's a behind-the-scenes manipulator, not a mage who normally leaps into battle with his foes. The circumstances must be extreme for Manshoon to leave the center of the web of evil he's spun over the last 100 years.

Manshoon can play a part in any campaign, especially one where the PCs have made long-term foes of the Zhentarim as a whole. Manshoon stays well informed on the heroes of the Realms who attempt to thwart the efforts of the Black Network, and a chess game of moves and counterstrokes could develop between this cunning mage and a group of smart, lucky, and determined player-character heroes. Of course, no single PC group can halt a significant portion of the Zhentarim's wide range of villainous acts (even the Harpers have been unable to do that), but certainly they can become a thorn in the side of the Zhentarim's leader.

Sources: *Ruins of Zhentil Keep* boxed set and cameo appearances too numerous to list.

The Mouth of Moander

Saurial (finhead) female 14th-level** priestess

ARMOR CLASS: 5

MOVE: 12

HIT POINTS: 35 (Due to her degraded physical condition from Moander's rotting effect and the sheer exhaustion she felt from trying to resist the deity.)

THAC0: 12

NO. OF ATTACKS: 1

ALIGNMENT: Chaotic evil (CG normally)

STR 8, DEX 11, CON 17, INT 14, WIS 18**, CHA 10

** Coral's experience level and Wisdom score were boosted by Moander's corrupt presence in her mind and body. While this boosting allowed Coral/Moander to cast all Moander-oriented spells, the Rotting God did not deign to grant her the additional spells normally due a priest with an 18 Wisdom. Presented here are her spells, abilities, etc., during the time of her possession.

Coral's true Wisdom score was 15 and her experience level before the Darkbringer's insidious infection of her being was 9th level.

Spells (6/6/6/5/3/2/1): 1st— *cause fear, cause light wounds, command, entangle* (×2), *putrefy food & drink*; 2nd— *enthrall, handfang**, *hold person* (×2), *snake charm, wyvern watch*; 3rd— *destroy food & water, plant growth, snare, speed rot**, *spike growth, summon insects*; 4th— *cause serious wounds, giant insect, hold plant, plant door, sticks to snakes*; 5th— *rising rot**, *seed of Moander**, *spirit trap of the Darkbringer**; 6th— *roots of the assassin**, *tentacle of withering**; 7th— *creeping doom*.

Weapons of Proficiency: Club, dagger (Moander's influence again), footman's flail, footman's mace, sling.

Nonweapon Proficiencies: Agriculture, ancient history (Moander), brewing, endurance, herbalism, religion (Moander, Tymora, or her saurial equivalent before possession); 4 open.



Equipment: Both before and after her possession by the Darkbringer, Coral had access to the saurial equivalents of standard adventuring gear.

Magical Items: A scrying pool; possibly an effect of Moander's magic, or the *reflecting pool* spell.

Combat/Tactics: The limit of struggle that the Darkbringer allows in Coral is her fierce mental resistance to his overwhelming presence. Moander retains firm control of her actions however, and even forces her to contradict herself when he occasionally grants her the ability to speak freely, then retakes control and countermands or contradicts whatever was just said.

Allies/Companions: Dragonbait when he was her former lover, the saurial wizard Grypht and the other saurials of the Lost Vale, and Moander, her constant mental companion.

Foes/Enemies: The corrupt influence of the Darkbringer, Dragonbait, the saurial wizard Grypht, and their comrades in as far as they oppose Moander's plans to re-manifest in the Realms.

Appearance: Coral, like Dragonbait, is a member of the "finhead" (as they're called in Faerûn) species of saurial. She is small and has pearly white scales.

Personality: The details of her personality prior to her possession by Moander are unknown, but certain conclusions can be reached from what Dragonbait has said in the past.

Coral and Dragonbait the paladin were lovers at one time. Dragonbait served the god of justice and Coral was a priestess of the goddess of luck. This issue caused friction in their relationship. Dragonbait wanted Coral to convert to the worship of his deity. She refused to give up her beliefs. Dragonbait ended the relationship and fled, fearing that continuing the relationship would endanger his status as a holy warrior.

Therefore, it can be surmised that Coral was a good, kind, caring person or Dragonbait wouldn't have fallen in love with her so deeply. She was devout in that she was willing to risk her mortal love for that of her god. She also was strong as she proved in resisting the influence of a god for as long as she did. The Coral we see while under the Darkbringer's power is but a faint shadow of the true Coral.

Locales Frequented: The Lost Vale and the saurials' unknown home world/plane.

History: After the events mentioned above, Dragonbait fled the saurials' home world and went to slay fiends on the lower planes. There, he was cap-



tured by the fiend known as Phalse and used as part of a scheme to create an evil, living weapon. This weapon was called Alias by Finder Wyvernspur, one of her creators. Another of the conspirators was a group of cultists who wished to resurrect the dead god of corruption and decay, Moander. While imprisoned in CASSANA'S dungeon and waiting to die, Dragonbait appealed to his deity for aid. The god of justice convinced the goddess of luck to visit the paladin and offered to free him if he'd perform a service for the goddess. Dragonbait agreed, he escaped, and he, Alias, and their friends defeated the conspiracy in 1357 DR.

Moander, though, still existed in the Outer Planes. Somehow, he found Dragonbait's home world and brought a group of more than 100 saurials to Faerûn one year later. Coral was this community's high priestess. The Darkbringer infected the saurials and forced them to do his bidding; again attempting to allow him entry to the Realms. To this end, the Rotting God possessed Coral and named her "the Mouth of Moander."

Eventually, Coral and Dragonbait were reunited. The paladin tried to cure Coral of her possession by



Moander, but failed. The Darkbringer allowed him to believe he had succeeded though, until Coral led Dragonbait into a trap. After subsequently escaping the trap, the former lovers met again. Knowing he was powerless to deliver his love from the Darkbringer's clutches, Dragonbait freed Coral in the only way he could: He killed Coral's body, freeing her spirit from servitude and allowing it to travel to the realm of the goddess of luck.

Motivations/Goals: While possessed, Coral sought only to free herself and her people from Moander's dark, corrupt embrace. She also bore guilt for causing her relationship with Dragonbait to end and hoped one day to put that right. (It was this very desire that Moander used to trick Dragonbait.)

If she had lived to be free of the Darkbringer, it's likely she'd have reconciled with Dragonbait, adopted the worship of Tymora (the Realmsian version of the goddess of luck), and started a family with him.

Campaign Uses: Possible uses for Coral had she survived, and the saurials of the Lost Vale in general, are quite varied and very intriguing.

If Coral survived, she and Dragonbait would likely have become the leaders of the saurial community. Directions they could take include helping the Lost Vale recover from the depredations Moander forced them to commit on the local ecosystem. Or they could try to establish formal ties between the Lost Vale and one or more of the strong, good-aligned power groups of the Realms that include the Harpers (both branches), the Lords' Alliance or members thereof, the nation of Cormyr, etc. (PCs involved with any of the above could be called on to aid the saurials in achieving their goals.) Or they could even be trying to move the community to another location if its residents' safety is threatened by the Zhentarim or other evil organizations. One wonders what the Cult of the Dragon might do if it came to know of the saurials' existence.

Another potential high priority might be to find some way to communicate with the saurials' home plane. This idea could lead the saurials (and knowledgeable PCs, of course) to the City of Sigil and a PLANESCAPE adventure or campaign as they try to find their home among the infinite planes.

Sources: *Song of the Saurials*, the *Faiths & Avatars* accessory, and *The Complete Book of Humanoids* accessory.

Lord Orgauth of Zhentil Keep

Human male 10th-level fighter

ARMOR CLASS: -1

MOVE: 12

HIT POINTS: 66

THAC0: 11

NO. OF ATTACKS: 3/2

ALIGNMENT: Neutral evil

STR 16, DEX 16, CON 15, INT 15, WIS 16, CHA 16

Weapons of Proficiency: Battle axe, crossbow, dagger, footman's mace, bastard sword, long sword.

Nonweapon Proficiencies: Blind-fighting, direction sense, endurance, fire-building, riding: land-based, survival.

Equipment: As lord of the partially reconstructed Zhentil Keep, Orgauth has access to most common varieties of equipment, steeds, weapons, armor, etc.

Magical Items: *Plate mail +2, bastard sword +2, light crossbow of distance, ring of human influence, and eyes of the eagle.*

Combat/Tactics: A brave warrior with 15 years of service in the Zhentilar, Orgauth fights with his bastard sword two-handed, and uses his *eyes of the eagle* when he fires his *crossbow of distance*.

Allies/Companions: Desmonda, (N hf f2), and the Zhentilar forces of Zhentil Keep. As he's not a member of the Zhentarim's Inner Ring, he's not close to any of its members. In fact, MANSHOON has considered Orgauth to be a member of the "loyal opposition" to many of the Zhentarim's plans.

Foes/Enemies: The Harpers, and the good peoples and heroes of the Dalelands who do not wish to see Zhentil Keep rebuilt and re-established as a power base for evil in the Heartlands.

Appearance: Orgauth is middle-aged, with dark hair graying at the temples, which he normally wears pulled back into a ponytail. His eyes are cold and gray, his skin is brown and weather-beaten, and his face bears a scar in the chin and a generous mustache. He's normally clad in expensive black silk shirts, black trousers, and a long black cloak fastened with a silver chain and clasp that bears his personal device—a rising sun behind a tower on a scarlet field.



Personality: He seems to be a simple merchant-fighter, blunt and with just enough guile to succeed in business. In truth, however, Orgauth is a subtle and ruthless schemer. While his goals often coincide with those of the Black Network, he feels that he (and the trade he profits from) would be better off if the Zhentarim doesn't expand too far or gain too much power. He fears that too much success on the part of the Black Network would only rouse the organization's enemies and result in the final destruction of the Black Network—not to mention his domain of Zhentil Keep, of which he's currently supervising the reconstruction.

Many of his schemes include Manxam the beholder, who also feels that the Zhentarim should be kept in check. (Manxam is mentioned under the Zhentarim entry on page 123 of this book.)

Locales Frequented: Zhentil Keep, the trade routes surrounding the city, and its trading partners around the Moonsea.

History: A younger son of one of Zhentil Keep's noble houses, Orgauth distinguished himself with 15 years of exemplary service in the Zhentilar. He fought many battles for the Keep. After his father and elder brother died, Orgauth retired from the military to become one of the lords of Zhentil Keep. His military record gained him much respect and he soon became a wealthy, successful merchant. His chief legitimate operations are ore-refining and running caravans of goods to and from the Keep's trading partners. Orgauth's caravans also specialize in smuggling all sorts of contraband (including weapons, poisons and other drugs, and even slaves) throughout the Dalelands.

In the past, he has betrayed several of what he considered to be the more foolhardy plans of the Zhentarim and actively, though secretly, continues to support the rule of Maalthir in Hillsfar—directly against the wishes of the Black Network.

Orgauth's life changed dramatically in 1368 when the armies sent by Cyric attacked the Keep. Orgauth, bloody and battered, staggered into the southern quarter of the city before the bridges blew. There, he rallied to his side the survivors and refugees, who were desperate for some sort of leadership. In the days and weeks that followed the attack, it was a simple matter to declare himself Lord and Ruler of Zhentil Keep.

Since then, Orgauth has run the city on his whim. The other remaining nobles simply nod their heads



in the monthly Lords' meeting to whatever suggestions Orgauth makes. There's a good reason for this too: Lord Orgauth isn't quite himself. The true Orgauth died on his very own doorstep from wounds suffered while he fought his way back to his family during the attack on the Keep. A pit fiend named Abarax had been summoned and imprisoned by one of Orgauth's mages. During the attack, the mage was killed and the pit fiend escaped, soon finding Orgauth's body. Struck with the idea of assuming the man's identity and ruling the city, Abarax disposed of the body and *polymorphed* itself into Orgauth's form. Later, he also *gated* in an erinyes (named Es-haeris) to pose as Desmonda, a courtesan who disappeared during the siege. Together, their magicks have befuddled the minds of the other lords and they rule Zhentil Keep absolutely. Of course, this is a secret known only to the two of them, so no PCs should possess knowledge that MANSHOON, FZOUL, and SEMEMMON have been unable to uncover.

Motivations/Goals: Orgauth is torn between his quest for personal power and his greed for material wealth. While he works with the Zhentarim, he sees them as merely a means to his ends of getting



wealthier and more powerful. He's been known to mention some of the Zhentarim's more ill-conceived plans in places that others may hear, and then move to act against those schemes. He doesn't want Zhentil Keep's influence to extend too far, for he feels that would weaken it overall and hurt his trading.

Orgauth is the kind of foe one hates to hate. He's certainly evil, but he doesn't want to rule the Realms or destroy vast parts of it—that'd be bad for business. He just wants to left alone, rebuild the Keep, oppress his workers, buy and sell slaves, and manipulate trade for his own profit.

Campaign Uses: The merchant-lord of Zhentil Keep is a much more likely foe for most PC groups than any of the Inner Ring members of the Black Network. Player characters are much more likely to encounter one of Orgauth's shipments or caravans than they are to stumble across some plan of Manshoon, Fzoul, or Sememmon. The caravan could contain illegal cargo—if the cargo is slaves, this could be the reason the PCs all get together. All the player characters have friends or relatives who were recently abducted for slaves, and the PCs decide to work together to rescue their love ones.

Defeating Orgauth himself is another matter for two reasons: 1) Orgauth never leaves the Keep without a substantial number of escorts drawn from his personal bodyguard, and; 2) if the PCs seek him out inside the Keep, they'll have to survive long enough to reach him, then overcome his magical and physical defenses and catch Orgauth before he can escape, then defeat him and a number of his bodyguards.

Sources: *Ruins of Zhentil Keep* boxed set.

Abarax: AC -5 or -7 (*plate mail* +2); MV 15, Fl 24 (C); HD 13; hp 105; THAC0 7; #AT 6; Dmg 1d4 (x2), wings/ 1d6 (x2), claws or 1d6+6, jagged club/2d6 + poison & disease, bite/2d4, tail or 2d4 +8, *bastard sword* +2; SA use one of the following abilities per round at will: *advanced illusion, animate dead, charm person, detect magic, detect invisibility, fireball, gate (two lesser baatezu or one greater), hold person, improved invisibility, infravision, polymorph self, produce flume, pyrotechnics, suggestion, wall of fire, fear aura (20' radius); know alignment (always active); symbol of pain, 1/day; wish, 1/year; poisonous bite, tail constriction after initial successful hit, SD half damage from gas, cold, and silver weapons, immune to fire damage, poison, and cold iron weapons,*

regenerates 2hp/round, +3 or better weapons to hit (except silver ones), SW can be hit by nonmagical silver weapons; MR 50%; SZ L (12' tall); Int Genius (18); AL LE; ML 20; XP 21,000; tongues amulet to communicate verbally.

Eshaeris: THAC0 12; #AT 1; Dmg 1d4+3 (*dagger* +3) or by weapon; AC 2; HD 6+6; hp 54; MV 12, Fl 21 (C); SA use one of the following per round at will: *advanced illusion, animate dead, charm person, detect invisibility, infravision, invisibility, polymorph self, produce flame, suggestion, fear; know alignment, always active, gate either 1d8 spinagons (50%), 1d4 barbazu (35%), or nothing (15%); SD half damage from gas, cold, and silver weapons, immune to fire damage, poison, and cold iron weapons, +1 or better weapons to hit (except silver ones); SW can be hit by nonmagical silver weapons; MR 30%; SZ M (6' tall) Int High (14); AL LE; ML 12; XP 7,000; MI *rope of entanglement, dagger* +3.*

The ultimate goals of these two are unknown at this time. Abarax saw a chance for power in the Prime Material Plane and took it. He and Eshaeris perfectly play the happy couple about the Keep, making sure to be regularly seen (in their *polymorphed* forms, of course) by the Keep's citizenry.

Neither of these beings will willingly give up their charade, and forcing them could be difficult as they both retain their supernatural toughness and magical abilities regardless of the form they take. Unless discovered by some outside agency, these two are cunning and magically powerful enough to be able to continue their charade for an indefinite period of time.

Perhaps they plan to *gate* in more of their brethren, intending to eventually openly conquer Zhentil Keep and use it as a staging base for a large-scale invasion of Faerûn. Or they might be siphoning the Keep's resources and trade goods off the Prime Material to aid their brethren's efforts against the chaotic tanar'ri in the Blood War. They might be rogues who escaped untenable circumstances back home and are hiding out in the Realms, seeking to remain hidden from, or to gather enough power to crush, their enemies among the planes.



Sememmon

Human male 15th-level mage

ARMOR CLASS: 1
MOVE: 12
HIT POINTS: 56
THAC0: 16
NO. OF ATTACKS: 1
ALIGNMENT: Lawful evil
STR 9, DEX 15, CON 9, INT 18, WIS 16, CHA 14

Spells (5/5/5/5/2/1): 1st— *detect magic, magic missile, sleep, unseen servant, wall of fog*; 2nd— *alter self, detect invisibility, improved phantasmal force, stinking cloud, wizard lock*; 3rd— *dispel magic, fireball, protection from good, 10' radius, protection from normal missiles, slow*; 4th— *detect scrying, ice storm, improved invisibility, stonewall, wizard eye*; 5th— *cloudkill, cone of cold dismissal, teleport, wall of stone*; 6th— *disintegrate, globe of invulnerability, move earth*; 7th— *howling horror**, *limited wish*.

Weapons of Proficiency: Dagger, dart, staff.

Nonweapon Proficiencies: Ancient history (magic and mages), astrology, engineering, herbalism, modern languages (Common and several other languages; assume 3 additional), reading/writing (3 again), riding: land-based, spellcraft.

Equipment: As Lord of Darkhold, Sememmon has access to all common types of equipment and many rare or unusual items.

Magical Items: *Quarterstaff +1, dagger of venom +1, bracers of defense AC 2, brooch of shielding, helm of teleportation, gargoyle cloak*, ioun stone (lavender and green ellipsoid) with 64 spell levels remaining, periapt of proof against poison, ring of regeneration, robe of blending, wand of lightning with 27 charges.*

Combat/Tactics: Sememmon is a patient, cunning foe. He's also an able commander of troops, though he often leaves that responsibility to the Pereghost, his general. Sememmon always equips himself well (see above) whenever he leaves Darkhold (which is often), and makes good use of his subordinates, troops, and magical items before using his own precious spells.

Allies/Companions: MANSHOON, FZOUL (only in emergencies as the two often conflicted in the past), Ashemmi, his current apprentice and lover, the Pereghost, the "Three" and the other forces of Darkhold. (See the Zhentarim entry on pages 123-126 for more details on these characters.)



Foes/Enemies: The Harpers and all those of valorous hearts who oppose the wicked machinations of the Black Network.

Appearance: Sememmon is a middle-aged man in excellent health. He has thick, black hair and he's clean shaven. Within the walls of Darkhold, he wears multihued robes of cut and quality worthy of the fortress's lord and master. When he's traveling or expecting trouble, he dons his *robe of blending, helm of teleportation, and gargoyle cloak* and uses spells to alter his appearance.

Personality: Sememmon is a mild, patient, observant, keenly intelligent man. While thoroughly evil and completely ruthless, he remains an understated man in almost all respects—he's far from the raving egomaniac so many evil mages are. He's loyal to the Zhentarim, his lover Ashemmi (whom he truly loves and who loves him in return), and to the other members of the Black Network's Inner Circle—or, as loyal as one can be when all involved are wholly evil.

Locales Frequented: Darkhold and its environs, Citadel of the Raven, and Zhentil Keep.

History: Sememmon began his career as an apprentice to Manshoon. One of many, Sememmon



excelled by anticipating treachery, and mercilessly murdering those underlings and rivals who sought to challenge his power. Sememmon often performed missions for his master; many of these involved uncovering or defeating power-acquisition schemes of Fzoul Chembryl. (This resulted in Fzoul's deep and abiding hatred of Sememmon.)

Seeing his potential, Manshoon selected Sememmon to a seat on Inner Ring when the previous member died. (While the circumstances surrounding that death are unknown, the possibility certainly exists that Sememmon, Manshoon, or both arranged for the vacancy.) Fzoul, resenting the presence of one of Manshoon's former pupils in the Inner Circle, proposed Sememmon take command of Darkhold, a position worthy of Sememmon's power, but one that was comfortably far from Fzoul and the hub of Zhentarim politics at Zhentil Keep (and later at the Citadel of the Raven). Sememmon accepted the appointment and has excelled in his duties

Motivations/Goals: Sememmon strives to remain neutral in the politics of the Zhentarim, for he believes that Manshoon and Fzoul will eventually turn on each other. At that point, he'll either decide to help the winner of the conflict or step into the leadership role of the Black Network himself if the other two Inner Circle members destroy or cripple one another. This carefully planned neutrality inadvertently does much to stabilize the innermost workings of the Zhentarim.

Beyond this, Sememmon is constantly strengthening Darkhold's defenses; due to his efforts, the place is practically impregnable now.

Campaign Uses: For campaigns set farther west than the Dalelands, Sememmon and Darkhold provide an opportunity for DMs to include the machinations of the Zhentarim as obstacles for their PCs to confront. Sememmon is patient above all; his plans commonly take months or years to reach fruition. The PCs will never cause Sememmon to make any rash mistakes.

Sources: *Ruins of Zhentil Keep* boxed set, *Castles* boxed set.

Szass Tam, Zulkir of Necromancy

29th-level necromancer lich; formerly a human male

ARMOR CLASS: 0

MOVE: 6

HIT POINTS: 64

THAC0: 9

NO. OF ATTACKS: 1

ALIGNMENT: Neutral evil

STR 11, DEX 14, CON 19, INT 19, WIS 16, CHA 18

Spells (10/10/10/10/9/9/9/9/9; includes bonus spells): 1st— *burning hands, circle**, *detect undead, gaze reflection, know school, magic missile* (×2), *read magic, unseen servant, wall of fog*; 2nd— *darkness 15' radius, dazzle**, *ESP, levitate, Melf's acid arrow, preservation**, *spectral hand* (×3), *stinking cloud*; 3rd— *clairaudience, feign death, fire lance**, *fireball, fly, hold undead, lightning bolt, Melf's minute meteors, proof from teleportation**, *vampiric touch*; 4th— *Beltyn's burning blood**, *confusion, contagion, emotion, enervation* (×2), *Evard's black tentacles, fire shield, ice storm, negate magical weapon**; 5th— *animate dead* (×3), *cone of cold, disintegrate, magic jar, sending, summon shadow, wall of force*; 6th— *animate dread warrior**, *chain lightning, death fog, death spell, ensnarement, imbue undead with spell ability**, *invisible stalker, project image, true seeing*; 7th— *control undead* (×3), *finger of death, power word: stun, prismatic spray, spell turning, Simbul's synostodweomer**, *teleport without error*; 8th— *Bigby's clenched fist, clone* (×3), *flensing**, *incendiary cloud, symbol, trap the soul, unlife**; 9th— *Bigby's crushing hand, energy drain* (×3), *meteor swarm, mage tunnel**, *power word: kill, shape change, spell-lash**.

Weapons of Proficiency: Dagger, dart, staff.

Nonweapon Proficiencies: Ancient history (Thay), ancient languages (Thorass), astrology, engineering, etiquette, fire-building, gem cutting, healing, heraldry, herbalism, local history (Thay), navigation, reading/writing (common, Thayan), religion (Faerûnian), spellcraft; 6 open.

Equipment: As a zulkir, Szass Tam has access to most any form of mundane equipment, including his vast armies of undead creatures.



Magical Items: Szass Tam has access to an incredible number of magical items, due to his long lifespan and position of power within Thay. His collection is likely one of the largest in all Faerûn. It's certain he has vast collections of magical potions, robes, scrolls, wands (including a *wand of whips**), staves, crystal balls, and other wizardly accoutrements. Moreover, the artifacts known as the *Death Moon Orb** and *Thakorsil's Seat** are in his possession.

Combat/Tactics: Like most Red Wizards, Szass Tam prefers to remain unseen, plotting and scheming, while his lackeys carry out his plans and assassinations. As a necromancer, Szass Tam has the added ability to call on many, powerful undead to perform missions and other deeds for him. Further, he can use his necromantic skills to add dead enemies to the ranks of his own armies. In any war of attrition versus living beings, Szass Tam is supremely confident in his ultimate victory.

Szass Tam has all the normal combat abilities of a lich except that his appearance does not incite terror. See the **MONSTROUS MANUAL** tome for the full capabilities of a standard lich.

Allies/Companions: His innumerable undead armies, which include skeletons, zombies, ghouls, ghosts, wights, and even vampires. He also has an unknown group of apprentices under him and, briefly, Szass Tam even aided a trio of Harpers to defeat the plan of another zulkir.

Foes/Enemies: The peoples and defenders of Rashemen and Aglarond, the Harpers, and even the other zulkirs of the Red Wizards themselves as Szass Tam hopes to displace them all and rule Thay alone.

Appearance: Despite some 200 years as a lich, Szass Tam's true appearance is less than horrific. (See the *preservation* spell description for the reason.) He looks to be a skeletally thin, pale, human male with dark eyes and thinning black hair and beard. When the need arises, Szass Tam alters his appearance to that of a tall, scholarly, jet-eyed, fleshy cheeked human in his sixth or seventh decade.

Personality: Szass Tam is cunning and devilishly intelligent—he's likely one of the most dangerous men in all of Faerûn. He's supremely arrogant, but has the power and followers to back it up. He can be fair and even kind to his servants, however.

Locales Frequented: Thay; like most Red Wizards, he seldom leaves his stronghold northwest of Tyrtauros, and almost never leaves Thay itself.





History: Most of Szass Tam's past is shrouded in mystery, but it's publicly known that he's the most powerful and infamous zulkir in modern Thay.

He built this reputation over the last several years. When a tharchion and two zulkirs sought to overthrow several cities along the Sea of Fallen Stars, the trio summoned a number of efreeti and salamanders to aid them in exchange for constructing a permanent *gate* in the area. Of course, the Thayans never intended to keep their end of the bargain.

The conquests went well-too well in fact. Soon after most of the coast fell, the elementals demanded the *gate* be built. As yet unprepared to banish them to their own plane, the Thayans nevertheless tried. They ousted the efreeti, but the salamanders remained and ravaged much of the Thayans' new territory.

Szass Tam then sent a portion of his undead legion to the trio's aid at this time; though the war that followed lasted almost a year, the salamanders were eventually vanquished.

When the Tuigan Horde came west, they engaged the Thayans in battle. Despite success in an initial skirmish, the Thayans were badly beaten in the next battle.

The Zulkir of Necromancy proposed a deal to the Tuigan: magical aid for a Tuigan invasion of Rashemen if the Horde left Thay untouched. (The Rashemi witches and Rashemaar berserkers still managed to stop the Thay-assisted horse-warriors, though parts of their lands were occupied until King Azoun's crusade defeated the Horde once and for all.)

In 1362, Szass Tam even worked with a group of Harpers to defeat the plan of the then-zulkir of Alteration, the Red Wizard known as **MALIGOR**.

Motivations/Goals: After watching almost two centuries of Thayan back-stabbing, Szass Tam has decided that Thay must be united under him.

Campaign Uses: If the mighty Zulkir of Necromancy is used in your campaign (he's far too potent for most PCs to meet in person), the best role for him is that of the master planner, whose schemes the PCs are always a few steps behind. Szass Tam exemplifies the image of the ancient, powerful wizard with more intrigues than the PCs are likely to ever discover, much less defeat.

Sources: *Red Magic*, *Spellbound* boxed set.

Victor Dhostar, a.k.a. The Faceless

Human male 16th-level thief

ARMOR CLASS: 6

MOVE: 12

HIT POINTS: 51

THAC0: 13

NO. OF ATTACKS: 1

ALIGNMENT: Lawful evil

STR 12, DEX 15, CON 15, INT 15, WIS 13, CHA 14

Thieving abilities: PP 50%, OL 90%, F/RT 85%, MS 90%, HS 80%, DN 85%, CW 70%, RL 80%, SU 95%.

Weapons of Proficiency: Club, hand crossbow, dagger (thrown and held), long sword, short sword.

Nonweapon Proficiencies: Appraising, disguise, forgery, local history (Westgate), modern languages (elvish, halfling), reading lips, reading/writing (Common, elvish), rope use; 1 open.

Equipment: As leader of a thieves' guild that essentially runs the whole city of Westgate and a member of the city's merchant elite, Victor could gain access to almost any form of mundane equipment.

Magical Items: A *ring of branding* which leaves a permanent scar that even magical healing won't cure, *helm of disguise* (functions as a hat of same name), *amulet of misdirection*, and *ring of protection* +3. Victor, through unknown means, also had the skull of the red dragon **MIST** and using it, held the dragon's spirit captive. He used Mist as an advisor.

Combat/Tactics: While it has been some time since Victor, as the Faceless, has had to confront a foe physically, Victor would definitely call on his (perhaps rusty) thieving abilities to get him into a position where he could backstab his foe, inflicting five times (×5) normal damage.

Allies/Companions: The other leaders of the Night Masks, known as the Night Masters, and the Night Masks themselves; the thieves, informants, and other operatives in the employ of the guild.

Foes/Enemies: Alias, Dragonbait, Olive Rusketle, Mintassan, the Harpers, and the law-enforcement authorities of Westgate.



Appearance: Victor Dhostar is in his thirties. He's tall and handsome with wavy brown hair and bright blue eyes. He dresses well, but in a nondescript manner, unless it's a special occasion. As the Faceless, he wears the black, full-length robes of a judge, white silk gloves, high boots, and a *helm of disguise*. The helm was stolen from the temple of Leira in Westgate during the Time of Troubles. It appears as a black, wide-brimmed velvet hat from which dangles a face-obscuring array of shifting colors.

Personality: Victor is greedy above all else. In order to achieve his goals, he was willing to betray and frame his own father for crimes he committed himself. He also did the dastardly deed of seducing the innocent (in the ways of romance) Alias, using her, and then betraying her as well—even taking a certain cruel glee in the pain he caused the young swordswoman. He is a superb manipulator of people.

Locales Frequented: Westgate; including the secret, magically hidden, underground meeting places of the Night Masters, the leaders of the Night Masks guild.

History: Victor was raised the son of Luer Dhostar, the Croamarkh or leader of Westgate's mercantile families and merchant houses, the closest thing the city had to a legitimate government. Such was not for Victor however, as he realized that much more money could be made through illegal means than through legitimate enterprises. For this reason, he joined the ranks of the Night Masks, the powerful thieves' guild that really ran the city. He ascended its ranks quickly, his avarice always pushing him forward. He eventually replaced the former Faceless, and became the guild's leader and the virtual ruler of the city of Westgate.

In 1367 DR, the heroes Alias and Dragonbait arrived in the city on a minor errand, but they were attacked the members of the Night Masks. This incident aroused Alias' curiosity as she sensed a great injustice being allowed to exist in the city. Not long after, she hired herself out to Luer Dhostar, the city's Croamarkh, to learn all she could of the Night Masks, their leaders, and if they could be stopped somehow.

During their adventures, the heroes met again with the halfling Harper and bard Olive Ruskettle who was aiding a mercantile house dominated by halflings. Victor insinuated himself into this group and grew quite close with Alias. His magical *amulet of misdirection* prevented Dragonbait's *shen sight* from revealing his true motives.



In truth, Victor had prompted his father to employ the red-haired swordswoman once he was aware of her presence in town. As part of her magical "construction," Alias is immune to all magical scrying and spying techniques. Therefore, Victor knew that he'd have to stay close to Alias himself in order to see that she didn't upset his plan—what better way to keep an eye on the young woman than to hire and make romantic overtures to her?

Victor's ultimate goal was to find the interdimensional hiding place of a dead wizard named Verovan. Legends said the wizard's treasure trove was accessed from somewhere within the city, but Victor lacked the key to unlock the interdimensional door.

Victor framed his own father for Alias to "discover" as the Faceless, and Victor planned his master stroke: an attack by iron golems against the city's assembled leaders during a masquerade ball. It was at this party that he revealed his true identity to Alias. She, Dragonbait, Olive, and others managed to defeat the golems, but Victor had found the key to Verovan's treasure and headed to its hiding place, atop the highest tower of what had been Verovan's castle.



There, Victor, the hostage he'd taken, and the heroes entered the extradimensional space and fought not only each other, but the creatures known as manes that inhabited the place. After much sword-swinging and soul-searching (on the part of Alias), Victor was defeated, falling to his death.

Motivations/Goals: In the time described above, Victor's primary goal was to find Verovan's treasure. With that, he could insure his continued rulership of Westgate. He hoped to remake the city in his own image, with him as its sole ruler. In general, greed is the ruling emotion of Victor's existence. He'll use the emotions of others to further his own ends.

Campaign Uses: His power in Westgate broken, the Night Masks would likely begin a disastrous civil war over who would now lead them, the most probable result being a severe weakening of the guild over all. While the heroes above have returned to their lives elsewhere, the city might seek out the aid of other good-aligned adventurers to help quell the disturbances caused by the Night Masks infighting, or to capture or finish off the remaining Night Masks and Night Masters that the city's constabulary cannot handle.

If Victor somehow managed to survive his fall, he may consider revenge against Alias and the others who brought him low. His greed would probably devise some way that he could make money from the scheme at the same time. One possible scheme is working with known slavers (the Zhents being one prime example) to capture and enslave the saurials of the Lost Vale.

Sources: *Masquerades*, *Night Masks*.

The Night Masks: This thieving organization has divided Westgate into six regions: Harborside, Thunnside, Gateside, Parkside, Central, Outside, and External Revenue. Three "executive" positions also exist: Enforcement, Finance Management, and Noble Relations. The heads of these ten "departments" comprise the Night Masters, the secret cabal that runs the city under the supervision of the Faceless.

GHOST and the other Night Masks that appear in the novel of the same name very likely came from the organization's Enforcement branch, and were "on loan" to ABALLISTER and the forces of Castle Trinity.

Zrie Prakis

Lich, formerly an 18th-level mage

ARMOR CLASS: 0

MOVE: 6

HIT POINTS: 88 (treat as 11HD)

THAC0: 9

NO. OF ATTACKS: 1

ALIGNMENT: Neutral evil

STR 12, DEX 9, CON 18, INT 18, WIS 10, CHA 6

Spells (5/5/5/5/5/3/3/2/1): 1st— *alarm*, *burning hands*, *read magic*, *spider climb*, *ventriloquism*; 2nd— *bind*, *flaming sphere*, *glitterdust*, *ray of enfeeblement*, *spectral hand*; 3rd— *dispel magic*, *fireball*, *hold person*, *lightning bolt*, *vampiric touch*; 4th— *confusion*, *dimension door*, *enervation*, *extension I*, *polymorph other*; 5th— *cloudkill*, *conjure elemental*, *contact other plane*, *feeblemind*, *passwall*; 6th— *death spell*, *glasse*, *guards and wards*; 7th— *banishment*, *finger of death*, *spell turning*; 8th— *mind blank*, *symbol*; 9th— *gate*.

Weapons of Proficiency: Dagger, dart, staff.

Nonweapon Proficiencies: Astrology, brewing, cooking, fire-building, gem cutting, heraldry, herbalism, reading/writing, spellcraft; 5 open.

Equipment: Components (if used in your campaign), spell books, symbol-making chalks, etc.

Magical Items: *Stuff of power*.

Combat/Tactics: Zrie Prakis preferred to attack foes with his paralytic chill touch or his *stuff of power*, apparently saving his own spells as last resorts. He did not seem well versed in such physical combat, though, as foes were able to dodge his deadly grasp. (See the MONSTROUS MANUAL tome for details on a lich's powers.)

Allies/Companions: CASSANA, the Fire Knives, the minions of Moander, the Nameless Bard (temporarily), and Phalse (who likely was a hordling).

Foes/Enemies: Alias, Dragonbait, Olive Ruskettle, Akabar Bel Akash.

Appearance: This undead wizard is covered with age-worn translucent skin stretched tautly over his bones. The black pits of his eye sockets contain pinpricks of a baleful red light.

Personality: When Zrie was away from Cassana, he hated her for his undead state and her control of him and plotted her downfall at his own



hands—once the wand that controlled him was removed from her person, of course. While he lived, Zrie was as cruel, vicious, and mean-spirited as the sorceress.

Locales Frequented: Westgate.

History: Few details of Zrie's life are known. He and Cassana fell in love while young, but they were separated. When they were reunited, they fought over who was more powerful. Zrie died in the battle, but Cassana saved his remains and later made him into a lich. He died when the wand that allowed Cassana to control him was hurled into another dimension, severing his link with its unlife-sustaining power.

Motivations/Goals: Zrie Prakis is a vengeful creature capable of great evils. While a lich, he served Cassana well but plotted her downfall from the moment of his "awakening" as a lich. He longed to be free of her control. He also desired Alias, perhaps because she reminded of a younger Cassana, whom he once loved.

Campaign Uses: Zrie might be returned to "life" if Cassana's wand is found by a party or parties who are aware of its properties. With Cassana supposedly gone, he'd begin some diabolical scheme of his own.

For an interesting campaign hook, set up the PCs as unwitting pawns of Zrie's bid to return to the Realms from his dimensional exile. As a lich, Zrie is at least powerful enough to establish a communication link between himself and his phylactery, back in Faerûn: perhaps a totem doll or enchanted gem that the PCs discover in a treasure trove or abandoned in some obscure place they visit. The means of freeing him can be as simple as casting a plane shift or similar spell, or it can require an adventure of its own to locate and activate a magical gate through which the object should be thrown. Zrie should prove most helpful to the PCs in order to convince them he's a friend.

Once freed, Zrie can become the genie that the PCs must put back into the bottle, even becoming the party's major nemesis for years. He'll make no secret of the fact that the PCs freed him, enraging both good and evil people against the PCs wherever they go. He'll taunt them at every turn for playing into his hands, and he can continue to frustrate their attempts to deal with him for as long as the DM likes.

Sources: *Azure Bonds*.





Asabis

The scourge of Anauroch

CLIMATE/TERRAIN: Anauroch/any temperate, dry
FREQUENCY: Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Nocturnal
DIET: Omnivore
INTELLIGENCE: Very (11-12)
TREASURE: D
ALIGNMENT: Lawful evil
NO. APPEARING: 6-48 (6d8)
ARMOR CLASS: 5
MOVEMENT: 18, Br 8
HIT DICE: 3+3
THACO: 17
NO. OF ATTACKS: 3 or 2
DAMAGE/ATTACKS: 1d2 (x2) or by weapon/1d6 (bite)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: M (7'-9' tall)
MORALE: Champion (15)
XP VALUE: 120

These reptilian beings, who call themselves laertis, are desert dwellers superficially similar to the much more common lizard man that is often found in swamps. Asabis tend to be brown to gray in hue, with dun or light green underbellies. They have large, yellow, egg-shaped eyes so bright that they flash in darkness with horizontally slit pupils. They wear armor no heavier than leather, speak their own sharp, chattery language, and the sexes are indistinguishable to most mammals (including humans and demihumans). Their narrow skulls have sloping foreheads that end in protruding brows. They touch and taste unknown objects with their forked tongues, and have a rough, pebbly skin with slits for nostrils and ears.

The asabis' limbs jut from their sinuous torsos at 90 degrees, like those of the smaller desert lizards the asabis seemingly evolved from. They are equally adept at moving on four legs or two; when running on their rear legs, their nonprehensile tails help them balance.

Combat: Asabis often hire themselves out as mercenaries or hunt the desert's native human population called the Bedine and other, less intelligent creatures of the desert. They use any one-handed weapon they fashion or capture, including crude (treat as light) crossbows which they sling over their backs when not in use. Asabis are cunning and enjoy ambushing their prey.

Asabis can burrow into desert sands quite easily (which is one reason their ambushes are so often successful). When they run on all four legs, they present a smaller target silhouette and receive a +1 bonus to their Armor Class. Additionally, asabis can leap 20' horizontally or 16' vertically.

Habitat/Society: Asabis are encountered only at night in Anauroch. They must spend the day away from the searing sun; they burrow a few feet into the sand, retreat to a cave, or huddle in a deep rock crevice. More than 1d4+1 turns of heavy exertion under the sun (forced marches, melee combat, or even carrying a heavy pack) causes an asabis to collapse until its body can cool.

Left to themselves, asabis live in tribes under the rule of a council of elders and a war-leader. They may ally themselves with other evil creatures for mutual gain, or even adopt such beings into their tribe. Most, but not all of the asabis in Anauroch



are controlled by the phaerimm that are currently trapped by sharn magicks far beneath the desert.

Ecology: Asabis eat the organs and soft tissues of their prey, leaving the rest to desiccate under the searing sun while vultures fight for scraps. They also consume fungi, lichens, myconids, and mushrooms that grow in some of their subterranean lairs. Further, the taproots of certain oasis plants are considered delicacies by the asabis.

History: The most notable involvement of asabis in the battles between good and evil in the Realms took place in the year 1360 DR when the Harper ranger Lander entered the Great Sand Sea to prevent the Zhentarim-sent army (which included local asabis) from dominating the Bedine tribes and thus, controlling trade traffic across Anauroch. Lander was aided by a Bedine “witch,” named Ruha (see the *Heroes’ Lorebook*), and together they rallied the disparate tribes of the Bedine to work together and destroy the invaders from the Black Network and their asabis mercenaries.

Stingtails: AC 3; MV 15, Br 12; HD 7; THAC0 13; #AT 3 or 2; Dmg 1d4+1(×2) or weapon/2d4 (tail); SZ L (12’-14’ tall); ML 18; Int Low; AL NE; XP 1,400.

Description: A rarer variety of asabis, each tribe normally has 2d8 stingtails. Larger, stronger, but less intelligent (5-7) than their cousins, stingtails are usually content to follow orders of their brethren.

On a successful tail hit, a stingtail can release a spray of milky poison through its skin. This caustic, vinegary solution causes victims to be confused (as per the spell) in the round they’re struck and force a save vs. the effects of a type M contact poison; onset time is 1d4 minutes; a successful save means the victim takes 5 hp damage, and failure means the victim suffers 20 hp damage. Stingtails can release their poison-spray up to six times daily.

Sources: *The Parched Sea*, FR13 *Anauroch*.

Balhiir

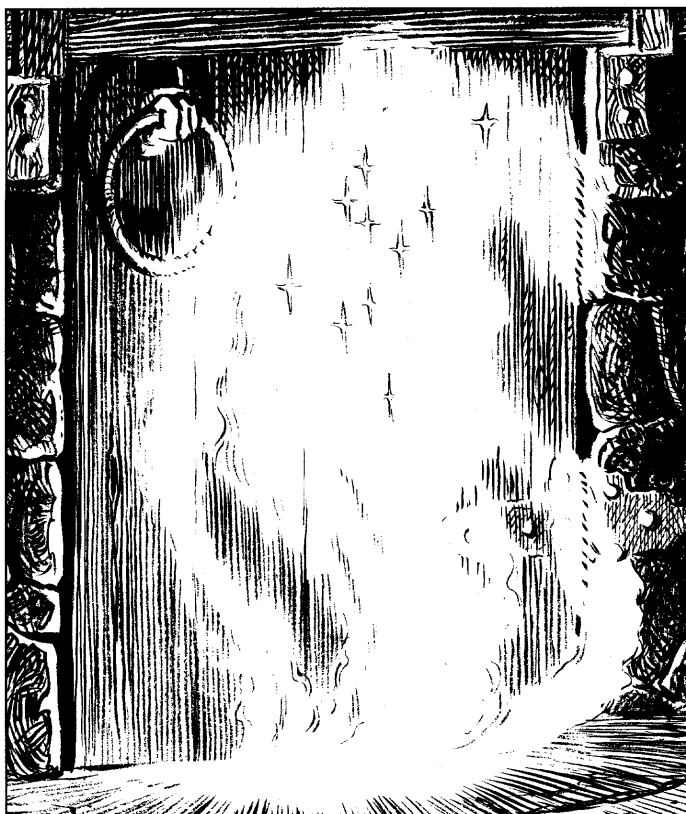
Magic-absorbing creature

CLIMATE/TERRAIN: Any
FREQUENCY: Rare on Negative Energy Plane/Very Rare on Prime Material Plane
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Energy/magic
INTELLIGENCE: Animal
TREASURE: Nil
ALIGNMENT: Neutral
NO. APPEARING: 1
ARMOR CLASS: 8
MOVEMENT: Fl 18
HIT DICE: 18
THAC0: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: Nil
SPECIAL ATTACKS: Energy/magic drain
SPECIAL DEFENSES: Magic absorption, immunity to physical damage
MAGIC RESISTANCE: Special
SIZE: M (6’-diameter cloud)
MORALE: Steady (12)
XP VALUE: 16,000

The extremely rare balhiir normally appears as a man-sized, softly glowing cloud with diamond-shaped sparkles of light within. This cloudlike being flows through the air, and moves through all openings of at least 1” diameter. A balhiir is otherwise constrained by physical objects and can be trapped within such items. Wind, water, and physical weapons do not hinder its movements or harm it in any way.

Combat: The balhiir can sense life forces and magic up to 100’ away, even through solid stone. It always moves toward the largest concentration of magic. Once in contact with the source of magic—be it an item, a weapon, or living creature—it absorbs the magic following the *spellfire* rules detailed in the *Heroes’ Lorebook* or *Volo’s Guide to All Things Magical*. The balhiir is considered to have a Constitution of 18 for this purpose.

However, the balhiir cannot unleash the magic as does a *spellfire* wielder. Instead, one spell level serves to sustain an active balhiir for one day. The creature



doesn't suffer damage from holding more than five times its Constitution, but does shed those extra levels as radiant energy (light and heat) at the rates specified in the aforementioned *spellfire* rules.

A balhiir has only one draining "attack" per round, but the creature can passively drain many items at once. Any spell or magical item that is cast or brought within 10' of the balhiir is absorbed as above.

Only two methods are known to defeat a balhiir. The first is that its magic-absorbing abilities must be overloaded, as with the *spellfire* ability. This method usually requires several high-level mages casting spells into the creature simultaneously. The second method involves binding the balhiir to a physical object or a creature. The specific details of this ancient ritual are left for DMs to decide and players to ponder.

Once bound, the balhiir is freed upon the destruction of the vessel containing it. The balhiir can then be rebound only by the being that freed it. Its rescuer can attempt the ritual to rebind the balhiir or can attempt to draw the creature's energy into himself through sheer force of will. To do this, the character

must save vs. death (the price of failure in this instance). Divide the total spell levels held by the balhiir by the character's Constitution score, rounding up, to reach a number similar to the *spellfire* danger rating. Apply a -1 modifier to the saving throw for each number above 5.

If the save is made the character lives, and until the character uses up the balhiir's spell levels, the character can cast *spellfire* as a 1st-level wielder. All normal *spellfire* rules apply. Once the spell levels are used, the balhiir is destroyed and the character must make a system shock roll to survive the experience.

Habitat/Society: Balhiirs normally reside on the Negative Energy Plane, and in the creatures' native environment, they can absorb all forms of energy, including life forces or experience levels. Little else is known of the balhiir's habits in its home plane, due to that plane's inimical effect on normal lifeforms.

Ecology: Balhiirs are very efficient in their use of the energy/magic they consume. These creatures can hold enough energy to keep them active for months. If they run out of energy however, they do not perish. Instead, they enter a form of hibernation that can last indefinitely. The presence of energy within its sensory range awakens it, a process that requires a full turn.

History: While a prisoner of the Cult of the Dragon, Shandril accidentally released a balhiir trapped in a sphere of crystal when she struck a Cult mage with it. The creature then absorbed the Cult mage's magic, that of Shandril's companion Narm, and several members of the Knights of Myth Drannor, filling it with incredible amounts of raw magical energy.

Elminster arrived on the scene and instructed Shandril that, as she was the one who released the balhiir, it must be she who destroyed it. Shandril did so, despite agonizing pain. This process also awakened her latent *spellfire* abilities, inherited from her mother, who also possessed the power to hurl bolts of raw magical energy.

Sources: SPELLFIRE® game.



Chosen One

Result of Thayan magic

CLIMATE/TERRAIN: Thay
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
TREASURE: Nil
ALIGNMENT: Chaotic evil
NO. APPEARING: 3d10
ARMOR CLASS: 7
MOVEMENT: 12
HIT DICE: 3
THACO: 17
NO. OF ATTACKS: 3 or 2
DAMAGE/ATTACKS: 1d8/1d4 (x2) or 1d8 and by
weapon
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: M
MORALE: Fanatic (18)
XP VALUE: 175

Chosen ones were once human slaves of the Red Wizards of Thay who were subjected to vile magicks (see the *create chosen one* spell on page 136) and transformed into hideous, tortured, and violent instruments of their vile creators.

The torturous magical process that these unfortunate souls undergo twists their bodies as well as their minds. Faces are contorted in rictuses of pain, the teeth grow to resemble fangs, and hands are stretched and gnarled into gruesome claws.

Combat: In battle, chosen ones attack fearlessly, snarling out their rage from throats raw from the screams of their transformation. Some chosen ones are equipped with a weapon and/or shield. These chosen ones give up both claw attacks, but those with a shield do have the standard armor class improvement and those with a weapon attack with it normally.

The victim of Chosen One's bite must save vs. poison or suffer an additional 1d8 points of damage as the vile corruption courses through its body for the next 1d6 rounds.



Occasionally, the conditioning of a chosen one breaks down and memories of their past—and the true cause of their pain—return to them. This breakdown has a cumulative 1% chance of occurring after the chosen one has been in combat for five rounds. For example, after 10 rounds of combat the chance is 5%. (This 1%/round chance could be significantly larger if the chosen one is forced to fight someone it knew from its previous life, such as a family member, dear friend, or other loved one.) If chosen ones are kept from extended periods of combat, they almost never manage to shake off their magical “conditioning.”

If a chosen one's memories do return, the poor creature howls horribly, breaks off combat (granting any melee opponents a free attack from behind, with the standard +2 attack bonus), and tries to find its creator and take revenge for the tortures inflicted upon it. The chosen one will fight only those who bar its way at this time.

Habitat/Society: The Red Wizards are willing to risk the occasional loss of a chosen one, as they normally make such useful slaves.



Many in Thay conceive of potential military applications for the chosen ones, foreseeing vast legions of these beings pouring over the borders into Rashemen or Aglarond. Of course, the possibility of hundreds or thousands of chosen ones abandoning the battle and returning to Thay seeking vengeance on their creators has prevented the use of chosen ones in this manner—at least so far. Rumors do exist about the Red Wizards working to develop a magical “cure” to stabilize their transformed slaves in combat.

Ecology: Chosen ones play virtually no role in the Thayan ecology, although they make fine slaves when kept from combat—a very important consideration in Thay, where much status is granted to Red Wizards and other (self-) important Thayans by the size of contingents of slaves and chosen ones. A rare chosen one has been known to wander off occasionally, leaving its duties unattended, and terrorizing the countryside before being hunted down and killed.

The Red Wizards do not transform all their slaves into chosen ones, of course. Many use the threat of this horrible, magical transformation to keep their normal slaves in line, only transforming those recalcitrant slaves who can be controlled in no other way. The fact that this exact practice (transforming only the most uncontrollable slaves) may contribute to the chosen ones’ breaking free seemingly has yet to occur to the arrogant, evil wizards.

History: The magicks that transform the slave into a chosen one do not wipe out the intellect. The chosen one is simply compelled by the magicks to perform the tasks set it by the mage who created it. The being that the chosen one once was knows what it’s being forced to do and hates the mage for it.

When ordered into battle, the magic causes the chosen one to perceive its opponents as the mage who created it. Mistakenly seeing a chance for revenge, the enraged chosen one fights ferociously.

Sources: Spellbound boxed set.

Darkenbeast

Magically transformed animals

CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Nocturnal
DIET: Carnivore
INTELLIGENCE: Semi- (2-4)
TREASURE: Nil
ALIGNMENT: Neutral evil
NO. APPEARING: Variable
ARMOR CLASS: 4
MOVEMENT: 3, Fl 18
HIT DICE: 5+5
THAC0: 15
NO. OF ATTACKS: 3
DAMAGE/ATTACKS: 1d4(x2)/3d4
SPECIAL ATTACKS: Dive
SPECIAL DEFENSES: Immune to mind control
MAGIC RESISTANCE: 25%
SIZE: M (4-5')
MORALE: Steady (12)
XP VALUE: 975

The darkenbeast, also known as the death horror, is a normal animal that has been magically transformed into a savage, evil creature under the control of the mage who transformed it.

A darkenbeast resembles a cross between a miniature wyvern and a pterodactyl. It has a black, reptilian hide, a sharp beaklike mouth, talons the size of daggers, and dimly glowing red eyes. A typical darkenbeast is four to five feet in length and has a wingspan of six to eight feet.

Combat: When in flight, a darkenbeast attacks with its beaklike mouth and talons. In the round a darkenbeast first enters combat, it dives on its target, gaining a +2 bonus on its attack roll. A darkenbeast caught on the ground is virtually immobile, but can still attack with its beak.

Darkenbeasts suffer a -1 penalty to their attack rolls if they’re exposed to a bright light (*continual light* or greater).

All darkenbeasts operate under the direct telepathic control of the mage who cast the alteration spell that transformed the animals in darkenbeasts, and do not check Morale unless the mage loses con-



trol (loses consciousness, etc.). They are also immune to mind- and monster-controlling spells, and the summoning spells of other wizards.

However, if a transformed darkenbeast is ordered to attack its former master (in the case of a transformed dog, for example), the beast rolls a save vs. spell. If the save is made, the darkenbeast retains its current form but returns to its true self and the control of its original master. (In this case, the dog's owner now has a darkenbeast that thinks it's a dog.)

Habitat/Society: The *create darkenbeast* spell (see page 136 for the spell itself) transforms animals of 2HD or less and Semi- or Animal Intelligence into the vile corruptions of nature known as darkenbeasts. These animals remain in this horrid form until they are exposed to direct sunlight, at which time they resume their true shape.

Darkenbeasts automatically obey the telepathic commands of their creator-mage. The mage is limited to basic instructions, those that can be visualized by the mage and telepathically communicated to the darkenbeasts.

The creatures will infallibly hunt down or pursue quarry portrayed in such images. They persist in whatever action they were commanded to perform until the task is finished, they are slain, or daylight breaks the vile spell that transformed them.

Regardless of the original animal's nature, all darkenbeasts are carnivorous while in that form.

Ecology: Darkenbeasts are useful to a mage who need allies or distractions to use against a foe. They are also effective in hunting down traitors, escaped slaves, or others the mage wishes disposed of.

Mages who dwell in subterranean regions (such as Undermountain or the vast Underdark) can keep a permanent pack of darkenbeasts on hand as guards of important areas or treasure, or as winged assassins. Drow mages have been known to make use of darkenbeasts against their traditional enemies: dwarves, svirfneblin, and even surface elves when the dark elves mount nighttime raids against their above-ground cousins.



History: The most famous use of darkenbeasts involved Thay's Zulkir of Alteration, the Red Wizard MALIGOR. He transformed hundreds (or thousands) of normal animals gathered from the wilderness into a veritable army of darkenbeasts—all under his personal telepathic control.

He used these darkenbeasts in an attempt to take control of Thay's gold mines, the source of the nation's monetary wealth. The darkenbeasts did well, but the Red Wizard was defeated by a trio of Harpers. One of them, Galvin the druid, used his *shapechange* ability to take the form of a darkenbeast—though he retained his own psyche. He then used this shape to search the mines for Maligor, unmolested by the other darkenbeasts. He also used this form to get close enough to the Red Wizard to attack, eventually defeating the Zulkir and escaping the mines and Thay.

Sources: *Red Magic*, *MONSTROUS COMPENDIUM*, Appendix III, *FORGOTTEN REALMS Appendix*, Vol. I.



Dread Warrior

Undead creation of Szass Tam

CLIMATE/TERRAIN: Thay
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Low (5-7)
TREASURE: Nil
ALIGNMENT: Neutral evil
NO. APPEARING: 1d12
ARMOR CLASS: 2-4
MOVEMENT: 9
HIT DICE: 4
THAC0: 17
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 1d8+2 or by weapon +2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: M
MORALE: Fanatic (18)
XP VALUE: 175

Dread Warriors are a form of undead created by SZASS TAM. They can be produced from any warrior of at least 4th level who's been dead less than 24 hours.

Combat: Dread Warriors retain the desire for combat, and are both strong and skilled. They have 18/01 Strength, but they gain no attack-roll bonus. They do still have the +2 damage-roll bonus however. They are armed with whatever melee weapons they possessed while alive; Dread Warriors are no longer dexterous enough to make use of bows of any type. They can hurl javelins or spears, but suffer a -4 attack penalty.

Dread Warriors are capable of following instructions of up to 12 words in length. For every word beyond, there is a cumulative 5% chance that the order will be misinterpreted. This chance is doubled if in Rashemen, as the spirits there disrupt Tam's evil magicks. Additionally, Dread Warriors suffer a -2 attack penalty when in combat with Rashemi witches or nature spirits.

Dread Warriors may be turned by clerics as shadows. A *raise dead* spell utterly destroys a Dread Warrior, while a resurrection spell allows the Dread Warrior to save vs. spell. Failure indicates the undead creature is destroyed. Success means that the warrior is returned to life, as per the spell.

Habitat/Society: Dread Warriors exist solely as soldiers and guards for Red Wizards: Szass Tam in particular, and the few others he trusts enough to lend some of his creations to. The Zulkir of Necromancy normally keeps the vast majority of his Dread Warriors "in storage" as he doesn't want his elite troops wasted as servants.

Ecology: As undead, Dread Warriors make no contribution to the local ecology.

History: Szass Tam created these undead troops some 20 years ago, intending them for an invasion of Rashemen. He unleashed them in 1357 DR, but they were turned back after fierce fighting.

Sources: *Spellbound* boxed set.



Errtu

A Balor tanar'ri

CLIMATE/TERRAIN: The Abyss
FREQUENCY: Very Rare (also in the Realms)
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Supra-genius (19)
TREASURE: H×3
ALIGNMENT: Chaotic evil
NO. APPEARING: 1
ARMOR CLASS: -8
MOVEMENT: 15, Fl 36 (B)
HIT DICE: 13
THAC0: 7
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACKS: by weapon or 2d6
SPECIAL ATTACKS: Terror, immolation, death-throes explosion
SPECIAL DEFENSES: +3 or better weapon to hit
MAGIC RESISTANCE: 70%
SIZE: H (12' tall)
MORALE: Fanatic (18)
XP VALUE: 46,000

Errtu, one of the most terrible of all tanar'ri, is repulsive and loathsome to behold. He's a towering humanoid with dark red skin, and huge, leathery wings that propel him through the air with amazing speed and grace for one with such a gigantic body. He possesses wicked claws and grotesque fangs that drip with acidic saliva. Errtu communicates via telepathy.

Combat: Errtu can attack with his great fists for 2d6 points of damage each. Any victim struck by Errtu in this way must successfully save vs. spell with a -6 penalty or flee in terror for 1d6 combat rounds.

Like all balors, Errtu also has access to weapons in combat, such as a great magical sword that resembles a bolt of lightning. Errtu's is a *vorpal* blade and it can detect good in a 30'-radius. Any other creature that picks up a balor's sword suffers 10d6 points of damage and must successfully save vs. spell or die immediately.

Many balors, including Errtu, also use great, many-tailed whips. A hit inflicts only 1d4 points of damage, but the whip's many tails wrap around the target, entangling him. This allows Errtu to draw the entangled victim into the balor's everpresent bodily



flames. These flames do 4d6 points of immolation damage each round. Any character who makes a successful one-half Strength check escapes the whip's tails.

In addition, Errtu can use the following spell-like powers at will, one at a time, once per round at 20th-level of ability: *detect invisibility*, *detect magic* (both always active), *dispel magic*, *fear*, *pyrotechnics*, *read magic*, *suggestion*, *symbol* (any type), *telekinesis*, *tongues*.

Errtu also has the ability to *gate* 1d8 least, 1d6 lesser, 1d4 greater, or 1 true tanar'ri to his location. The *gate* will always be successful, but functions only once per hour.

Errtu is immune to all nonmagical attacks including fire, gas, poison, and weapons. If Errtu is slain on his home plane of the Abyss, his body explodes in a blinding flash of light, inflicting 50 points of damage to everything within a 100'-radius (save vs. spell for half damage).

Habitat/Society: In their native plane of the Abyss, balors exist only to wage the Blood War against the baatezu. They often command entire legions into battle against their hated foes.



Unlike many fiends, however, balors note the importance of the Prime Material Plane in the Blood War. They often make pacts with mortals exchanging their services to gain power in the Prime.

Errtu shares this fascination with the Prime and Toril in particular. Errtu bears strong enmity toward Drizzt Do'Urden and his comrades, for the drow ranger once defeated and banished him from the Prime Material.

Ecology: In the Abyss, there is nothing more important than the Blood War, and as the dominant lifeform in many areas of the Abyss, balors are the personification of the Blood War.

Errtu is more focused on the Prime world of Toril. Since his banishment he's followed the exploits of Drizzt and his companions. Drizzt was responsible for Errtu's banishment from the Prime plane and returning to Toril became the main goal of Errtu's life.

History: Errtu was first encountered in the Icewind Dale area in 1351 DR. Errtu joined the service of a tyrannical wizard who possessed a powerful magical item that Errtu wished for his own. Before Errtu could gain the item however, he confronted Drizzt, and they soon battled. Drizzt managed to get the best of the fiend and defeated Errtu's Prime Material form. This resulted in Errtu's banishment from the Realms for 101 years.

Later, Errtu had some contact with the Spider Queen, Lolth, regarding Drizzt. The Goddess of the Drow offered the balor a deal: a means to return to the Prime in exchange for the fiend's assistance in battling the forces of Mithral Hall. While Errtu could not directly participate in the battles, Lolth provided him with a scrying mirror and a gate through which Errtu could send fiendish minions. Errtu's payment for this was the spirit of Drizzt's friend, Wulfgar. Errtu tortured Wulfgar, and it took all of the barbarian's friends to rescue him and defeat Errtu.

Sources: *The Crystal Shard*, *Siege of Darkness*, *Passage to Dawn*, *MC 8: Outer Planes Appendix*.

Ice Spire Ogres

Servants of the Twilight Spirit

CLIMATE/TERRAIN: Ice Spires, arctic
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: **Average**
TREASURE: M (Q, B, S)
ALIGNMENT: Chaotic evil
NO. APPEARING: 2d10
ARMOR CLASS: 4
MOVEMENT: 12
HIT DICE: 5
THAC0: 15 (13)
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: 1d12 (or weapon +6)
SPECIAL ATTACKS: Mist, blood dance
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Nil
SIZE: L (10')
MORALE: Elite (13)
XP VALUE: 420
Chieftain 975
Shaman 1,400

Ice Spire ogres are bigger, smarter, and more dangerous than their more numerous cousins. Ice Spire ogres stand a full 10' high, and weigh 500 to 600 pounds. Their skin color ranges from yellow to brown-black, their hair is a dirty gray, and their eyes gleam a startling shade of purple. Ice Spire ogres smell even worse than the ogres found across Faerûn, a scent that has been compared to that of rotting flesh.

Combat: Despite their chaotic bent, Ice Spire ogres are disciplined combatants, especially when led by a shaman or a chieftain. All Ice Spire ogres gain a +2 attack-roll bonus, and a +6 damage bonus when they use weapons. Any group of 11 or more Ice Spire ogres includes a leader (most likely a shaman) who has a +3 attack bonus. Groups of 16 or more include a chieftain with a +4 attack bonus.

Female Ice Spire ogres fight as listed above, but only deal 2d4 points of damage when striking unarmed, or they gain only a +4 damage bonus with a weapon. Young Ice Spire ogres fight as hobgoblins.



Ice Spire ogres are very well adapted to surviving in their frigid, treacherous environment. When operating in their home terrain, these ogres receive a +2 bonus to their surprise rolls. Further, Ice Spire ogres also have 30% chance to move silently, as per the thief's ability, in their native lands.

To those Ice Spire ogres who worship the fiend Baphomet, he grants the ability to enter a state of killing frenzy the ogres refer to as the Blood Dance. While in this strange state, the ogres receive an additional +2 bonus to both attack and damage rolls, and always fight to the death. When in this frenzied rage, the ogres also have their hit points drop to -10 before they fall (though suffering any damage that takes them below 0 hp will kill the ogres after the frenzy passes). Only victory or death can quench the fire of the Blood Dance. Once the Blood Dance begins, its infernal frenzy lasts for 2d10 rounds. Most Ice Spire ogres have no foreknowledge of when the Blood Dance will strike, although it's likely that the tribe's shamans know in advance, or they may even play an active part in beseeching their god to bestow his bloody "blessing."

Habitat/Society: Most of the Ice Spire ogres live in a vast network of caves and caverns located high in the Ice Spire mountains. This range lies south of the Great Glacier, north of Citadel Adbar, east of the Coldwood, and west of Anauroch. Access to the cavern network is gained by way of a series of stairs and ladders (giant-sized, of course, which will cause problems for any of the smaller PC races who try ascending them), strategically located to be easily defensible. In other words, many ascents all lead to a single entrance to the caves proper, allowing the ogres to concentrate their defenses at that cave opening.

A thick, choking mist from vents deep within these caves permeates the entirety of the network. This mist causes nausea in all who are unaccustomed to it. Any who encounter this mist must save vs. poison or suffer a -3 penalty on all attack rolls for 1d3 turns. Ice Spire ogres are adept at moving and fighting in this mist, however, and gain a +4 bonus to surprise rolls and a 50% chance to move silently or hide in shadows (as per the thief's abilities) when within the mist.

The ogres that inhabit this network worship Vaparak the Destroyer, the great ogre god. They've also followed the instructions of Lanaxis, the Twilight Spirit, in the past.



Another tribe of Ice Spire ogres lives in the region. Calling itself the Dour Fissure, it also reveres Baphomet. This is the only tribe that possesses the above-described Blood Dance ritual ability.

Shaman: An Ice Spire ogre shaman has the standard abilities for one of his race, and the abilities of a priest. If six or more Ice Spire ogres are encountered, they are accompanied by a 3rd-level priest. If 16 or more are met, their shaman is 5th-level priest.

For those DMs who wish to give non-PC races a different feel, Ice Spire ogre shamans could use the rules from the Shaman AD&D game accessory. Use the tribal shaman template in this case.

Chieftain: If 16 or more ogres are encountered, they are led by an ogre chieftain. A chieftain is a 9HD monster with AC 3 and THAC0 11 (9). He inflicts 2d8+7 points of damage, or by weapon +7.

Ecology: Ice Spire ogres are low on the totem pole of giants and giant-kin in the Ice Spires region. They keep herds of krotter, a large, yaklike cattle, for food, clothing, and milk. They also raid and pillage to add to their larders and to increase their reputations. They've also been known to hire themselves out as



mercenaries when the humans or other, wealthier races of the region go to war.

They've adapted well to their icy environment, wrapping their bodies in heavy furs, held in place by wide leather straps.

History: Much of the history of the Ice Spire ogres is unknown to human chroniclers, but some relatively recent events are common knowledge.

Years ago, a tribe of Ice Spire ogres was employed by Prince Camden of the human kingdom of Hartsvale. Camden was involved in a civil war with his twin brother over who would succeed their late father as king. The ogres' aid helped Camden win the war and ascend the throne. The ogres demanded an unusual price or their cooperation, however.

The tribe's chieftain and shaman, Goboka, wanted Camden's first-born daughter as compensation for his tribe's aid in the war. As a young prince with no children (and a family line that strongly favored male children), Camden agreed.

After Camden became king, he did indeed have a daughter, Brianna. King Camden refused to give her up, however, until an emissary arrived at his castle reminding him of his secret promise. In order to maintain appearances, the King set up an ambush where his now-grown daughter could be "kidnapped" by the ogres and spirited away.

This plan was upset by the firbolg ranger, Tavis Burden, who betrayed his liege's orders not to pursue the ogres. After tracking and battling the ogres, Tavis eventually rescued Brianna from the ogres and returned to Hartsvale where they revealed Camden's long-ago promise. Camden was deposed as a result and Brianna ascended the throne of Hartsvale.

Goboka, this tribe's leader, qualifies as a chieftain (described above) and has shaman abilities equal to those of a 7th-level priest.

Sources: "Twilight Giants" trilogy (*The Ogre's Pact*, *The Giant Among Us*, *The Titan of Twilight*), *Giantcraft*.

Kalmarî

Cassana's creature

CLIMATE/TERRAIN: Any
FREQUENCY: Very rare; Rare in Acheron
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average
TREASURE: Nil
ALIGNMENT: Lawful evil
NO. APPEARING: 1
ARMOR CLASS: -6
MOVEMENT: 6
HIT DICE: 3+3
THAC0: 17
NO. OF ATTACKS: 2
DAMAGE/ATTACKS: 1d10/1d6
SPECIAL ATTACKS: Swallow, entangle
SPECIAL DEFENSES: +2 or better weapons to hit; Slain only by consumed & rejected magical item
MAGIC RESISTANCE: 100%
SIZE: M
MORALE: Champion (16)
XP VALUE: 2,000

In its natural state, a kalmari is an amorphous being with a smoky, mistlike consistency. It appears as an inverted teardrop, with a 3'-long prehensile tail. The beast has two unblinking yellow eyes that it can move to different parts of its surface in order to follow multiple foes. The most striking feature of the kalmari, however, is its inordinately large, tooth-filled maws which seem to stretch all the way around its body. When the creature opens wide its jaws, the mouth appears to cover the majority of the kalmari's body. The kalmari also can possess the body of a living being without affecting that being's appearance.

Combat: A bite from the kalmari's jaws inflicts 1d10 points of damage and the tail can whip a target for 1d6 points of damage. When a natural 20 results from the tail's attack roll, no damage is done but the victim is entangled. An entangled victim is allowed one Bend Bars/Lift Gates roll to escape; otherwise only severing the tail itself by inflicting 10 points of damage there on a called shot (see the DMG for details) frees the entangled victim.

The kalmari's most fearsome ability is that, on any



attack roll (for the creature's mouth) that is 4 or more higher than the number required to hit that target, the target is swallowed whole. For instance, if the kalmari needed to roll a 12 or better to hit a target, any natural roll of 16 or greater would mean that the target had been swallowed whole by the creature. Swallowed creatures will be digested in a number of rounds equal to their experience level/Hit Dice. Swallowed victims are helpless. After this time, the victim is gone forever and cannot be raised or resurrected. The kalmari will not attempt to swallow a second target until the first victim is dead.

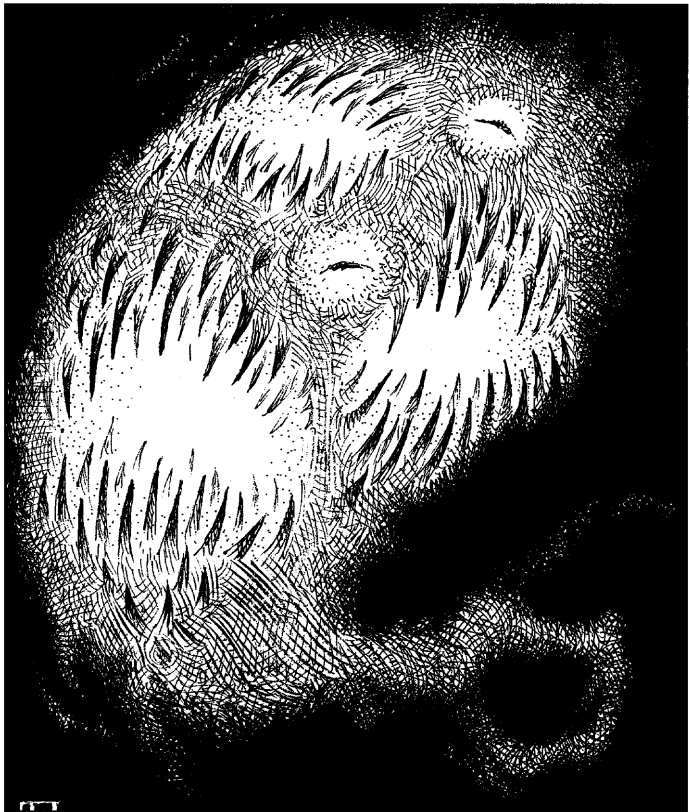
The kalmari can be struck only by +2 or better magical weapons and is 100% immune to spells. While sufficiently enchanted weapons can damage the beast, even they cannot kill it. If reduced to 0 hp by such weapons, the kalmari is simply banished back to its home plane of Acheron—bearing a great grudge against those who sent it home against its will.

The only vulnerability a kalmari possesses is that it cannot digest magic in any form. This is related to its immunity to magic spells; the nature of the beast and the nature of magic in the Realms are simply incompatible. All magical items worn or carried by a victim the kalmari has swallowed are regurgitated by the beast the round after ingestion. Offensive magical items such as weapons, wands, staves, and so on are then capable of damaging and destroying the beast regardless of their enchantment. Weapons are granted an additional +2 bonus both to attack and damage rolls vs. the creature and the spell-like effects of wands, rods, staves, rings, etc., now inflict damage on the kalmari normally; the beast's Magic Resistance no longer applies to those items. If, for example, the kalmari ingests and rejects a *wand of fire*, *fireballs* from that item can kill the kalmari. *Fireballs* from any source other than that *wand* still do not harm the creature.

Note that any items swallowed and rejected by one kalmari do not gain these benefits against any other members of the species.

Habitat/Society: Little is known of the habits of the creature on its home plane, but in the Realms a kalmari is normally summoned by a mage to act as a guard for some important item, person, or place.

To remain on this plane or an extended period of time (see Habitat/Society below), a kalmari must have a body composed of material native to the



plane. This material can be either a living being or an inanimate vessel that allows the creature movement and a means to manifest its jaws and eyes. A kalmari within a host body can exist in the Realms indefinitely, but once the creature leaves a host, it has only 10 minutes to find another or be compelled to return to Acheron. A host body retains its normal Armor Class, but can withstand only 10 hit points of damage before it is rent asunder as the kalmari erupts from it, killing the host. The noise made by an emerging kalmari is that of 1,000 snakes hissing at once. A living target of a kalmari's possession must be willing, though that decision could be coerced (through force, blackmail, or magic).

Ecology: Once free of a host body, the kalmari must find another within 10 minutes or be banished back to Acheron. As a rule, these creatures seem to enjoy the power they wield in the Realms and are loath to leave. Their lawful nature also contributes to their "stubbornness" in this matter and also is part of the reason they are chosen as guardians of important mountain passes, potent magical items, fabulous treasures, and secret passages. How kalmari repro-



duce is unknown, though fission is most likely. Whether fission is possible in the Realms or only in the beast's home plane of Acheron is also unknown at this time.

History: Only one instance of a kalmari existing in the Realms for any length of time is recorded at this time. The creature apparently was summoned from Acheron by the wicked sorceress CASSANA to serve as a "pet." The first open encounter between natives of the Realms and the kalmari occurred in the year 1357 DR during a period where Cassana had lent use of the creature to an illicit mercantile group known as the Iron Throne. The kalmari was placed in a human shell (a minor Iron Throne functionary unaware of the true costs involved) for the mission. The Iron Throne planned to use the beast to tighten its grip on Shadow Gap, an important mountain pass.

When the functionary publicly announced the closing of the pass and admitted to the murder of a contact of a local group of adventurers, a member of the group attacked the man. The warrior's blow (with his enchanted sword) split the body wide open, allowing the kalmari to escape. The creature promptly swallowed the warrior whole, sword and all. The kalmari rejected the sword, which was left untouched by the fleeing crowd.

The sword was recovered by a band of heroes that included Alias the tattooed swordswoman. Alias saw the above-described events in a dream. During their time in Shadow Gap and not long after Alias's dream, the kalmari entered their camp and attacked. Alias used Cassana's sigil, tattooed on her arm, to hold the sorceress's creature at bay until the halfling bard Olive Ruskettle retrieved the late warrior's sword. Olive and the saurial paladin Dragonbait then used the ingested-and-rejected weapon to destroy the beast.

Even though Cassana herself has perished, the secret of summoning such beasts will likely find its way to other unscrupulous wizards' hands.

Sources: *Azure Bonds*.

Kazgaroth

Minion of Bhaal

CLIMATE/TERRAIN: Any (Moonshaes)

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High

TREASURE: See below

ALIGNMENT: Chaotic evil

NO. APPEARING: 1

ARMOR CLASS: 0

MOVEMENT: 15

HIT DICE: 16 (120 hp)

THAC0: 5

NO. OF ATTACKS: 4

DAMAGE/ATTACKS: 1d12(x2)/3d10/1d8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 60%

SIZE: G (18' tall, 50' long)

MORALE: Fearless (19)

XP VALUE: 19,000

In its true form, Kazgaroth resembles a huge tyrannosaur with forelimbs that, while still short, match the rest of its body and allow the Beast to run on all fours if it wishes. When traveling in this manner, consider Kazgaroth's movement rate to be 18.

The Beast possesses a broad, powerful, scaly body and tail with a maw that drips mildly acidic saliva (the acid is taken into account in the bite's damage). Its massive hindlegs end in heavy, clawed feet. In this form (and in other forms if the Beast loses self-control), Kazgaroth's beady eyes glow a fierce red.

Combat: While the Beast prefers to engage its foes through trickery, deceit, and the use of mortal pawns, Kazgaroth revels in the bloodlust of combat when it arises. In this form, the Beast attacks with its two clawed forelimbs and its vicious bite. Further, the Beast uses its tail to attack anyone it finds itself in melee with; damage from the tailslap is 1d8. Any being struck by the tail must make a Dexterity check with a -5 penalty or be knocked off his feet. The prone figure can regain his footing in the following or subsequent rounds, but can take no other actions during that round.



Kazgaroth can be struck in combat only by magical weapons of +2 enchantment or better. The Beast's Magic Resistance applies to all wizard and priest spells, except those cast by neutral clerics whose powers concern maintaining the balance of nature. For example, spells cast by druids or priests of Chauntea would affect Kazgaroth normally.

The Beast can *shapechange* at will. Kazgaroth has been known to assume forms such as a bull, a snake, and a gargoylelike creature. Kazgaroth also can assume the form of specific, well-known individuals, such as it did with the Northmen king Thelgaar Ironhand, after the Beast consumes the original being. Kazgaroth cannot assume the form of any creature larger than itself-but then, it really doesn't need to.

Kazgaroth also possesses several special abilities, the first of which is the ability to constantly *detect magic* and *detect invisibility* within 100 yards of itself, limited by vision. The second ability is to *cause lycanthropy* with its bite. The breed of lycanthrope matches the ethical element of the victim's alignment (lawful, neutral, or chaotic), but is always evil. Therefore, lawful (good, neutral, or evil) victims could become wererats, neutral (good, true neutral, or evil) might become werebats, and chaotic (good, neutral, or evil) individuals may become werewolves (or werefoxes if the victim is female and has elf blood). Kazgaroth can cast a *permanent charm* on one victim within 10' of itself. A side effect of this charm is that once per week, the charmed being must successfully save vs. spell or permanently lose a point of Charisma (to a minimum score of 3), due to the effects of the Beast's vile magic on the being. Once per week, the Beast also can cast a death spell.

Kazgaroth's final offensive power is perhaps its most insidious. A corrupted form of the *mass charm* spell, this ability transforms a troop (up to 500 persons) of living beings into the undead minions of Bhaal known as the Blood Warriors. See their entry in this section for more details on their most recent incarnation, the Blood Riders.

Kazgaroth is an integral component of the Moonshae Isles (see "Ecology" below) and if slain, returns in 3d6 years. Only the now-lost *sword of Cymrych Hugh* could permanently kill the Beast.

Habitat/Society: Kazgaroth is unique to the Moonshae Isles. With his *shapechange* ability, the Beast can assume forms that allow him to travel any-



where in the Isles quickly and unobtrusively.

Kazgaroth is venerated by the firbolg giants of the Isles. These variants of "traditional" firbolgs use the normal statistics for their race, but they are chaotic neutral in alignment and are misshapen and unrelentingly ugly. Under the Beast's leadership, these powerful creatures did much evil to the good Ffolk of the Moonshae Isles (see "History" below).

Ecology: As a supernatural creature, Kazgaroth draws power from the death, decay, and corruption it causes. In its most recent appearance, this power was mainly derived from a Bhaal-corrupted Moonwell, one of the sites sacred to the Earthmother and her druids. It is from this same Darkwell that Bhaal's avatar later entered the Realms, only to be defeated by Tristan Kendrick, Newt the faerie dragon, and the other heroes of the Moonshae Isles. Beyond this link to the mortal world of the Realms, the Beast plays no role in the life of the Moonshaes beyond being a tool with which to upset the Balance of the Earthmother's domain.

History: The origin of Kazgaroth the Beast lurks in the long-lost past of the Moonshaes, nearly as dis-



tant as that of the Earthmother herself. Over the centuries, Kazgaroth has arisen many times to upset the Balance and wreak havoc across the Isles.

In 1345 DR, the Beast made his last recorded appearance. Born again into the Realms from the Bhaal-corrupted Moonwell (now called the Darkwell), Kazgaroth set his plans into motion. Calling upon the firbolgs to begin depredations of their own, Kazgaroth became wise in the ways of the Ffolk, using his shape-shifting ability to pass unnoticed amongst them.

Making his way to Myrloch Vale, the Beast corrupted the druid Trahern of Oakvale, making the hapless mortal a minion of Bhaal. Through the druid, Kazgaroth was able to learn the druids' plan to counteract the Beast's own plans to destroy the Balance. The Beast first killed and took the form of a woman named Meredith, then used this attractive shape to seduce and infect the guardsman Erian with lycanthropy. The werewolf that Erian would now become also would serve Kazgaroth and Bhaal.

Next, the Beast viciously killed and began impersonating Thelgaar Ironhand, the mightiest king of the Northmen that lived on the Isles. Now in the role of this leader, Kazgaroth revoked Ironhand's previous peace-loving policies and built the assembled Northmen into a conquering army bent on ravaging the island of Gwynneth, home of the Kendrick line of kings. Kazgaroth also used its corrupting mass charm ability to transform the Northmen's only cavalry unit, the Blood Riders, into his pawns. Meanwhile, the Beast's firbolgs fed tons of coal into the Darkwell, further polluting it. The giants also captured Kamerynn, one of the Earthmother's Children.

Kazgaroth, as Ironhand, sailed forth with its Northman army in specially modified longships. Each vessel now carried a heavy, piercing ram on its bow, for the Beast knew another of the Earthmother's Children, the Leviathan, would sense its presence and seek to end the blight Kazgaroth's presence brought. Indeed, the great aquatic mammal sunk a full third of Kazgaroth's duped Northmen fleet, but eventually succumbed to the rams and a huge harpoon hurled by Ironhand/the Beast itself. Power flowed into Kazgaroth from the destruction of the Leviathan, and the Beast now fought to control the human form which was barely capable of holding such potency.

Kazgaroth/Ironhand sailed on while part of the Northman fleet sailed a different route, landing on

Gwynneth and looting and pillaging, driving a great mass of refugees before them. Part of the Beast's plan was for a portion of the Northman army to use mountain passes (guided by Trahern) to get ahead of the refugees and slaughter them all between the two Northman groups.

Meanwhile, Erian the werewolf fought and defeated the leader of the Earthmother's Pack, a gathering of all the wolves of the Isles. Erian then used this collective Child of the Earthmother against her. Soon, Kazgaroth landed his fleet at Corwell, laying siege to both the town and Caer Corwell that overlooked it.

Kazgaroth could sense the presence of the heroes within the Caer, especially Robyn, the young woman who was discovering her considerable druidic powers. The Beast attacked, but the young druid, a cleric named Friar Nolan, and Prince Tristan Kendrick forced Kazgaroth to flee. Tristan Kendrick's moorhound, Canthus, blessed by the Earthmother, managed to defeat and kill Erian and he led the Pack on a long trek to Corwell.

Now, the Northmen, the firbolgs, the Blood Riders, and Kazgaroth worked to bring Corwell to its knees. The heroes of the Moonshaes, however, stood firm. The heroes turned back the firbolgs at the Caer's gatehouse and, enraged at the sight, Kazgaroth's control snapped. Resuming his true form, the Beast slew the fleeing giant-kin with a blast of magic, then managed to regain Thelgaar Ironhand's form. As the Pack led by Canthus fiercely attacked the Northmen army, Tristan Kendrick and Kazgaroth/Ironhand met in battle. The Beast could not stand the touch of the *sword of Cymrych Hugh* and fled the field while one of the Blood Riders made off with the young druid, Robyn, whom he intended to sacrifice to his dread lord, Bhaal.

The heroes pursued the Blood Riders and managed to prevent the sacrifice, defeating them in the process. Reunited, the heroes tracked the Beast back to the Darkwell where they engaged him in battle. Strengthened by the Darkwell, Kazgaroth killed most of the heroes before Tristan, wielding the *sword of Cymrych Hugh*, destroyed the Beast.

The Earthmother returned all but one of her heroes to life after the battle, but the Beast too lived on, after a fashion. The *heart of Kazgaroth*, a black, stonelike object of potent magical powers was recovered by Trahern and eventually found its way into the hands of HOBARTH, a powerful cleric of Bhaal.



The Blood Riders (Blood Warriors)

CLIMATE/TERRAIN: Any (Moonshaes)

FREQUENCY: Very Rare

ORGANIZATION: Unit

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: LOW

TREASURE: As when alive

ALIGNMENT: Chaotic evil

No. APPEARING: 50-500

ARMOR CLASS: 2

MOVEMENT: As when alive

HIT DICE: 8 (40 hp each)

THACO: 13

No. OF ATTACKS: 1

DAMAGE/ATTACKS: 1d10

SPECIAL ATTACKS: None

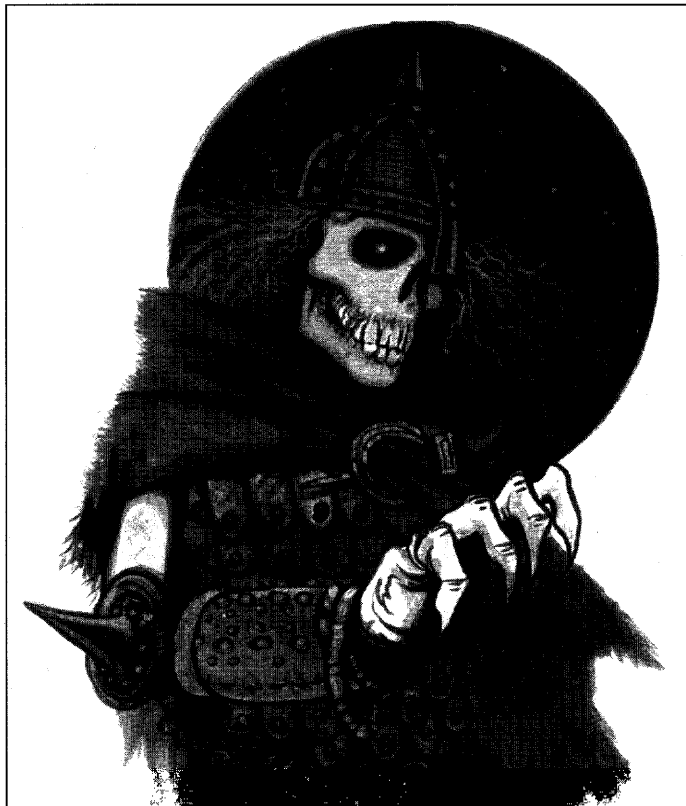
SPECIAL DEFENSES: See below

MAGIC RESISTANCE: None

SIZE: M

MORALE: Fearless (20)

XP VALUE: Varies (1,400 for a Blood Rider)



The Blood Warriors are a type of undead soldier created by Kazgaroth. The Beast used his corrupting *mass charm* ability to transform a troop of normal living beings into his fanatically loyal, undead servants.

These beings never check Morale, and the Beast can create one such unit each time he appears.

The beings cursed with this affliction quickly come to resemble zombies, with gray, desiccated flesh. Their eyes glow a fierce, infernal red, however.

Blood Warriors must kill to maintain their strength. For every week the troop goes without killing, each warrior loses 5 hp. If a Blood Warrior is killed by any means, all remaining Blood Warriors also lose 1 hp. Blood Warriors regain hit points by killing; for each victim, each member of the troop regains 1 hp. No Blood Warrior's hp total can exceed 64 hp.

Blood Warriors also have the capacity to enter a *hasted* state before combat. To gain this ability, a ritual slaying of a sentient being(s) must take place, and each member of the troop must be anointed with the blood of the victim. The unit's leader must perform this ritual, and the resulting *haste* effect lasts for 4d6 combat rounds. As undead, the aging side effect of the *haste* has no effect on Blood Warriors.

The most recent incarnation of the Blood Warriors is known as the Blood Riders, a troop of Northmen cavalry that took part in Thelgaar Ironhand/Kazgaroth's invasion of the isle of Gwynneth. The band's leader, Laric, even managed to kidnap Robyn the druid from Caer Corwell during the battle there. The other heroes tracked, defeated, and killed Laric just before he could sacrifice the Earthmother's priestess however.

Sources: *Darkwalker on Moonshae.*



Mistinarperad- nacles Hai Draco

Venerable red dragon

CLIMATE/TERRAIN: Storm Horns, Cormyr
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Exceptional (15)
TREASURE: H, S, Tx2, X
ALIGNMENT: Chaotic evil (neutral tendencies)
No. APPEARING: 1
ARMOR CLASS: -9
MOVEMENT: 9, Fl 30 (C), Jp 3
HIT DICE: 21 (148 hp)
THAC0: -1
No. OF ATTACKS: 3 + special
DAMAGE/ATTACKS: 1d10 + 10(x2)/3d10+10
SPECIAL ATTACKS: Spells, breath weapon, fear
SPECIAL DEFENSES: Immune to normal missiles & fire
MAGIC RESISTANCE: 55 %
SIZE: G (almost 300' from nose to tail-tip)
MORALE: Fanatic (17)
XP VALUE: 22,000

Mistinarperadnacles, or Mist as she is more commonly known, is both a typical and an atypical specimen of the red dragon species. Physically, she is as formidable as any red of her age, but psychologically, she's most unusual. (See Habitat/Society and Ecology below for details.)

Her appearance is common for her species. Her drab rust-colored scales darken to a purplish hue near her gem- and coin-covered belly. Her mouth is filled with teeth the size of swords, her yellow eyes are immense, and she has fleshy "whiskers" surrounding her mouth, but are most prominent on her chin.

Combat: In combat, Mist is an awesome engine of destruction. Her claws and bite inflict terrible damage; she has a variety of spells to choose from which she casts as a 19th-level spellcaster; her dragon-fear aura has a 40-yard radius and saves against it are made with a -2 penalty; she's immune to fire and normal missile weapons; and her fiery breath weapon is a cone 90' long, 5' wide at the dragon's mouth, and 30' wide at the terminus. A

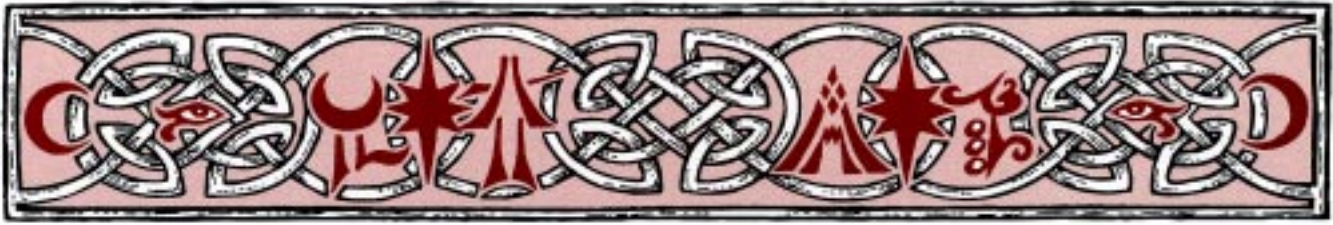
blast causes 20d10+10 points of damage. Mist's spell collection includes the following wizard (2/2/2/1) and cleric (1) spells: 1st – *charm person*, *feather fall*; 2nd – *ESP*, *wizard lock*; 3rd – *clairaudience*, *hold person*; 4th – *detect scrying*; 1st – *animal friendship*. In addition, Mist has the following spell-like abilities (due to her age): *affect normal fires* three times/day, *pyrotechnics* three times/day, *heat metal* once/day, *suggestion* once/day, *hypnotism* once/day, and *detect gems, kind and number* in a 100' radius three times/day. For more details on the full combat capabilities of dragons and red dragons in particular, see the MONSTROUS MANUAL tome.

Habitat/Society: Like all evil dragons, Mist prefers to spend her time alone with her treasure hoard. She is not, however, horrifyingly evil or cruelly vicious. Mist is rather more refined than that, and perhaps even a little naive regarding her outlook on life. Mist finds wanton destruction—say, torching a village just for giggles—to be extraordinarily dull. She also has unusual tastes in treasure. Beyond the standard monetary and magical types of loot, Mist is interested in music and stories. In fact, she's gone as far as to kidnap and hold hostage a bard to entertain her—under threat of becoming Mist's next meal, of course.

Ecology: After treasures of all kinds, Mist's primary motivation is to assure herself of a steady diet of warm-blooded prey. While she dines on large animals such as cattle or horses most of the time, she looks forward to those times when adventurers come to her, seeking honorable combat or her ill-gotten booty. Mist tends to play with her prey, often chatting with thieves and adventurers before devouring them. (It's this chronic underestimation and penchant for toying with her adversaries that eventually cost her her life.)

Mist shares her mountain cavern lair with a flock of large ravens, several of which she's used *animal friendship* on to act as sentries for her.

History: Mist's first known activity (though she certainly must have kept herself busy for the hundreds of years it took to reach her age) was taking part in the Flight of Dragons that descended on Yulash and Shadowdale several years ago. While Mist had nothing to do personally with the death of the "Witch of Shadowdale," Syluné Silverhand, she did learn that mass destruction was not her style.



After leaving the Flight, Mist settled in the Storm Horn mountains west of Cormyr. There she battled and defeated a younger male red for his lair and treasure hoard, though the male struck a nearly fatal blow before plummeting from sky, his wings torn to shreds by Mist. From this locale, Mist preyed on the merchant traffic from Suzail to Waymoot, destroying at least one adventuring party along the way.

From one caravan, Mist plucked the halfling bard Olive Ruskettle, whom Mist allowed to live for as long as she could keep the dragon entertained. Ruskettle was rescued from Mist though, by the actions of Alias the tattooed swordswoman. She managed to defeat Mist in the challenge known as the Feint of Honor, an ancient code of honorable, ritual combat of subdual that all dragonkind follows, regardless of alignment (see below).

Enraged at her defeat by the human swordswoman, Mist vowed to destroy her, code or no. Although she came close, Mist never again saw Alias. She did, however, catch up with Olive Ruskettle.

The bard was then in the company of Dragonbait the saurial paladin, who challenged Mist to another Feint of Honor. The pair managed to defeat the dragon, and the price of their victory was Mist's aid in battling the avatar form of Moander the Darkbringer.

After an initial skirmish, Mist and the heroes met the growing form of the avatar in a spectacular battle over the city of Westgate. Mist was taking the worst of the battle until she breathed fire into the mostly hollow form of Moander's avatar. As Moander is the god of decay, his avatar had taken the form of a huge, mass of rotting vegetation. Rotting vegetation puts off flammable gases, and it was these gases that Mist's fiery breath ignited. The resulting blast destroyed both the god's avatar and the mighty dragon.

Mist's animated skull reappeared 10 years later as the scrying device/advisor of VICTOR DHOSTAR (also known as the Faceless), leader of Westgate's Night Masks thieves' guild. It too seems to have been destroyed later, however.



FEINT OF HONOR

The Feint of Honor hails from the ancient history of the Realms when dragons were much more numerous and often came into conflict. The Feint of Honor was devised so that the battles needn't end in the death of one of the draconic combatants. In brief, the code of the Feint of Honor is as follows:

- Each combatant first asks the name of the other, if not already known. Each must answer truthfully.
- A list of offenses is given by the challenger, ending with the simple phrase, "For these barbarities, I challenge you!"
- Terms of the combat and any spoils of victory are then offered by the challenger, to which the challenged may make counter-offers. Only when agreement is reached can the combat begin. The code notes that the more conditions the challenger places, either on the combat or the spoils, the more concessions the challenged being may demand in counter-offers.
- When both parties agree, both must state their agreement aloud. The challenger then says, "The code is honored, the pact is made," and combat begins.

Sources: *Azure Bonds*.



Phaerimm

CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Supra-genius (19-20)
TREASURE: T, Z
ALIGNMENT: Neutral evil
No. APPEARING: 1-3 (usually 1)
ARMOR CLASS: 1
MOVEMENT: Fl 9 (A)
HIT DICE: 9
THAC0: 11
No. OF ATTACKS: 6
DAMAGE/ATTACK: 1d4 (or by weapon)×4/3d4/2d4
SPECIAL ATTACKS: Tail sting, spell use
SPECIAL DEFENSES: Can heal themselves from magic cast at them
MAGIC RESISTANCE: 44% (77% to polymorph and petrification magic)
SIZE: L (up to 12' tall)
MORALE: Fanatic (17)
XP VALUE: 10,000

The phaerimm are powerful, magic-using beings that move by natural *levitation*. Normally content with living below the ground, the phaerimm emerge to investigate nearby spellcasting. They are deadly adversaries that leave few survivors in their wake.

The phaerimm resemble upright cones, the widest part uppermost and the point ending in a barbed stinger-tail. They have four arms, two on each side, and they frequently use their claws to hold victims in place so that they may better sting them.

The phaerimm communicate naturally among one another by varying the pitch of the wind that surrounds them. They communicate with other creatures via telepathy. The phaerimm's natural language cannot be learned by nonphaerimm.

Combat: Phaerimm have 160'-range *infravision* and can see into the Astral and Ethereal Planes up to 90' distant. Their normal vision also operates to this range, functioning as a constant detect *magic*. Phaerimm are 77% resistant to polymorph and petrification magic, such as *polymorph other* and *flesh to stone* spells, and 44% resistant to all other magic.

Phaerimm also can reflect resisted spells back at the source or use the spell as healing. (Damage caused by the spell is gained as "replacement" hit points; excess points are carried for 12 rounds as energy and used to offset later damage.) Spells doing no damage heal one hit point per spell level. This ability is defensive and doesn't take the place of an attack in the round they occur. There is no limit to the number of magical attacks a phaerimm can reflect or absorb in a round.

Phaerimm also command more magic than most wizards.

For every 50 years of life, a phaerimm increases one level as an arcanist; most of this long-lived race are the equivalents of 22nd- to 27th-level spellcasters. Phaerimm experiment with and research spells much as human arcanists do, but they can adopt a single chosen spell of each level. This chosen spell, which can never be changed, is retained in their brain structure forever and can be used once per day. Phaerimm regain these chosen spells innately, without study, every day.

All phaerimm spells are cast by acts of will—most magic study is time spent altering captured human spells into willed manipulations that the phaerimm can add to their own magic. This causes all spells cast by a phaerimm to occur at a +3 initiative penalty, but casting times don't apply to their magic.

In addition to a spell attack and reflected magic, a phaerimm can make six physical attacks. Its jaws, located in the open "top" of its conical body, bite for 3d4 damage. The cone's rim contains four retractable arms with three central fingers and two outside, opposable thumbs. They can punch for 1d4 points of damage, wield weapons for normal weapon damage, or grasp opponents to hold them for automatic bites. (Each round a phaerimm holds his victim, roll 1d20 for each phaerimm and the grasped victim; higher number prevails—either the grasp holds for the round or the victim breaks free.)

Phaerimm have powerful tails that strike for 2d4 damage; if a successful tail attack roll is 16 or better, its sting impales the victim: The victim takes the usual damage plus an additional 1d6 as the hollow bone sting stabs deep, injecting a milky fluid. The victim must then save vs. poison three times—first for *paralyzation* (for 1d4 rounds if failed; none if successful); second to decide if it causes the victim to *levitate* three feet off the ground for one full turn, powerless to move except by pushing against or



grasping solid objects within reach; and a third save to see if the egg injected into the wound is fertile. If not fertile, it dissolves harmlessly in a week.

If an egg is fertile, it begins to grow in 1d6 days, eating the victim internally for a loss of one hit point per day until death occurs or a cure disease spell kills the parasite. During this time, the victim's attacks, Armor Class, and physical ability scores are penalized by -4 because of the debilitating, gnawing pain. An egg or larva can be cut out of a victim, who must survive a System Shock roll and typically suffers 2d4 points of damage during the process.

Habitat/Society: The phaerimm like to live near others of their own kind for mutual protection and for the social satisfaction of vying with each other in devious plans, but they typically operate alone or surround themselves with magically controlled slaves to carry out their bidding.

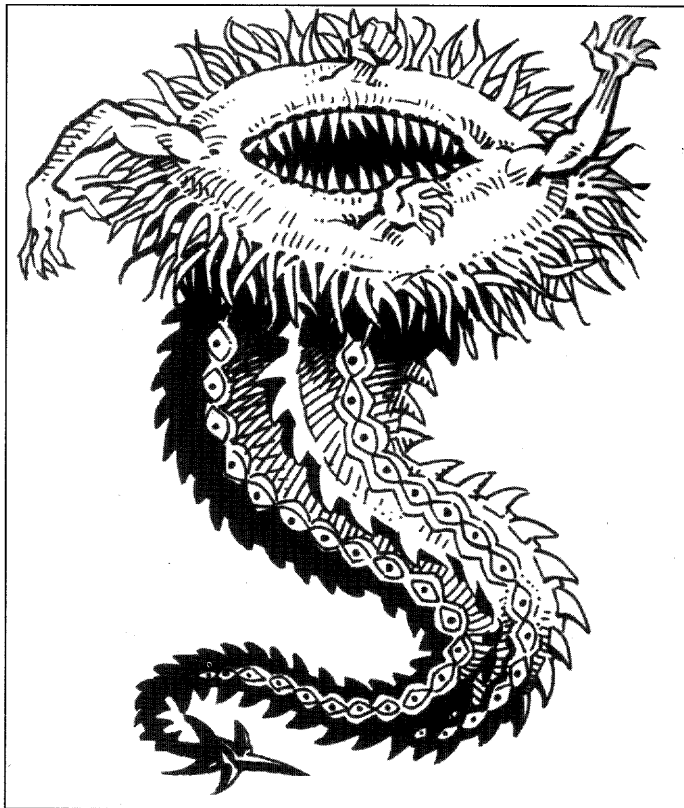
Ecology: Phaerimm eat all reptiles and mammals, keeping them as slaves until their turn as dinner. They hate tomb tappers who seem immune to phaerimm mind-control.

Phaerimm are creatures who need magic in their environment to survive. Their stomachs and intestinal tracts use a strange symbiosis of magic and digestive juices to assimilate the nutrients in their diet. Without magic, phaerimm starve to death.

History: An ancient race all but unheard of today, the phaerimm were more common in the distant past of the Realms, an indefinite period referred to as the Arcane Age.

Netheril was a kingdom of mighty wizards who wielded magicks far mightier than any in use in the modern-day Realms. These mages forged a great empire, an empire dependent on magic for survival.

As Netheril's and its archwizards' demand for magic grew, the amount of magic that existed naturally in the phaerimm's homeland began to wane. This had a drastic effect on the phaerimm's ability to use the food they ate. This forced them to seek ways to destroy the glut of magic in the surface world—a permanent *life draining* spell effect that would eliminate all life above their realm.



The phaerimm eventually perfected their vile enchantment and attacked. The phaerimm snuck to the surface and cast the spell again and again. Soon, this tactic erupted into a total spellwar with the Netherese archmages.

The phaerimm prevailed, and with their wizards gone, Netheril erupted in chaos; a chaos that signaled the fall of the Netherese empire—the greatest human nation of the Arcane Age. The great desert Anauroch is the result of the rampant *lifedrain* effect. The collapse of the humans allowed the phaerimm to expand their own domain uncontested.

Fortunately for all humans, another mysterious, magical race of the ancient Underdark known as the Sham stepped in. They halted the phaerimm expansion and imprisoned the phaerimm themselves within the borders of the area they'd already devastated with their *lifedrain* spell. Thanks to these creatures the rest of Faerûn was saved for all the surface races.

Sources: *Sword Play*, The ARCANES AGE®: *Netheril* boxed set, *Ruins of Myth Drannor* boxed set.



Pteramen

Inhabitants of Chult's jungles

CLIMATE/TERRAIN: Any jungle (Chult)
FREQUENCY: Uncommon
ORGANIZATION: Tribe
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Average (8-10)
TREASURE: P (individual), E (in lair)
ALIGNMENT: Neutral evil
No. APPEARING: 10-100
ARMOR CLASS: 4
MOVEMENT: 12, Fl 12 (C), Fl 21 (B; as pteradon)
HIT DICE: 4
THAC0: 17
No. OF ATTACKS: 3
DAMAGE/ATTACKS: 1d4(x2)/1d6+1 or by weapon
SPECIAL ATTACKS: Swoop
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
SIZE: L (10' tall)
MORALE: Fanatic (18)
XP VALUE: 175

Pteramen are often mistaken for lizard men from a distance. Pteramen are taller and leaner, however, and more closely resemble flying saurians than the common lizard man (which also inhabits jungles throughout Toril). The scales that cover them are small and smooth, like the skin of a snake. Pteramen range in color from olive green to forest green and shades of tan. Their hands and feet are long and thin, bearing sharp nails for rending opponents and for climbing.


The most startling aspect of pteraman physiology is their leathery, webbed wings. Pteramen unfurl their wings only in flight, as they are cumbersome when on the ground. Pteramen truly have three body forms: wingless humanoid, winged humanoid, and miniature pteradon with a 15' wingspan. A natural *polymorph* ability allows these changes in shape. A pteraman's statistics do not change in any form.

Scholars speculate that pteramen are actually the ancestors of the "common" lizard man. Pteramen are a group of these ancestors that did not evolve further, or at least in the same evolutionary direction. This doesn't explain the creature's *polymorph* ability, and some believe rather that they are magical mutations of pterodactyls. Regardless of their origin, all who've encountered them agree that pteramen are more mean-spirited and vicious than any lizard man.

Combat: Pteramen care little for elaborate strategies; they seldom initiate any combat more complex than an airborne raid on another pteramen tribe. When in combat, they either use a weapon such as a great barbed spear or attack with their claws and beak.

Pteramen can swoop down on foes. Swooping involves a dive of at least 100', gaining speed and force for their attacks. Any hits made during a swoop attack inflict double damage, and foes struck must make a Dexterity check or be knocked to the ground by the force of the pteraman's blow.

Groups of pteramen will circle high above foes, taking turns swooping down upon them while their comrades regain the necessary altitude. Their favorite opponents are tabaxi (MONSTROUS MANUAL tome) and jungle goblins, who are their primary competitors for food and territory.



Deities of both good and evil play their incomprehensible games on Faerun. Are we all just pawns? Are the villains of the Realms really victims? Or do mortals have the freedom to choose between good and evil? Perhaps we'll never know.

Pictured are several members of the Night Parade cell that operated in Calimport in the year 1359 DR. This cabal numbered more than 6,000 members at its height. The Calimport branch was destroyed through the actions of a Harper, Myrmeen Lhal, and a group of her adventuring comrades.

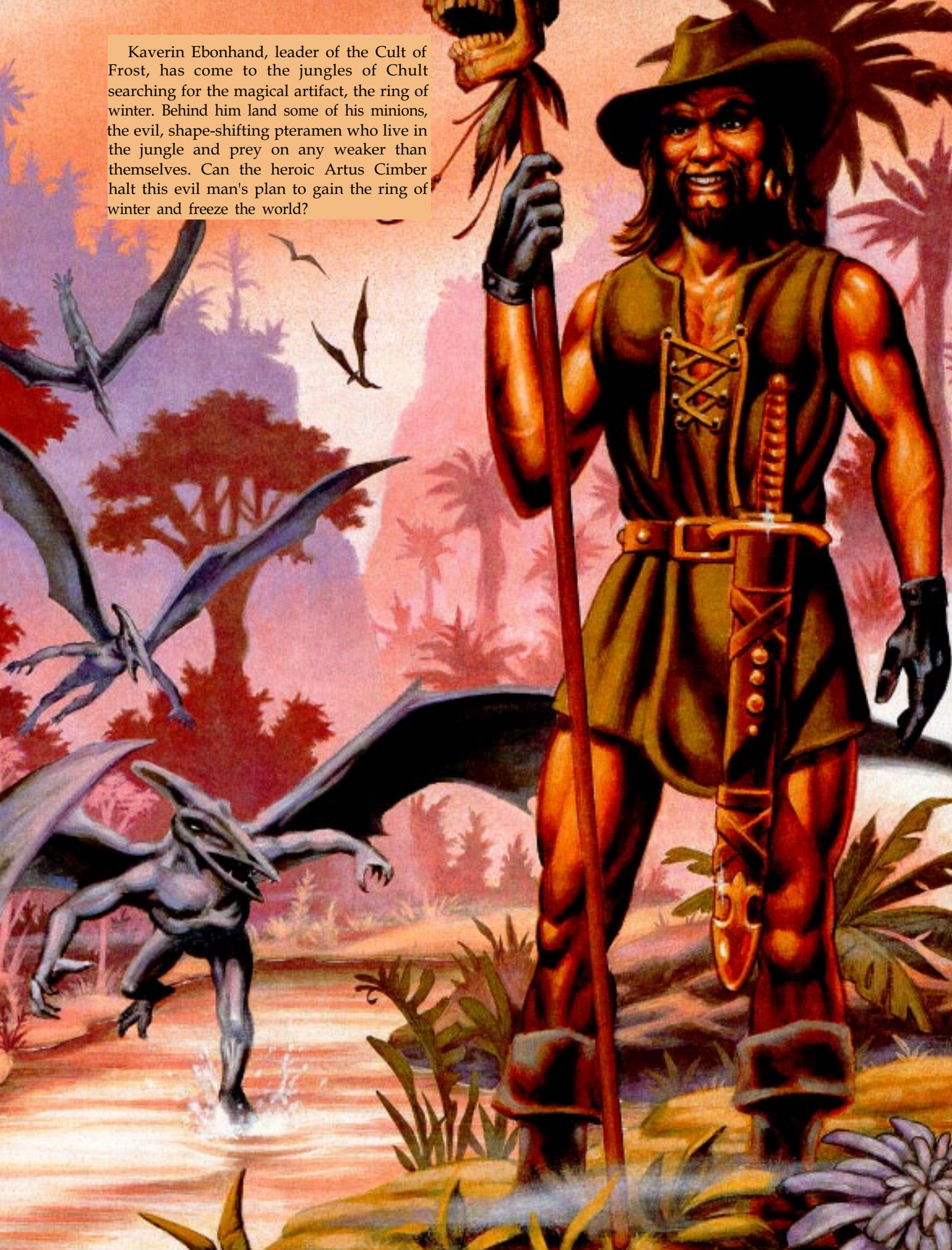
Are there other cabals operating in Faerun even as you read these words? Only time will tell, but don't bet that we've seen the last of Lord Sixx.



Minions of Bhaal clashed with the people of the Moonshae Isles as the Ravager struggled to emerge from the Darkwell. Hobarth, a devoted priest of Bhaal, was to play a pivotal role in this scheme. Bhaal was playing for the ultimate prize, the destruction of the Earthmother and the birth of his avatar into the Realms. Only by the narrowest of margins was the Lord of Murder defeated.



Kaverin Ebonhand, leader of the Cult of Frost, has come to the jungles of Chult searching for the magical artifact, the ring of winter. Behind him land some of his minions, the evil, shape-shifting pteramen who live in the jungle and prey on any weaker than themselves. Can the heroic Artus Cimber halt this evil man's plan to gain the ring of winter and freeze the world?



The Shadevari are beasts from the long-lost past of Toril. They serve as guardians to the Shadowkings, a task to which they are eminently suited. Little else is known of the Shadevari. It is rumored that their history is recounted in the *Book of Shadows*, but since only 13 of these beasts are known to have existed, they are likely to remain a mystery.



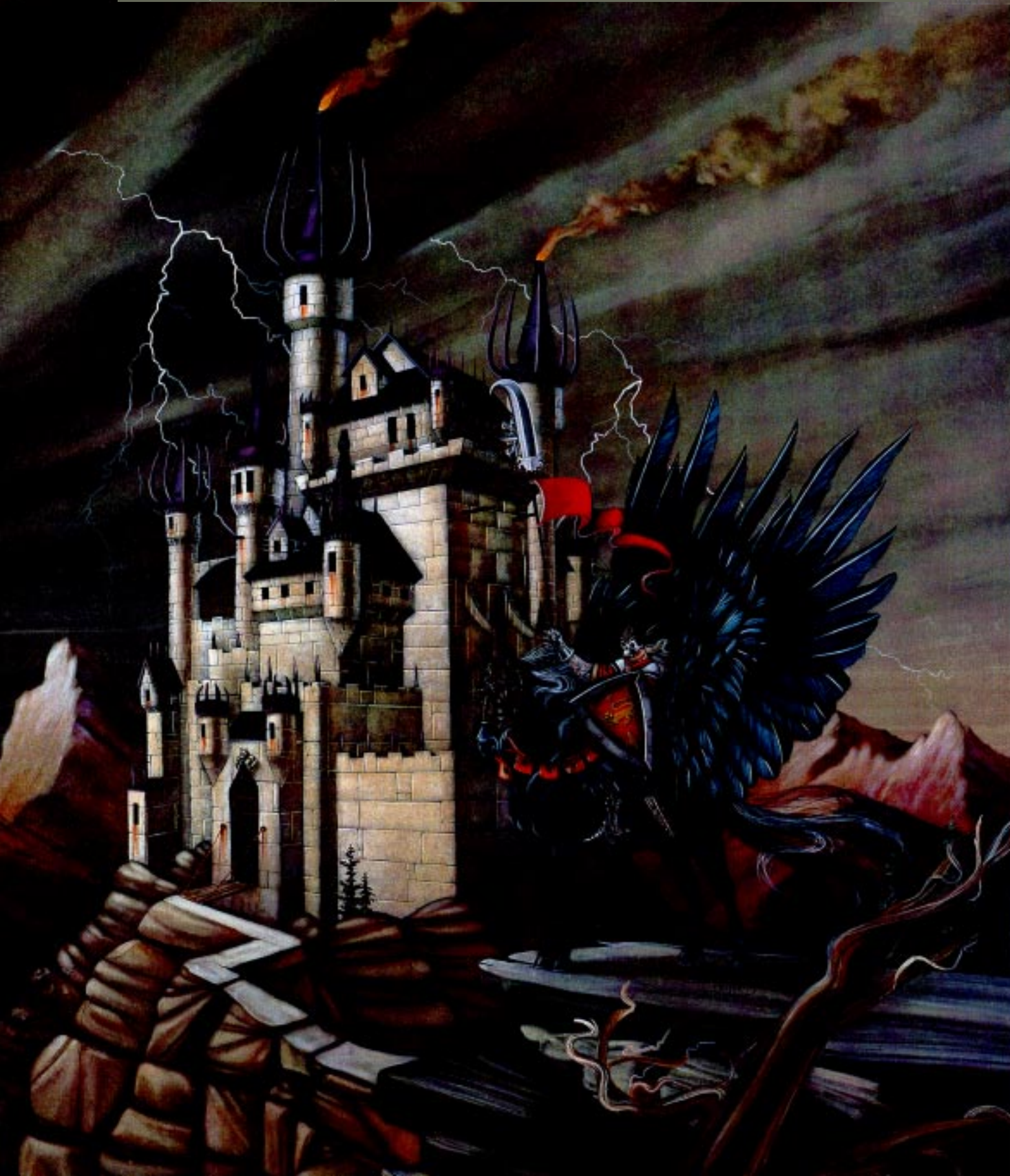
The Red Wizards are a chaotic confederation of mages located to the east of the Sea of Fallen Stars. The most powerful mages of the school of magical spells rules his region and all under him. This is a good example of a magocracy, though it tends to be an inefficient form of government as each ruling mage often has secretive plans to upset the domains of his brother magicians and, ultimately, to rule all of Thay—or even the entire world.



The Xanthar's Thieves' Guild may be the most unusual of all Thieves' Guilds on Faerun. Run by an elder orb beholder, this group specializes in black market activities, including slave trading, smuggling, assassinations, extortion, blackmail, and other, even less savory crimes.



The Pereghost surveys Darkhold and its environs. Darkhold's defenses are constantly being strengthened and tested. Sememmon wants his fortress to be impregnable, in case he ever has "difficulties" with his erstwhile ally, Fzoul Chembryl.





The human assassin Artemis Entreri turns to face his nemesis, the drow ranger Drizzt Do'Urden, in the tunnels beneath Mithral Hall. These two deadly warriors have faced each other numerous times, though their mutual enmity may not end until one of these proud men lies dead on the ground, his blood staining the blades of his foe.

The Bloodriders were the most powerful minions of Kazgaroth. Almost unstoppable, these undead soldiers were a troop of Northmen cavalry involved in the Thelegaar Ironhand invasion of the isle of Gwynneth. The band's leader, Laric, even managed to kidnap Robin the druid from Caer Corwell during the battle there.



What is it about the pursuit of magical power that drives so many down the path to evil? It seems that the study of wizardry puts a heavy strain on even the whitest soul. For every Elminster or Khelben in the world, there must be a dozen Halasters, Cassanas, and Szass Tams. Is the dark path to power easier, or does absolute power truly corrupt absolutely?



Here we see the swordswoman Alias trapped between the two faces of Victor Dhostar. To the left, we can see Victor as Alias sees him: the charismatic son of Westgate's governor. To her right, The Faceless: the cunning, heartless lord of Westgate's criminal guild, the Night Masks. Evil wears many faces, and no one, not even Victor, truly knows where one masquerade ends and the next begins.





An evil gnoll lies dead at the feet of the Harper Martine and her gnome warrior companion, Jouka. The gnolls of this region were being led by a gelugon baatezu named Vreesar. Martine and Jouka, with the help of a fallen paladin and a gnoll shaman, act to oppose Vreesar's plan to open a gate to Baator that would allow an endless stream of baatezu to invade Toril.

Foxglove
93

The Drow of Menzoberranzan are a constant threat to peace in the Realms. The human mind can scarcely comprehend the twisted, evil webs of their thoughts. Their cities could be anywhere, their armies ready to strike at any moment—and all at the whim of their dark spider goddess. And all the while we wander unknowingly above.



Kierkan Rufo, the former priest now a vampire, pits his strength against Cadderly. Though eventually bested by Cadderly and his friends, Kierkan did manage to destroy the Edificant Library. Kierkan was captured in a bellows while attempting to flee in gaseous form. He was then exposed to the rising sun.



Mistinarperadnacles Hai Draco, or Mist to her friends, was a unique specimen of red dragon. Mist was atypical, because unlike her brethren, she was not horrifyingly evil, or cruelly vicious. She found most acts of mass destruction to be extraordinarily dull. In fact, Mist was one of the most cultured dragons on all of Faerun, having an intense interest in both music and poetry. Mist's long life ended in a battle against the avatar of Moader the Darkbringer.





Habitat/Society: Small groups of pteramen (10-30) do not recognize a ruler, but are led by the most vocal or most powerful individual. These small groups tend to be roving bands with established territory and are normally shunned by larger, more sedentary tribes.

Larger tribes are more organized, usually in a manner resembling that of other civilizations in the region. These groups tend to fare better as they're more efficient hunters and can more effectively defend themselves from foes.

Pteramen communities, regardless of size, all look alike: a collection of grass-and-leaves huts set high in thick-trunked jungle trees. Each hut usually houses a single pteramen family of 1d4 individuals. Children leave the tribe upon maturity, and often band together in small groups (of 10-30) until they establish a territory of their own.

Ecology: Although omnivorous, most pteramen prefer freshly killed meat. Pteramen consider the meats of titanotheres, balucitheria, and axebeaks to be delicacies. They often fly vast distances (in pteradon form, the most efficient for long-distance flight) when their scouts locate any of the above creatures.

They also consume the fruit of jungle trees and certain roots, barks, and flowers. Ironically, Chult's true pteradons and pterodactyls often prey on small groups of pteramen.

History: A group of several dozen pteramen joined in Kaverin Ebonhand's assault on the Chult city of Mezro. They even added a new tactic to their combat repertoire: dropping rocks, large clumps of burning plant material, and even incendiary or explosive liquids (such as *oil of impact*) on the city. Mezro's spellcasters met this attack with *fireballs*, *lightning bolts*, and *walls of force* that acted as shields above important buildings, troop concentrations, and so on.

Eventually, Kaverin himself was defeated by the Harper Artus Cimber, and without their leader, all the Chultan natives (most of his forces), fled back to their normal lives in the jungle.

Sources: *Ring of Winter*, *Jungles of Chult*.

Shadevari

Creatures from ancient myth

CLIMATE/TERRAIN: Any
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11-12)
TREASURE: Nil
ALIGNMENT: Neutral Evil
No. APPEARING: 1d3
ARMOR CLASS: 0
MOVEMENT: 18
HIT DICE: 7+7
THAC0: 13
No. OF ATTACKS: 3
DAMAGE/ATTACKS: 1d8+2(x2)/2d4
SPECIAL ATTACKS: First strike
SPECIAL DEFENSES: Bat away missiles, +2 weapons or better to hit
MAGIC RESISTANCE: 33%
SIZE: M
MORALE: Fearless (20)
XP VALUE: 2,000

Beasts from the long-lost past of Toril, shadevari were recently summoned to be the servants of Shad-owkings. They are bipedal and covered with iron-gray lizard scales, with misshapen faces; two black tusks curving like scimitars from their mouths. A single, serrated onyx horn crowns their foreheads; wicked barbs sprout from their chests, arms, and the crests atop their heads; shallow depressions exist where their eyes should be to finish their ghastly faces. The beasts have retractable talons on their hands and feet.

Combat: The shadevari are very quick in combat. Barring magical spells or items such as *haste* or a *short sword of quickness*, shadevari always strike first in a combat round. The beasts are hurt only by enchanted weapons of +2 or better. Any blows from lesser weapons quickly heal. Shadevari also have a chance to bat away missile weapons directed at them. For hurled missiles such as daggers, spears, or hand axes, shadevari must make a successful attack roll vs. AC5. For propelled missiles such as arrows or crossbow bolts, the roll is against AC2.



If not currently engaged in melee such activities do not count as actions, though they can deflect no more than three missiles per round. Once engaged in melee, each deflection attempt costs a shadevar one attack.

Habitat/Society: Little is well known of the shadevari, but their history is apparently recounted in the *Book of Shadows*, a mystical tome currently in the possession of a mage in Iriaebor. Only 13 of these beasts ever existed according to legend, and they left or were forced from Toril long ago. In the events described below, at least four of these beings were encountered and destroyed. What this bodes for the race as a whole is not known at this time.

Ecology: It has been verified that the Shadevari lack eyes and seem to track their prey by scent and by noise. The latter also may explain the creatures' uncanny ability to swat missile weapons from the air; the beasts' sensitive hearing detects the whistling of the missile through the air and pinpoints its position and trajectory, at which time the creature can dodge or knock the weapon aside. At least one sage has

also promoted the theory that the shadevari navigate through the world using the same high-pitched sounds that some bats use. If this is true, it means a magical silence effect might blind the creatures. (If you as a DM choose this option, then the shadevari's AC worsens by 4 and they lose the ability to swat at missile weapons successfully.)

History: The first recorded occurrence of shadevari in modern-day Faerûn was in 1364 DR. One of these creatures was sent by Snake, a shade in the service of the Shadowking, after the Harpers Caledan Caldorien, Mari Al'maren, and their allies. After a long pursuit and several battles, the beast was destroyed.

Not long after that, another new Shadowking began to make his presence known in the Realms. This was Caledan Caldorien. Feeling a part within him changing, he fled from his friends and loved ones, fearing for their safety. These same friends went after him, unaware of the reason for his flight.

As the evil within him grew, Caledan developed a split personality. He fought to retain control, but the evil of the Shadowking would overpower him at times and cause havoc. The undead beings known as shadows were under the Shadowking's control, as were all the "shadow magic" wizard spells. With these tools, the Shadowking wreaked much havoc and grew in strength. The evil within Caledan also released not one but three shadevari into the Realms to pursue and kill the Harper's friends.

After a long journey and many trials, the heroes came upon the Shadowking's "birth." While unable to prevent the event, they mortally wounded the newborn king while fighting the shadevari. The heroes knew that killing the Shadowking could well cost their friend his life as well.

Fortunately, the shadevari were destroyed under unique circumstances, and Caledan emerged from the king's corpse, just barely alive. The prospects for his long-term survival do not appear to be good.

Sources: *Crypt of the Shadowking*, *Curse of the Shadowmage*.



Shadowmasters, a.k.a. The Malaugrym

“Those Who Walk in Shadow”

CLIMATE/TERRAIN: Any (Demiplane of Shadow)
FREQUENCY: Very Rare
ORGANIZATION: Clan
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average to Genius
TREASURE: R (personal), H (lair)
ALIGNMENT: Chaotic evil
No. APPEARING: 2d6
ARMOR CLASS: 3
MOVEMENT: 12
HIT DICE: 5+5
THAC0: 15
No. OF ATTACKS: 1
DAMAGE/ATTACKS: By weapon or spell
SPECIAL ATTACKS: Surprise
SPECIAL DEFENSES: Immune to poison,
silver/magical weapons needed to hit
MAGIC RESISTANCE: 25%
SIZE: M
MORALE: Champion (15)
XP VALUE: 2,000

The Shadowmasters, also known as the Malaugrym, are a clan of shape-shifting humans who make their home in the Castle of Shadows on the Demi-plane of Shadow. Further, they travel to Toril whenever they can. There they seek to use their shape-changing powers to dominate and rule all the Realms.

These beings have total control of their bodies and can change or “morph” portions of body, and can appear literally as any living thing—perhaps as a horrible nonhumanoid creature. The only nonmagical way to tell a malaugrym is by the golden light that shines in its eyes. DMs should make Wisdom or appropriate proficiency checks with penalties suitable to the circumstances.

Combat: Malaugrym are strong, sturdy creatures, their shape-shifting powers granting them amazing fortitude. They regenerate one hit point per round



after being damaged. They are also immune to poison and only silver or magical weapons harm them. (Silver weapons do maximum damage with any successful hit and they do not *regenerate* wounds inflicted by silver weapons.) One reason human malaugrym have such high HD and AC ratings is that they tend to constantly shift their shapes as combat evolves, even to the point of moving their internal organs out of their normal positions—making it extremely difficult to strike a killing blow against them.

They can fight with weapons normally—some are powerful members of PC classes (unlimited advancement as humans; none but the leader of the clan can cast gate or other interplanar magic)—or can fight using tentacles or pseudopods. Malaugrym receive a number of attacks in this manner as per their class and level, and a typical spiked tentacle or pseudopod does damage as a long sword (1d8/1d12).

Habitat/Society: The malaugrym are led by one called the Shadowmaster. This malaugrym is usually the most powerful mage in the clan. Intrigue and one-upsmanship are realities for the malaugrym as



each jockeys for a better position within the clan and to curry favor with the Shadowmaster. Malaugrym are so distrustful that they often constantly shift their shape in order to make themselves more difficult targets.

It seems that only the Shadowmaster is capable of opening gates to the Prime Material Plane and Toril itself. Many eagerly await their chance to visit the Realms and wreak havoc, seeking to cripple or eliminate powerful, good-aligned forces, paving the way for an eventual invasion. The whole clan of malaugrym seldom exceeds 100 individuals, and the majority of them wish to conquer Faerûn.

More than just long-lived, the malaugrym seem effectively immortal unless they perish in combat. They do seem to suffer effects of aging, as the Shadowmaster is periodically deposed by a younger, stronger malaugrym. Perhaps the stresses of leadership or of working planar magic has some degrading effect.

Ecology: Like most humans, malaugrym are omnivorous, but they seem to prefer living meat—human ideally. Their normal mode for consuming such meals is to extend tentacles that end in sharp-fanged maws that hold and consume the prey, often from within by entering the mouth or other bodily openings of their victims.

The malaugrym are incapable of having offspring themselves. Either gender must engage a normal human in order to ensure the next generation of malaugrym. These babes are usually stolen by their malaugrym parent soon after birth.

The shape-shifting ability of the malaugrym is an effect of their environment, not some innate ability. Some property of the Demiplane or the Castle of Shadows itself imparts the malaugrym's shape-changing abilities on all humans who venture there. These abilities are not permanent, and they fade soon after any visitors leave the Demiplane. For those who venture there, a Constitution check every round is needed until three consecutive successes are reached to be able to control the random shape-shifting that occurs.

History: The malaugrym are all the descendants of the ancient mage, Malaug, who was apparently the first to penetrate the Demiplane of Shadow.

Centuries ago, the malaugrym first entered the Realms and tried to plunder magical knowledge and

items from a certain human mage of Shadowdale and Chosen of Mystra. Elminster killed one of the malaugrym that day, earning himself the title of “the Enemy” that is his to this day. Realizing the terrible threat these shape-shifting beings presented, Elminster set planar wards to alert him any time a malaugrym entered the Realms. This event has occurred on two separate occasions recently.

The first was in 1357 DR, when young Shandrill Shessair awakened the latent power of *spellfire* within her. Elminster became aware that two malaugrym had entered the Realms soon after that, likely with the intent of taking *spellfire* for themselves—a truly terrifying possibility. Elminster killed one, but the other fled. Elminster sent Torm and Rathan of the Knights of Myth Drannor after it. The duo tracked and eventually eliminated the malaugrym with no danger to the young *spellfire* wielder.

A much larger force entered the Realms during the Year of Shadows, 1368 DR, the year of the Time of Troubles. The malaugrym hoped to take advantage of the situation and eliminate Elminster and infiltrate Realmsian society in preparation for their killing and replacing many important personages in Faerûn.

Elminster was again alerted to their presence, and he and three rangers (two Harpers and one Knight of Myth Drannor) led the counterattack. At one point, the Rangers Three (as they came to call themselves) were granted a magical silver sword by the goddess Mystra. They then entered the Demiplane of Shadow and battled the malaugrym on their own territory. It was they who learned that all humans gain shape-shifting abilities in the Castle of Shadows.

Several malaugrym also attacked Khelben Arunsun and Laeral Silverhand in Waterdeep, although they were quickly dealt with.

By this time, the Rangers Three returned to the Realms, but despite the best efforts of all the heroes, at least three malaugrym were loose in the Realms. Elminster, the Rangers Three, the Knights of Myth Drannor, Mourngrym Amcathra, and others managed to find and defeat most of the known malaugrym in the Realms. (See below for details of shadowmasters that escaped the heroes' net.)

Sources: *Shadow of Doom*, *Cloak of Shadows*, *All Shadows Fled*, *Crown of Fire*.



Below are a few shadowmasters known to have survived the above-described events and who are currently at large in the Realms.

Arathluth: This malaugrym customarily appears as a male; he's considered among the malaugrym to be middle-aged. Known aliases: Ulstult; Imbar.

Arathluth customarily wears the shape of a lion-headed panther with four retractile, 20'-long black tentacles sprouting from its shoulders. Uncomfortable with flight, he avoids taking winged shapes, and has no talent for magic—so he is constantly hunting for magical items that he can covertly seize. He is currently thought to be somewhere in Amn, in the shape of a human merchant, eagerly pursuing this hunt for items of magical potency.

Emmergluth: This shadowmaster customarily appears as a male; he's considered to be an elder malaugrym. Known aliases: Orammar.

The battered, servile loser of many skirmishes among the malaugrym, Emmergluth is a perpetual hanger-on, serving as the crony of a succession of reckless, domineering (and ultimately doomed) shadowmasters. His favorite shape is that of a wraith or crimson death (a flying cloud of colored mist with a humanlike head and arms). However, he is currently thought to be somewhere in Sembia, in hiding from the rest of his kin as well as all humans by disguising himself as one. There he is enjoying the pleasures of human society and seeking magic to make him immortal, or at least more powerful (in case he should come into conflict with humans or one of his kin).

Orglym: This shadowmaster customarily appears as a male; he's considered to be an elder. Known aliases: none.

This jaded, cynical malaugrym is a master manipulator even among his kin, and customarily appears as a grotesquely fat man who transforms into a roper or wyvern if attacked. Too lazy to enjoy violence, Orglym likes to intimidate opponents whenever he can't deal with them through servitor creatures. He is thought to have devoured and taken the place of a Sembian merchant prince, Ostil of Selgaunt, and to be currently building the trade interests, wealth, and spy network of that unsavory slaver and textile merchant into a formidable force. Some think he plans to challenge the Cult of the Dragon—but it may

simply be that his expanding forces have had run-ins with cultists on an individual basis.

Sarth: This malaugrym customarily appears as a male; he's considered to be an elder. Known aliases: none.

Sarth has always been a careful, secretive shadowmaster who has diligently worked at becoming an accomplished wizard by making frequent trips to Faerûn and training under human mages (many of whom he subsequently slew, taking their magic for his own and hiding it in many caches across Faerûn). Some of these were subsequently found and plundered by Zhentarim and Red Wizards, and he hunted the pillagers down and slaughtered them. His favorite shape is that of a tso (an eel-headed, spider-like being of the Outlands, described in the *PLANESCAPE® MONSTROUS COMPENDIUM, Appendix II*), but he has also been known to employ a crocodile shape, and currently takes the shape of a befuddled, bedraggled priest of Talona—though he does not serve the goddess or receive any spells from her. In this guise, Sarth wanders the Sword Coast, learning all he can about his newly adopted territory and where its most powerful mages dwell. He will no doubt continue to destroy wizards and take their magic once he feels he knows his surroundings sufficiently well to quickly disappear if need be.

Taluth: This shadowmaster customarily appears as a female; she's considered to be young. Known aliases: Yildyth; Zoraeril.

This energetic, fearless malaugrym enjoys the company of humans and often uses them as companions, dupes, and agents to gain her more pleasure, wealth, or—most importantly—magic. An accomplished mage with a knack for quickly grasping new magic, Taluth has become a force to be reckoned with in her chosen home of Westgate, though few folk know this. She is careful to hide behind the merchant-lords of that city, so that her activities can be blamed on them. Ruthless and yet whimsical, Taluth has been known to aid-or betray-humans (adventurers in particular) simply for her own entertainment . . . and to hire them to gain magic for her as well.



Tyranthraxus

The Possessing Spirit

ARMOR CLASS: Varies

MOVE: Varies

HIT POINTS: Varies

THACO: Varies

No. OF ATTACKS: Varies

ALIGNMENT: Lawful evil

Weapons of Proficiency: Tyranthraxus is proficient with any number of weapons; DMs should detail appropriate weapons from their game worlds. It can be safely assumed that Tyranthraxus is proficient with at least one bladed weapon, one blunt weapon, one bow, and one hurled weapon.

Nonweapon Proficiencies: So little is known of Tyranthraxus himself that any skills he possesses are a mystery. DMs are encouraged to create a list of non-weapon proficiencies suitable for their own campaigns.

Equipment: The Possessing Spirit has access to whatever mundane equipment his host does, although this does not necessarily imply knowledge on using this equipment, however.

Magical Items: The possibility certainly exists that Tyranthraxus may have caches of magical weapons and items (usable by any PC class) hidden throughout the Realms for those times when he may need them.

The Possessing Spirit also may use magical items usable by any class that are possessed by his host body. If you use command words and such in your campaign, Tyranthraxus would have to discern them for himself as he has no access to his host body's memories or experiences.

Combat/Tactics: Again, Tyranthraxus' combat capabilities depend on his familiarity with his host body. If he's occupying a basically humanoid form, he can function well. Learning to command and control the body of a dragon, for example, is another matter. In this case, Tyranthraxus' combat techniques should be quite basic, probably nothing more than the claw/claw/bite routine of most quadrupeds. The more time he spends in a particular host body, the more adept he becomes at controlling it.

Allies/Companions: Tyranthraxus can use the allies of his host body until those beings discern that something is seriously wrong with their friend. It should be noted that Tyranthraxus is accustomed to dealing with these situations and is prepared to handle most of them (see Unique Powers below).

Foes/Enemies: Shal, Ren, Tarl, and the collected peoples of Faerûn.

Appearance: Tyranthraxus literally takes possession of the host being's physical form. The Possessing Spirit is clever enough not to drastically change the host body's appearance, garb, and so on.

Personality: Tyranthraxus is cruel, ruthless, and fiendishly intelligent. He's also experienced at his body-jumping and can assume personalities and adapt to what those around him expect from the being whose body he occupies.

Locales Frequented: Phlan, possibly Myth Drannor, and regions unknown. It's unknown whether Tyranthraxus can travel (and if so, by what means) when not occupying a host. If the Possessing Spirit can move astrally or via *teleportation*, for example, he is even more dangerous for the vast amounts of territory he could cover when in need (escaping pursuers is one example).

History: The first mention of the Possessing Spirit is from the ancient legends of the ogres of Thar. Tales of malevolent, possessing spirits appear in most cultures' mythologies and folk tales and,



while unlikely, the possibility that Tyranthraxus spawned at least some of them does exist.

The last recorded appearance of the Possessing Spirit was 1340 DR, in conjunction with the legendary Pool of Radiance. Tyranthraxus inhabited multiple bodies during these events, but he spent a great deal of time in the body of a bronze dragon. When the heroes were on the verge of victory over him, he leapt into a different body and dove into the Pool, using its magic to teleport away.

Many rumors have arisen since then of “possessions” and so forth. A recent one linked to Tyranthraxus (however feebly) is that he recently took up residence in the ruins of Myth Drannor. Another is that he’s learned of and is seeking one or more of the fiend Phalse’s duplicates of Alias the swordswoman-or perhaps the original herself.

Motivations/Goals: Tyranthraxus wants to rule all of the Realms; it’s that simple. As a unique being, he feels best qualified for such a position. He longs to squeeze all of Toril in his iron grip.

Campaign Uses: With his body-jumping abilities, Tyranthraxus can be a tremendously dangerous foe; he literally could be anyone, even someone the PCs trust implicitly such as a mentor, family member, or lover.

Care must be taken in his spirit jumping into PCs’ bodies; players hate losing control of their characters and doing so too often can lead to hard feelings. Use NPCs when possible; it’s simpler plus then the PCs never know exactly where Tyranthraxus might be.

Sources: *Pool of Radiance*, *Curse of the Azure Bonds* accessory.

Unique Powers

Tyranthraxus is seemingly unique in the history of the Realms. How he came to be a disembodied entity, whether he’s always existed in that form, and even the plane of existence that he calls home is unknown.

Tyranthraxus places the consciousness of the host body he invades in a kind of *temporal stasis*. While he cannot access its memories, physical qualities such as voice, posture, and gross bodily movements remain the same. When the Possessing Spirit invades a body, the following special abilities apply:

- **Fiery Aura:** From the moment of possession, the host body Tyranthraxus is invading is sheathed in flames. The flames do no damage to the host body, but any beings in contact with the host body take 2d10 points of magical fire damage. Tyranthraxus has learned to quell these flames so he can mix in society normally. In combat though, he often allows the flames to reappear, discouraging potential foes from coming too close.

- **ESP:** Tyranthraxus can sense all thoughts within line of sight, out to 150’ distant. This means he can read the minds of those near him and react as those beings expect the host body to. Tyranthraxus also is all but impossible to surprise.

- **Magic Resistance:** All host bodies of Tyranthraxus have a flat 25% Magic Resistance rating, regardless of any the host body may possess itself.

- **Transference:** Tyranthraxus can abandon a host at any time and seek a new body. The being he chooses must make a successful save vs. death or come entirely under the control of the Possessing Spirit. The host’s consciousness is put into a kind of *temporal stasis*, and Tyranthraxus assumes control of all higher functions. If the save succeeds, Tyranthraxus remains in his most recent host. He may attempt one “jump” per round, and this is the only action he can take in that round. His range limit for jumping is the same as for his *ESP*: line of sight within 150’.

The Possessing Spirit cannot be expelled from a host body by any means short of a *dispel evil* or *limited wish*. *Abjure*, *dismissal*, and other magicks that affect only otherplanar creatures have no effect, nor does *protection from evil spells*.

If Tyranthraxus is expelled from a body or the body is killed, the Possessing Spirit immediately gains a chance to invade a new host, as per the rules above.

If, somehow, no living bodies exist for Tyranthraxus, he can exist within the Pool of Radiance. If such exist in your campaign, they would be Tyranthraxus’ bolt-hole of choice. Barring that, it’s possible that any magical liquid could sustain him. In such a medium, he can try to possess only those who come into direct contact with the liquid. How long Tyranthraxus could survive without any medium is unknown.



Vreesar

A gelugon baatezu

CLIMATE/TERRAIN: Baator (Caina)
FREQUENCY: Rare/Very rare in the Realms
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius (18)
TREASURE: A, W
ALIGNMENT: Lawful evil
No. APPEARING: 1
ARMOR CLASS: -3
MOVEMENT: 15
HIT DICE: 11
THAC0: 9
No. OF ATTACKS: 4
DAMAGE/ATTACKS: 1d4(x2)/2d4/3d4+4 (Strength)
SPECIAL ATTACKS: Tail freeze, fear
SPECIAL DEFENSES: regeneration, +2 weapons or better to hit
MAGIC RESISTANCE: 50%
SIZE: H (12' tall)
MORALE: Champion (16)
XP VALUE: 39,500

Vreesar has an extremely large, insectoid body, as do all gelugons. He has huge claws on his hands and feet and sports sharp pincers at his mouth. His head bulges with large, multifaceted eyes, and his most formidable weapon is his long, thick tail, which is covered with razor-sharp spikes. He communicates telepathically.

Combat: Vreesar has 18/76 Strength (therefore the +4 damage bonus), and he normally attacks with two claws (1d4+4 damage each), his giant pincers (2d4+4 damage), and his wickedly spiked tail. Any target struck by Vreesar's tail takes 3d4+4 points of damage and must successfully save vs. paralyzation or be frozen in place by the numbing cold emanating from the tail for 1d6 rounds. Vreesar can attack up to four different foes if he so chooses.

Vreesar also the following spell-like powers that are usable at will, once per round: detect *invisibility* (always active), *detect magic*, *fly*, *polymorph self*, *wall of ice*.

Additionally, gelugons normally can *gate* in the following: 2d6 barbazu (50% chance, once per day), 2d4 osyluth (35% chance, once per day), or 1d2 other gelugons (15% chance, once per day). Vreesar seemed incapable of this unless the rift through which he entered the Realms (see History below) was open.

Vreesar sees perfectly well in darkness, *regenerates* 2 hp per round, and radiates *fear* in a 10' radius (successfully save vs. rod, staff, wand, or flee in panic for 1d6 rounds).

Habitat/Society: Gelugons normally hold important positions in Baator. Second in power only to the dreaded pit fiends, gelugons are the guardians of the layer known as Caina, and it was either from this horrid, frozen place or from the Plane of Paraelemental Ice that the rift Vreesar used to reach Faerûn opened from.

Once here, Vreesar promptly took command of a local gnoll tribe by killing its leader in personal combat. Vreesar then began assembling all the nearby humanoids into his army—an army he hoped would be led by many more of his kind, which he would bring through the open interplanar rift.

Ecology: As noted, gelugons are the strangest looking of all baatezu, and they use their alien appearance to intimidate all around them. Gelugons who perform their evil duties well enough are



“promoted” to become a pit fiend. This process involves 1,001 days of vicious torture in a pool of fire. If they survive the experience, a new pit fiend emerges from the pool.

Vreesar functioned well enough in the frozen tundra where he appeared, but he noted that he and his kind could never venture much farther south due to the “heat” of the Realms’ midwinter. Vreesar simply stated that other baatezu would assemble and command the armies that would conquer all such balmy climes of Faerûn.

History: In the year 1366 DR, an interplanar rift opened north of Damara, near the Great Glacier. The Harper wizard Jazrac believed that it opened onto the Paraelemental Plane of Ice and sent the Harper and ranger known as Martine north to close it with some magical stones he’d prepared.

After reaching the region, Martine encountered an ice mephit that called itself Icy-White, which “captured” her. (See the MONSTROUS MANUAL tome.)

Icy-White then introduced Martine to Vreesar, a gelugon from Baator. Whether the rift Vreesar passed through opened onto the frigid layer of that plane, known as Caina, or if Vreesar happened to be on the Paraelemental Plane of Ice (a not unlikely possibility) when the rift opened there is not conclusively known. However, Vreesar planned to use the rift to bring more of his kind—meaning more gelugons in particular and more baatezu in general—to Toril in order to attack and conquer it. This would have provided the baatezu with a strategically important base in the Prime for the baatezus’ fight against the tanar’ri in the Blood War. Vreesar conquered a gnoll tribe by defeating its chieftain in combat, and the humanoids served as the beginning of Vreesar’s soon-to-be-vast army.

Martine, with the fallen paladin Vilheim, managed to close the rift, but then Vreesar sought a means to reopen it. Though Vilheim perished, Martine managed to kill Vreesar with Vilheim’s magical sword, ending the fiend’s threat to the North.

Sources: *Soldiers of Ice*, MC 8: Outer Planes Appendix, MONSTROUS MANUAL tome.

Yochlol

Handmaiden of Lolth

CLIMATE/TERRAIN: Any
FREQUENCY: Common on the Abyss/Very rare on Toril
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: High (14)
TREASURE: Nil
ALIGNMENT: Chaotic evil
No. APPEARING: 1 (1-4 on the Abyss)
ARMOR CLASS: 10 (4 as spider)
MOVEMENT: 12, Wb 6 as spider
HIT DICE: 6+6
THACO: 15
No. OF ATTACKS: 8 (1 as spider or humanoid)
DAMAGE/ATTACKS: 1d4+4 (x8); 1d8 as spider; by weapon +4 as humanoid
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: cold iron or +2 or better weapons to hit, immunities (see below)
MAGIC RESISTANCE: 50%
SIZE: M (L as spider)
MORALE: Champion (16)
XP VALUE: 11,000

The drow goddess Lolth’s black webs fill an entire layer of the Abyss, and the lesser tanar’ri known as yochlol (or the Handmaidens of Lolth) are her servants there. They also dwell amongst the outer planes and throughout the Prime Material wherever drow elves exist and venerate the Queen of Spiders.

A yochlol has several forms its body can take: a *gaseous form* resembling (and with the effects of) a *stinking cloud* spell; an amorphous, eight-tentacled column of slime with a single, glaring red eye; and a lovely elf or human female shape. Their natural form is that of the tentacled column of flesh. These tanar’ri serve their goddess exclusively and do not become involved in racial or multiplanar affairs such as the Blood War, which rages between the tanar’ri and their enemies, the lawful-evil baatezu.

Combat: Each of the yochlol’s forms has different combat abilities, and the specifics of each form is discussed below. Regardless of form, a yochlol is immune to nonmagical fire, all gases and poisons, and



electricity. They take only half damage from magical fire and magical cold.

The yochlol's spider form is AC4, it can move in webs, and its poisonous bite is fatal unless the victim successfully saves vs. poison.

The yochlol's human and elf forms are AC10, but they can wear armor to improve it. Drow chain mail is their preferred choice. They tend to favor drow weapons such as short swords, hand crossbows, and javelins. With centuries to practice (if a yochlol wishes), a human- or elf-form Handmaiden can become a specialized 6th-level fighter with any of these weapons. Yochlol retain their 18/51 Strength in both humanoid forms, striking with the applicable +2 bonus to attack rolls and a +4 bonus to damage rolls.

The yochlol's gaseous form acts as a 10' high, 5' wide *stinking cloud*. The yochlol can use no spell-like abilities nor can it make physical attacks in this form, but it is immune to all physical damage and can be injured only by magical cold, magical fire, or *magic missiles*. A gust of *wind* spell inflicts 6d6 points of damage to a *gaseous* yochlol and a *wind walk* spell slays it outright, with no saving throw or Magic Resistance check.

Yochlol have the standard tanar'ri spell-like abilities: *darkness 15' radius* and *infravision*, and also can use the following abilities at will, as 6th-level spellcasters: *charm person*, *spider climb*, *stone shape*, and *web*. Yochlol also possess the *domination*, *mind blank*, and *plane shift* spell-like abilities as spellcasters of the minimum required level needed to cast each spell.

A yochlol can alter its alignment aura so that magical spells and devices cannot penetrate the creature's human or elf form's disguise. A yochlol also can cure light wounds twice per turn—doing so only to express Lolth's favor upon a wounded drow follower.

Finally, a Handmaiden can change its form twice in one round and still attack or use a spell-like ability, as long as, in physical attacks, one of the forms it takes during a round is capable of attacking in that way.

Habitat/Society: Yochlol take great pleasure in dominating other, lesser creatures. They are cruel and enjoy a good battle, exulting in the rage that fills them whenever beings defy their goddess' will. All yochlol serve Lolth and work surprisingly well together. Never will one betray, endanger, or attack another. All yochlol share a telepathic bond, with a range of 90'.

Yochlol take special delight in escaping the control of those who've summoned them (whom they must serve faithfully for one deed, as decreed by Lolth), and wandering free about the Prime Material Plane. Such a yochlol uses its various forms as disguises to carry out cunning ploys and evil subterfuges to turn beings to chaos and evil. Unless enemies of Lolth are present, yochlol will not engage in killing sprees or frenzies of mindless violence.

Yochlol often hiss, whisper, or scream when in combat, even telling their opponents their names, in case the victim should escape. In that way, the victim knows that a particular Handmaiden somewhere out there will someday return to finish its business with the character.

Ecology: In *gaseous form*, yochlol absorbs nutrients from gases and liquids (blood seems to be a favorite). In physical forms, a yochlol prefers to consume still-living prey, either by its mouth or by enveloping it with its slimy column of flesh. Prey that is enveloped suffers 10d4 points of damage per



round. A yochlol must eat at least every 20 days, and typically consumes all of its prey but bones. These it extrudes in a spectacular yet disgusting process from any of its physical forms in a harmless burst, or they simply fall to the floor when a yochlol assumes gaseous form.

Yochlol essence is a valued ingredient in spell inks, preparations, and castings involving *mind blank*, *shape change*, *stinking cloud*, and *wraithform* spells, items, or effects.

It's important to note that some yochlol could be significantly more powerful than the typical specimen detailed here, as the Spider Queen is known to greatly reward those Handmaidens (and others) who serve her exceptionally well.

History: Much of the history of the drow and their worship of Lolth is unknown to us; thus little has been uncovered regarding the role yochlol have played.

However, one tragic incident is known to involve a yochlol. Not long after the dwarf Bruenor Battlehammer reconquered Mithral Hall, the drow of Menzoberranzan attacked. They sought the death of the "renegade" drow, Drizzt Do'Urden. To aid them in this battle, the drow summoned a yochlol. But instead of attacking Drizzt, the Handmaiden instead became engaged in combat with one of the drow ranger's allies, Wulfgar the barbarian warrior.

After a vicious battle (and several rescue attempts by his friends) Wulfgar realized his battle against the yochlol was lost. In an effort to save his comrades from the same fate, the proud barbarian used his mighty hammer, Aegis-fang, to collapse the cavern chamber's roof onto him and the yochlol.

Sources: *Drow of the Underdark*, PLANESCAPE MONSTROUS COMPENDIUM®, Volumes I & II.

Cult of The Dragon Enemies of The Heartlands

Organization: This secret society has existed in the Realms for more than 400 years. The primarily human membership seeks to elevate evil dragonkind to rule all of Toril as their dominion and, when possible, to transform powerful, willing evil dragons into dracoliches. (See the MONSTROUS MANUAL tome for full details on creating such a creature.)

The Cult's main activities include serving as an intelligence-gathering and communications network for the evil dragons of Faerûn and the cult's dracoliches. Cult members regularly visit the lairs of evil dragons, praising them highly and telling them of the destiny Sammaster First-Speaker proclaimed for them: rulership over all. Cult members contribute large amounts of treasure to these dragons' hoards. They also offer any assistance at their disposal (healing potions and spells or an exchange of spells and other magical knowledge). Even enlarging or otherwise expanding lairs, adding mechanical traps to lairs, and working to persuade the dragons to actively cooperate with the Cult are tasks the organization readily undertakes. Cult members also make all necessary preparations for those dragons that do consent to become dracoliches.

In exchange for the Cult's services, its members ask the dragons for permission to use their lairs as emergency shelters, and for a promise of aid should the Cult ever call on them using the Cult's *rings of dragons**. The Cult also tends any eggs or hatchlings that may be present in the dragons' lairs.

There is no evidence to support that the Cult actively controls any dragons or dracoliches, instead using flattery, bribes, and promises of great power to entice these powerful creatures into working and fighting alongside members.

The Cult is a fractious organization with many cells across Faerûn. The most infamous of these cells is based in Sembia and is ruled by a council calling themselves the Purple, all of whom don ceremonial purple robes and other accoutrements for formal meetings. The number of people on the council varies over time, with the current membership numbering at or near a dozen. The council members include several warriors (many of whom



are also successful merchants who channel much of their profits into funding Cult operations), an archmage who supervises all the Cult mages under him, a master thief who also leads the Cult's rogues and organizes numerous "acquisitions," and at least one priest, rumored to be a servant of Talos the Destroyer. Certain prophets of the mad god of strife, Cyric, have recently begun to claim clerical influence and membership in the Cult. While this claim is unsubstantiated, it remains a possibility.

History: Sammaster, a mage who lived well over 400 years ago, became one of Mystra's Chosen. Unlike Elminster, Khelben, and the Seven Sisters (the modern era's only known Chosen of Mystra), the touch of divine power was too much for Sammaster's mind and he was driven insane. Mystra removed her touch, but the damage was done. The Goddess of All Magic did not cure Sammaster, if such was even within her power; nor did she put him out of his madness and misery, an act that, in retrospect, may have prevented many troubles over the subsequent 400 years.

In any case, Sammaster was now delusional and believed he had some insight in the gods and the future of the Realms. He then set about translating (or retranslating in many cases) the works of several legendary oracles and sages, among them Maglas, author of the prophetic tome, "The Chronicle of Years to Come." In one particular passage Sammaster found the genesis for what would become the Cult of the Dragon. Below is the passage as Elminster and most other reputable sages over the centuries have translated it:

"And naught will be left save shattered thrones, with no rulers but the dead. Dragons shall rule the world entire, and . . ."

Sammaster the Mad translated the passage thusly:

"And naught will be left, save shattered thrones, with no rulers. But the dead dragons shall rule the world entire, and . . ."

This lit a fire in Sammaster's demented mind and led to his organizing a band of followers. These followers then spread his word and, eventually, the group took the appellation Cult of the Dragon.

Much of the Cult's early history is unknown, but evidence supports that Sammaster was able to attain lichdom as an example of the process and its powers. Effectively immortal at this point, Sammaster's subsequent actions and current status are not known.

Recent members of the Purple have stated that the Cult's founder is dust in some forgotten tomb, clearly meaning that the mad lich plays no current role in the actions or rulership of the Cult. Sages have speculated on what else this statement implies. Some say that Sammaster must be truly dead, while others suggest the possibility that "the dust" referred to could be the physical remains of Sammaster's undead body and that he's assumed the status of a demilich. See the *MONSTROUS MANUAL* tome for information on liches and demiliches.

In 1357 DR, the Cult became embroiled in events surrounding the *spellfire* wielder, Shandril Shessair. The young thief was captured by a Cult mage calling herself the Shadowsil (see below) after Shandril's adventuring company was all but wiped out in a battle with Cult members.

The Shadowsil presented Shandril to the dracolich Rauglothgor as a token, but asked that the Cult be allowed to question the girl before the dracolich consumed her. Rauglothgor agreed, but before any information could be extracted from Shandril, chaos erupted within Rauglothgor's lair as the Knights of Myth Drannor and Shandril's future husband, Narm, attacked. Shandril struck the Shadowsil with a crystal ball-like object, hurting the Cult mage and damaging the item. As it turns out, the item had been a prison for a magic-consuming creature known as the BALHIIR, which upset the spells and magical abilities of the Rauglothgor, the Shadowsil, the spellcasters of the Knights, and Narm.

Instructed by Elminster that only she could defeat the balhiir, Shandril did so, awakening her latent *spellfire* abilities in the process. In discharging the *spellfire* energy now trapped in her body, Shandril destroyed both the dracolich and its lair.

Seeking both revenge and the power of *spellfire* itself, the Cult pursued Shandril and her rescuers, eventually resulting in the death of the Shadowsil, the then-archmage of the Purple, Malark, and two more of the Cult's dracoliches. At that point, the Cult considered the price to continue their dangerous quest for *spellfire* to have become prohibitively high.

The Cult returned to its secretive ways in the years since, which led to the Harpers' trying to infiltrate the group. What little is known is that the Cult tried to recoup its losses from the *spellfire* incident, especially replacing the three undead dragons that succumbed to Shandril's considerable magical



might. Tremendous amounts of treasure were also lost in the destruction of Rauglothgor's lair, and the Cult has taken to raiding Zhentarim caravans and small strongholds in order to replenish its monetary reserves.

It is known that Piergeiron, one of the Lords of Waterdeep, recently destroyed the dracolich Kistari-anth the Red. The Cult had restored the beast to life after it was originally killed by Piergeiron's father, only to be slain by the same blade that had killed it once before.

A dracolich of the Cult also has been active recently in the Elversult area. Both the Harpers and emissaries of the Shou Lung Empire in Kara-Tur have become involved in the fight against it.

Leaders/Important NPCs: The members of the Purple (at the time of the *spellfire* incident) were known to be: Malark the Mighty, archmage (dead); Zilvreen, master thief; Salvarad, priest of Talos; and the Cult's warrior lord and leader, Naergoth Bladelord. It's also likely that the Shadowsil played some role in the Purple at the time of her death. A Dargoth of Peldar and six other "warrior-merchants" filled the ranks of the Purple at that time. All named individual above are (or were) at least 16th level in their respective classes, and the others were not less than 12th level.

The Shadowsil (human female 18th-level mage), AC 6; MV 12; hp 36; THAC0 15; #AT 1; Dmg by spell; MR Nil; SZ M; ML 18; AL NE; XP 12,000.

S 9, D 16, C 14, I 18, W 15, Ch 15.

Spells: 5/5/5/5/3/3/2/1.

Special Equipment: Ring of dragons*, ring of protection +2, rope of entanglement, wand of fire.

Description: Tall, slim, and cruel, The Shadowsil was likely a Cult enforcer or high-level operative of some kind. She wore purple robes and was a former apprentice and paramour of Elminster before she turned to cruelty and evil. She died in his arms, proclaiming her love for him and her regret over their lost love.

Sources: *Spellfire*, *The Veiled Dragon*, *MONSTROUS MANUAL* tome (dracoliches), *DRAGON*® Magazine, issue #110.

The Drow of Menzoberranzan

Enemies from The Underdark

Organization: Menzoberranzan is a medium-sized drow city (about 20,000) one week's travel from the surface of Toril. The city is ruled by a council of the eight largest and most powerful noble houses. At the time of record, the eight houses were Baenre, Barison Del'Armgo, Oblodra, Faen Tlabbar, Agrach Dyrr, Mizzrym, and Fey-Branche. Another notable house is Do'Urden, also known as Daermon N'a'shezbaernon. See the *Heroes' Lorebook* for a history of that house and its most famous member, Drizzt Do'Urden. Select other members of the Do'Urden clan are presented below. The council itself is ruled by Matron Mother Baenre, matriarch of the most powerful noble house in the city.

While the nobles live lives filled with intrigue, treachery, and death, the common drow of the city do most of the work. They perform manual labor, act as house-servants, and fill the ranks of the noble houses' soldierly contingents. While no drow is ever a "slave" to another, most common drow are beholden to the noble house they serve. The drow do keep slaves, but only of other, inferior races. These slaves perform the most dangerous tasks in the city since they're expendable.

The Spider Queen, Lolth, dominates religion in the city (hence its matriarchal nature). Lolth also encourages a warped and wicked version of "survival of the fittest." The houses are all encouraged to deal in intrigue, treachery, and assassination to advance themselves. Those houses which do these things well (especially using inventive or ingenious ways) gain the favor of the Spider Goddess, a highly coveted, but very fickle, blessing from Lolth. This fascination with machinations is the primary factor responsible for keeping the population of Menzoberranzan from growing. Enough young drow are killed or assassinated before they become parents to prevent any rapid expansion.

This stagnation extends itself to the entirety of drow society. Without the need to expand the city because of rising population (thus forcing the drow to look beyond their petty squabbles), the drow of Menzoberranzan lose themselves in plot and counterplot, assassination and revenge, cross and double-



cross. This stagnant society-where only the faces of the conspirators change-is likely responsible for a few, brave drow fleeing their evil culture and seeking new lives on the surface of Faerûn.

History: The city of Menzoberranzan was founded some 5,000 years ago, when a group of seven families left the intrigue- and strife-torn drow city of Golothaer, seeking release from the endless cycle of violence and death. This group was led by the powerful priestess of Lolth, Menzoberra.

The families traveled great distances through the Underdark, seeking a place to make their new home. Lolth seemed to aid them on their journey, but only when all hope seemed lost. Along the way, the drow battled illithids, svirfneblin, dwarves, and a beholder.

Those drow who survived these conflicts found they had fought their way to what they'd sought for so long. Menzoberra and the others took up residence in what had been the vast lair of a beholder, and the new city was named after the priestess who'd led the drow here: Menzoberranzan.

Soon, however, these drow reverted to type. The inevitable, evil games of intrigue, revenge, and death soon became a common part of life in the city, though the drow seemed not to realize they'd brought the hell they'd fought so hard to escape from with them in their hearts and souls. This is the curse of the dark elves. Only the institution of the Council, with House Baenre at its head (one of the few families that traveled with Menzoberra and survived the journey and subsequent infighting), kept the city from civil war.

Leaders/Important NPCs: Described below are a select number of important drow figures in Menzoberranzan's recent history.

Matron Mother Baenre, (25th-level priestess of Lolth), AC 5; MV 12; hp 87; THAC0 4; #AT 1; Dmg by spell; MR 100%; SZ M; ML 20; AL CE; XP 21,000.

S 9, D 10, C 16, I 18, W 19, Ch 15.

Spells: 12/11/11/10/9/8/4; Matron Mother Baenre also possesses the following spell-like abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic.*

Special Equipment: Ring of arachnid control*, ring of

anti-venom, cloak of arachnida, net of entrapment, spider wand**, as well as a wide selection of other magical items owned by House Baenre.

Description: Mother Matron Baenre is ancient, even by elf standards. Her face is criss-crossed with numerous, deep wrinkles and her hair has become thin and stringy. She's also outgrown most physical pleasures, so she devotes herself to political intrigue and psychological web-weaving. She's cocky, having lost all fear long ago. She seems content to serve the Spider Queen, though her predilection for chaos keeps the other houses wary of her at all times.

Gromph Baenre, (20th-level male wizard), AC -2; MV 12; hp 39; THAC0 14; #AT 1; Dmg by spell; MR 90%; SZ M; ML 19; AL CE; XP 17,000.

S 10, D 16, C 9, I 19, W 12, Ch 8.

Spells: 5/5/5/5/4/3/3/2; in addition, Gromph has the following spell-like abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic.*

Special Equipment: Amulet of perpetual youth, robe of the Archmage of Menzoberranzan*, spider mask*, wand of viscid globs*, wand of acidic spheres*, and many other esoteric or unknown magical items.

Description: Gromph is older than most other males in the city; very few drow males make it to "old age." He's aged gracefully, with flowing white hair and a face that shows few of his 700 years. He's a perfectionist and carries himself with dignity. Deep down, though, he hates the matriarchal nature of drow society and continually strives to change it in any small way he can. He's also quite fond of the young adventuress, Liriel Baenre.

Jalynfein, "The Spider Mage" (24th-level mage), AC 1; MV 12; hp 51; THAC0 13; #AT 1; Dmg by spell or weapon; MR 98%; SZ M; ML 19; AL CN; XP 20,000.

S 15, D 17, C 14, I 18, W 17, Ch 7.

Spells: 5/5/5/5/5/5/5/4; in addition, Jalynfein has the following spell-like abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*, plus a yochlol-granted ability to use a *spider summoning* (as the priest spell on page 157) once per day. This special power is not a spell to be memorized and cast, it's activated with but a thought. Whenever Jalynfein uses this ability, his face appears to be a writhing mass of long, hairy spider legs lit by a purple-orange *faerie fire* radiance; this effect is the source of his nickname.



Special Equipment: Jaylnfein's collection of scrolls, potions, spellbooks, and magical items rivals or even exceeds that of Gromph Baenre. Below is a list of just some of the items Jalylnfein's known to own: *ring of protection +6, +1 on saves; ring of free action; rod of absorption; wand of magic missiles.*

Description: When Jaylnfein was young, he spurned a priestess' advances. As revenge, she slit his face with her dagger and tossed a vial of distilled spider venom in it. To this day, Jalylnfein's face is a purplish, bloated ruin resembling some Underdark fungus-growth. Jalylnfein later managed to escape the priestess's imprisonment and returned only a dozen years later as a powerful mage, taking his revenge on her. When not using his *spider summoning* ability, he wears a featureless, gray mask.

Like Gromph (and the few other powerful male drow), Jalylnfein is hoping to one day overthrow the female-dominated, evil drow culture. He's particularly interested in surface dwellers, especially mages of power. While he'll not verbally betray his true feelings, Jalylnfein is determined to covertly work for change in Menzoberranzan.

Matron Malice Do'Urden, (15th-level priestess of Lolth), AC 2; MV 12; hp 56; THAC0 12; #AT 1; Dmg by weapon or spell; MR 75%; SZ M; ML 17; AL CE; XP 11,000.

S 10, D 16, C 17, I 18, W 16, Ch 13.

Spells: 7/7/5/5/5/2/1.

Special Equipment: Alchemy jug, cloak of *the bat*, *ring of regeneration*, rod of beguiling; it's also likely she possessed several of the drow magical items mentioned under other characters (and detailed in this book). Additionally, Malice possessed the following spell-like powers: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic.*

Description: To many drow, Malice was the perfect example of a Matron. Fiercely ambitious, conniving, loyal only to Lolth, and ruthless in the extreme, her exploits (political and amorous) are still the stuff of legends in Menzoberranzan. While she lived, Malice strived to gain a seat on the city's Council. If not for an ill-advised scheme of vengeance against her renegade son, Drizzt, she might well have succeeded. At one point in her quest for Drizzt's death, she raised the dead Zaknafein using the dreaded *zin-carla** spell.

Zaknafein Do'Urden, (24th-level male fighter), AC -4; MV 12; hp 178; THAC0 -3; #AT 5; Dmg by weapon; MR 98%; SZ M; ML 20; AL CN; XP 19,000.

S 15, D 19, C 16, I 15, W 15, Ch 14.

Special Equipment: *Drow chain mail +5, two long swords +5;* Zaknafein also had the following spell-like abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic.*

Description: Zaknafein was once the "patron" of House Do'Urden, meaning, of course, that he was Malice's plaything until the time came that she tired of him. Likely because of his skill at arms, she allowed him to live on as Do'Urden's weapons master.

As was his duty at this post, he trained all the young Do'Urden's in martial skills. His most exceptional student was Drizzt. As the two trained together throughout Drizzt's youth, the two grew close, as a father and son should. Indeed, after Drizzt had fled Menzoberranzan and Malice declared his life forfeit, Zaknafein willingly gave up his life in exchange for Drizzt's.

Malice, treacherous to the last, however, used the vile *zin-carla* spell to reanimate the dead body of Drizzt's father, and sent the undead weapons master out to seek and destroy his beloved son. After a long and arduous chase, the two met in combat for the final time. Realizing that this thing was merely the instrument of Malice's hatred and not truly Zaknafein, Drizzt was able to defeat the undead creature and allow his father to rest, finally free of Malice.

While he lived, Zaknafein resented Malice and the evil of drow society, but he respected the power of Lolth's priestesses too much to flee as did Drizzt. Instead, he took out his anger in combat, slaughtering the members of whichever noble house Malice had targeted at that time.

Sources: The *Menzoberranzan* set, *The Drow of the Underdark* accessory, the Dark Elf trilogy, *The Legacy*, *Starless Night*, *Siege of Darkness*, *Daughter of the Drow*, *Tangled Webs*, and "The Fires of Narbonbdel."



Knights of The Shield

Enemies of The Sword Coast

Organization: This group of merchants, nobles, and other secretive persons has most of its power in Amn, Tethyr, and Baldur's Gate. They seek to manipulate the politics and economics of the Sword Coast region to its members' advantage. A secondary goal of many of the members is to infiltrate the Lords of Waterdeep, as it is the only city in the region that has resisted the Knights' efforts thus far.

Very few hard facts are known about the Knights. Most of its suspected members use the organization as a means to gain more wealth by trading news and information, setting up monopolies, colluding to drive non-Knight competitors out of the market (or out of business), and so on rather than as a means to conquer the region outright or any other such auspicious designs. As any merchant can tell you, anarchy is bad for business, and business is the primary interest of most Knights.

Such cannot be said regarding the Knights' leaders, though. It is these corrupt individuals who share some of the goals of the Zhentarim and the other evil organizations across the Realms. Their guises as merchants and nobles allow these members (and their lackeys, enforcers, and assassins) to travel widely without attracting attention, providing them the opportunity to strike quickly when necessary and be long gone before most investigations get going.

Many rumors exist concerning who these people are, who the true leader is (if any one person truly can be chosen as a definitive leader of the group), where these members meet, and more. One story tells of a creature from the Lower Planes (disguised, of course) is the true leader of this "inner circle" of the Knights; another hints at a southern connection, perhaps one (or more) of Calimshan's pashas pulling the strings. A variant of the latter rumor intimates that the connection goes even farther south to the mysterious lands of Zakhara. Who can guess at the myriad intrigues the enigmatic peoples (or the powerful genies) of that faraway land have up the sleeves of their *abas*? Some sages even venture that every court on the Sword Coast has been infiltrated by an agent of the Knights—with the sole exception of Waterdeep.

History: The origins of the Knights of the Shield are not known. Some of their more recent activities are traceable, however.

In the recent history of the Realms, Waterdeep seems to have become the main focus of the uppermost members of the Knights. The events in Waterdeep in 1364 involving Khelben Arunsun, the Harpers, a green dragon, and the ancient power of the elfsong are all directly attributable to the Knights.

They've not been inactive elsewhere though. Not long ago, the Harper (and secret Lord of Waterdeep) Danilo Thann traveled to the Tethyrian city of Zazesspur. The Knights learned of his presence and sent assassins to dispose of him. This attack failed, and the power-brokers in the Knights decided that Thann was too visible a target to risk attacking again. Even if the attack were successful, the death of Thann in Zazesspur would bring too much attention to bear on the city and Thann's theoretical killers than the Knights would find comfortable.

The Knights' most recent agent in Waterdeep, Lady Lucia Thione, was exposed and barred from the city. She did learn some of the identities of the City of Splendors' secret Lords before she was exposed. She subsequently returned to Zazesspur. Not long thereafter, the Knights removed Pasha Balik of the city's council of Lords.

All these events took place prior to the events in the novel *War in Tethyr* and the ascension of Zaranda Star to the throne of the "reunified" kingdom of Tethyr.

Leaders/Important NPCs: Below are brief details of two Knights. See the Lands of Intrigue boxed set for many more details.

- Lady Lucia Thione (CE hf F0), late of Waterdeep. She was last known to be in the company of Lord Hhune and was returning to Zazesspur—she also has blood of the deposed royal family in her.
- Lord Inselm Hhune (NE hm F8) of Tethyr. He instigated trouble with a money-making scheme in the Forest of Tethir, but he emerged personally and professionally unscathed.

Sources: *Elfsong*, *Silver Shadows*, *City of Splendors* boxed set.



The Kraken Society

Enemies of The North

Organization: For many years, the Kraken Society was thought to be yet another organization that gathered information and little else. Some have even referred to the group as the “Heralds of the Sea.” This was a deception on the part of the Society, however; most believed the above because it was what the group’s members wanted them to believe.

It’s now known that the Society is not only involved in intelligence gathering, but also in kidnappings, piracy, assassinations, and other extremes of sheer brute force. The far-flung Society is led by an intelligent, spellcasting kraken that calls itself Slarkrethel. The massive squid roams the deeps of the northern Trackless Sea, often making its home near the Society’s western headquarters in the ruins of Ascarle. The leader of the western faction is (or was) a rogue illithid called Vestress. The mind flayer makes use of surface allies such as High Captain of Luskan, Rethnor (LE hm F16/T7), and Baron Khaufros, the mayor of Yartar (and his doppelganger servant, Semmonemily), and many undersea races such as the merrow, scrag, kopoacanth, and giant squids. (These are referred to as “Umberlee’s children.”)

History: Next to nothing is known of Slarkrethel or how this being gained spellcasting abilities, or of how a rogue illithid came to power in the organization. The details of a recent plot of the Society are known.

The Society was working with the High Captains of Luskan in their efforts to reignite their war with the isle of Ruathym. To this end, they set up a potentially disastrous conflict between the sea elves in the region and the humans of Ruathym, making each believe that the other was responsible for atrocities against their race. The Society was not aiding Luskan out of the goodness of their hearts. Instead, they planned to allow Luskan to conquer Ruathym and then dominate both, giving the Society two more bases of operations and putting many more resources at their disposal.

While conflict did erupt between the two species, they soon came to learn of their true enemy. Liriel Banre and Fyodor of Rashemen became entangled in

these plots on their journey to Ruathym. During the course of events, they convinced the humans and the elves that both were being used. The heroes managed to rally the forces of good and defeat the schemes of both the High Captains and the Society.

Leaders/Important NPCs: Game statistics for the illithid Vestress of the Kraken Society can be found in the MONSTROUS MANUAL tome.

Slarkrethel, a kraken: AC -4; MV SW 3, Jet 21; HD 20; hp 160; THAC0 5; #AT 9; Dmg 2d6(x2)/2d6(x6)/7d4; SA casts mage spells as 20th-level wizard, constriction, crush ships; SD immune to *conch horn of triton*, poison ink cloud, *airy water faerie fire*, control temperature, control *winds* (at will; once per round), weather summoning (once/day), animal summoning III (fish only, 3 times/day); MR 25%; SZ G (125' long); ML 19; INT 19; AL NE; XP 25,000.

SA: After striking tentacles automatically inflict 3d6 points of constriction damage and can drag ships of up to 70' in length beneath the waves.

SD: The ink cloud is 70'x70'x120' and causes 2d4 points of damage per round to those exposed to it.

Spells (5/5/5/5/5/4/3/3/2): 1st— *charm person, color spray, detect magic, magic missile, shield*; 2nd— *detect good, detect invisibility, invisibility, mirror image, ray of enfeeblement*; 3rd— *dispel magic, hold person, slow, vampiric touch, wraithform*; 4th— *confusion, dimension door, polymorph other, shadow monsters, stoneskin*; 5th— *Bigby's interposing hand, chaos, hold monster, transmute rock to mud, wall of force*; 6th— *antimagic shell, death spell, disintegrate, project image*; 7th— *forcecage, mass invisibility, teleport without error*; 8th— *Bigby's clenched fist, maze, trap the soul*; 9th— *imprisonment, time stop*.

Slarkrethel is never encountered alone; his bodyguards consist of 1d4 weresharks, an eye of the deep (beholder-kin), 1d4 nereids, and up to four killer whales. (These are likely charmed, as giant squid are normally prey for these aquatic mammals.) Slarkrethel is ruthless in combat; he never fights the same foe twice.

The kraken has a wide variety of magical items, including an *amulet of proof against detection and location* and an unknown item that seemingly duplicates the effects of the *Elminster's evasion* spell.

Sources: *Tangled Webs*, *The North* boxed set.



Magelords of Athalantar

Enemies of The Ancient Past

Organization: While the Magelords were a corrupt, villainous bunch of magicians, they really weren't terribly organized. True, they ruled the Realm of the Stag, Athalantar, in all but name; however, they were also wizards with their own interests and obsessions. In fact, the 30 or 40 minor magelings who patrolled the countryside with bands of soldiers or monitored bridges (for collecting tolls) were instructed not to bother filing reports at all unless some event of major import was involved. How this group of disparate men, all with a lust for power but little else in common is an interesting tale indeed.

History: Athalantar was, in the time of Elminster's birth (212 DR), a thriving, fascinating, yet dangerous realm. King Uthgrael, "the Stag King," had quelled the humanoid in the area of what now is Secomber. He knighted those brave warriors who served him best and granted them domains to watch over. Their swords and vigilance kept Athalantar relatively safe for the duration of King Uthgrael's lifetime.

Foresters cut trees and hunted the abundant game, all the while slowly expanding the kingdom's borders. The realm's capital (and only city), Hastarl, was crowded and dirty, as all cities of the time were. The wealthiest farmers (and knights) became the realm's nobility, and the realm prospered.

The worship of Chauntea, Malar, Silvanus, and Tyche (the goddess of luck had yet to split into the powers we know as Beshaba and Tymora) dominated the region. Lathander, Helm, Sune, and Tyr were also popular among the people, as well as many older, now-forgotten gods and goddesses. The magelords who came to power distrusted clergy of all kinds, and worked to spy on all temples. Not even the magelords, though, were brazen enough to openly or directly attack any church or religion. The clerics were the realm's only other source of magical power—the very reason the magelords distrusted them—but the magelords didn't wish to turn that magical power against their rule by antagonizing the churches or priests directly.

King Uthgrael and his quiet, cultured Queen Syndrel had seven sons; most of these fell to feuding over the right of succession after Uthgrael's death in 216 DR. They came to be known as the "Warring Princes of Athalantar." Two of Uthgrael's sons stand out, for very different reasons.

Belaur (LE mh F12) was the physically largest and most powerful son, as well as being the firstborn. This bellowing bully recruited a number of mages to aid him in his battles against the other princes. It was these same mages who, upon Belaur's ascension to the throne, turned on the bellicose prince and proclaimed themselves the "Magelords of Athalantar." Belaur was reduced to the role of a mere puppet in his own kingdom. In 240, Belaur (along with all the surviving magelords) were slain in battle by Elminster and the mysterious wizardess Myrjala.

Prince Elthryn, on the other hand, was a calm, peaceful, just man who preferred the company of farmers to that of courtiers. Elthryn retired to the village of Heldon. Before he left court, King Uthgrael gave his son the Lion Sword, a long sword with magical powers. (While specifics are unknown, it's likely that the sword could absorb magical spells, perhaps as a rod of absorption.) Some historians speculate that this act designated Elthryn to be Uthgrael's hand-picked heir to the throne.

Elthryn's other cause for fame was that he and his wife, Amrythale, were blessed with a baby boy in the year 212—whom they named Elminster.

Both of Elminster's parents were killed in the year 224 by the magelord Undarl who attacked while riding a dragon. Elthryn defended his home and family bravely, but both he and Amrythale perished and the Lion Sword was broken. Elminster survived by virtue of the fact that he was tending the family's sheep herd when Undarl attacked. After racing home and finding the whole village destroyed in the aftermath of the attack, Elminster took up the broken Lion Sword and swore that he'd not rest until the magelords of Athalantar were dead.

Thus began Elminster's long adventuring career, through many PC classes (and both genders). After years of resistance, he finally accepted magic (and the goddess Mystra) and used the very magic the magelords held so dear to destroy them and Belaur in the year 240. At least 17 magelords existed from 219 to 240; brief mentions of a select few follow.



Leaders/Important NPCs: Undarl (NE hm W18) was known as “the Dragonrider,” and this was his preferred means of entering battle. A late arrival to the magelords, he made his mark by destroying the village of Heldon (and Elminster’s parents). He rose to become Mage Royal and the real ruler of the kingdom. None knew from where he hailed or that he was much more than he seemed.

In his final battle with Elminster, he was revealed to be a yuan-ti (MONSTROUS MANUAL tome), but Elminster has since stated that this form too was a ruse. The Old Mage is now convinced that Undarl was in truth a malaugrym (see page 99 for a write-up of the shadowmasters).

Undarl replaced the first Mage Royal, one Ubriien Orlyn (LE hm W15), a cruel and quick-witted man who dominated all the mages Prince Belaur initially recruited. While in the form of an elf, he was slain by a dwarf axelord during a feast. The other magelords never knew of his fate, and Undarl stepped in to fill the power vacancy quickly.

Neldryn Hawklyn (NE hm W17) was among Belaur’s original recruits and, after Ulbriien’s disappearance, was the most potent magelord after Undarl. He was haughty and dared to use a Netherese magical item. He hoped to use the crystal chain of binding (an item of transparent metal that flies under the mental direction of a controlling being and that prevents all magic use by any being imprisoned within its links) to replace the Magister in 229. He failed and paid the ultimate price for his arrogance.

Ithboltar (NE hm W20) was by far the oldest and most adept magically of all the magelords. In fact, he had been Neldryn’s mentor, and he served as a tutor to many of the Magelords. He lacked the reckless ambition of his young students, however, and even saw Elminster as a useful tool in eliminating the more headstrong members of his group. He met his end in 240 with all the surviving magelords and Belaur when the castle Athalgard was destroyed.

Ildryn Thallin (NE hm W16) was an oily, sly magelord who was perpetually manipulating others, avoiding foes, and engaging in verbal diplomacy. He perished in 240 in the spell-battle in Athalgard. Multiple contingencies, triggered by his death, were responsible for much of the destruction.

Sources: *Elminster: The Making of a Mage*, “The Athalantan Campaign” in DRAGON Magazine, #228.

The Night Parade

Enemies within Faerûn’s Cities

Organization: The Night Parade is the self-chosen name of a group of strange, otherworldly (some might theorize otherplanar) creatures that make their home within an urban area. The only well-known incidence of this type of “infestation” took place in Calimport and was uncovered in the year 1359 DR.

This cabal of the Night Parade numbered more than 6,000 and was led by Lord Sixx, a large, trim, mysterious man with three pairs of eyes on his face, each arm, leg, and on either side of his chest and back. Lord Sixx ruled over the Night Parade.

The large group lived in “nests” throughout the city, hiding during the day and roaming the streets at night. One member of the Night Parade had a hypnotic power that allowed such an enormous number of strange beings to go unnoticed within the relatively small urban area of Calimport.

Many of the Night Parade’s activities are unknown even now, but it is known that the members cannot produce offspring of their own. They therefore must steal or kidnap human (and possibly demi-human) infants. The members gather these infants and, during a magical ceremony, transform the children into the next generation of the Night Parade.

History: The Night Parade cell in Calimport was revealed through the actions of a Harper, one Myrmeen Lhal, Lord of Arabel, and a party of comrades from her adventuring days.

Some 14 years before the Night Parade was discovered in Calimport, Lhal was a young married woman, and she and her husband, Dak, were about to have a baby. The birth was difficult, but Lhal’s strength enabled her to survive. Dak informed her that the child had perished. The couple ended their relationship not long thereafter.

In 1359 DR, Lhal had become Lord of Arabel, having been appointed by King Azoun himself. One night, Dak reappeared and sought an audience with Lhal. Fearful for his life, he wished to trade information for the Lord’s protection. Dak told Lhal that her child had not died all those years ago, but that he’d sold the newborn girl to pay off debts. After learning the name of the man who’d bought her baby girl, Lhal killed Dak herself by cleaving his head from his shoulders.



Lhal sought out her old adventuring companions to aid her in finding her daughter. They journeyed to the city of Calimport and soon uncovered the presence of a large cell of the Night Parade.

After several battles, the monster that had hypnotized the city's residents was killed, and the people rioted, destroying the Night Parade members. Lhal and her comrades also prevented the completion of a magical ceremony that would have transformed a number of infants into Night Parade members. Also destroyed was the artifact that was to empower the transformation and which also acted as a *gate* to the home world (plane?) of the Night Parade. Of her original party, only Lhal survived.

Lhal briefly met her own daughter later, but Lhal saw she was happy with her life, and so left without telling the girl she was her mother. Instead, Lhal adopted another teenage girl, Krystin, whom she had met while in Calimport.

While no other cells of the Night Parade have ever been confirmed, legends of these beings are common across Faerûn. Many Harpers speculate that other, most likely smaller but still quite dangerous, groups of the Night Parade exist in other cities in the Realms—perhaps in one your campaign's PCs have visited or even where make their home.

Night Parade Generation Charts: As the essential allure of using the Night Parade in a Realms campaign is the mystery surrounding each member's appearance, powers, and weaknesses, the following charts are presented for DMs to create their own unique members. This is done rather than simply listing a few sample creatures, ensuring that the Night Parade creatures you create will surprise both your PCs and their players. DMs also can browse the charts and custom design creatures for their own campaigns.

Be aware that the power levels of creatures generated using these charts vary immensely. If you randomly create a Night Parade monster, compare the being's abilities and vulnerabilities to those of your game's PCs. While the Night Parade should pose a formidable challenge even to high-level characters, the PCs should, if they're smart and maybe just a little bit lucky, be able to win the day. Of course, the price for that victory may be high.

I. Size: roll 1d6

1-2S	(HD 2-4)	Dmg 1d6
3-5M	(HD 5-7)	Dmg 2d4
6L	(HD 8-12)	Dmg 2d6

II. Features: 1d10

1	Horns on head
2	Fangs/overlarge teeth
3	Forked tongue
4	Large, pointed ears
5	Black/red/white eyes
6	Cat's eyes
7	Animal-like legs
8	Fur/Hairless body
9	Spiny ridge down back
10	Covered in feathers

III. Locomotion: 1d8

1	Flies (MV 15, MC C)
2-6	Walks (MV 12)
7	Slithers like snake (MV 9)
8	Oozes like slime (MV 6)

IV Skin: 1d8

1-4	Thick skin (AC 7)
5	Woody, fibrous (AC 5)
6	Waxy (AC9; edged weapons do half damage)
7	Stony (AC 2)
8	Metallic (AC -2)

V. Number of Attacks: 1d8

1-2	1
3-5	2
6-7	3
8	4

VI. Attack Source: 1d12

1-3	Hands/claws
4-5	Mouth/teeth
6-7	Tentacles
8-9	Extra arms/legs
10-11	Extra mouth
12	Extra head

VII. Primary Color: 1d10

1-4	Any human skin tone
5	Red
6	Black
7	Green
8	Gray
9	Orange
10	Brown (leather)



VIII. Shapechange?: 1d10		37-39	Spews liquid from mouth; treat as <i>oil of fiery burning</i> usable once/three rounds; immune to fire damage
1-3	<i>Shapechange</i> (as a doppelganger)		
4-10	No shapechange		
IX. Saving Throws: 1d6		40-42	Mild electrical shock (+1 damage) with each hit; immune to electrical damage
1-2	Warrior		
3	Rogue		
4	Priest	43-45	Can assume gaseous form three times/day
5-6	Wizard	46-48	<i>Regenerates</i> 2 hp/round; fire damage heals 4 hp/round
X. Magic Resistance: 1d12		49-50	Transmutes flesh to stone/wood/glass three times/day; save to avoid effect
1-7	Nil		
8-9	5%		
10	10%		
11	20%	51-53	<i>Water breathes</i> at will
12	30%	54-56	1d8 extra eyes; successfully save vs. spell or be <i>charmed</i> with a -1 penalty per eye
XI. Number of Special Abilities: 1d10		57-59	Has dog/wolf's head; can infallibly track any being whose blood has been tasted
1-3	1		
4-7	2		
8-9	3		
10	1 + roll again	60-62	Large ears grant <i>clairaudience</i> with a range of 50'
XII. Special Abilities: 1d100		63-65	Immune to magic & magical weapons; normal weapons inflict double damage
01-03	Shoots 1d4 <i>Melf's minute meteors</i> every other round	66-68	<i>Darkness</i> three times/day
04-06	<i>Invisible</i> once/day as spell	69-70	Paralyzing touch 3/day; successful save negates
07-09	<i>Spider climb</i> at will	71-74	<i>Summon swarm</i> once/day
10-12	Laughs crazily; affects foes as <i>Tasha's uncontrollable hideous laughter</i> once/day	75-77	<i>Fireball</i> 1d4 times/day; roll 1d4+5 for caster level
13-16	<i>Summon weather</i> once/day	78-80	<i>ESP</i> three times/day
17-20	<i>Call lightning</i> 1d10 times/day	81-83	<i>Wall of force</i> once/day
21-22	Emits acid, +1 to damage; treat as rust monster vs. metal	84-86	<i>Fumble</i> three times/day
23-25	Emits poison; every hit requires saving throw or an additional 15 hp of damage	87-89	<i>Ice storm</i> once/day
26-28	Transmutes stone/wood to water (up to 100') once/day	90-92	<i>Chill touch</i> 3/day
29-30	Transmutes crystal/glass to <i>glassteel</i> by touch once/day affects up to 20 cubic feet	93-95	<i>Vampiric touch</i> once/day
31-33	Body emits foul odor; as stinking cloud but no visible vapors; Night Parade unaffected	96-99	Allergic to wood; such weapons do double damage but metal weapons do only half damage
34-36	Extra mouth that whistles a high-pitched, paralyzing tone; save or suffer -1 on attack rolls; effect is cumulative (-5 maximum)	100	Musical instrument grows from body; range: 50' per size category; successfully save vs. spell with a -10 penalty or be <i>hypnotized</i> (as spell); Bardic ability can negate; music stops after creature is hit in combat



XIII. Final Touches

After you've created the creature, round it out by giving it a name, a history, a home (nest), and some form of motivation. Is this creature high up in the local Night Parade hierarchy? Does it have a particular job within that hierarchy?

Of course, DMs can build Night Parade creatures without rolling any dice that choosing appropriate entries from the lists above. However, randomness plays a strong part in the Night Parade, and a custom-designed being could be much more dangerous than a randomly generated creature.

Sources: *The Night Parade*, *DUNGEON® Adventures*, #61.



Red Wizards of Thay

Enemies from The Unapproachable East

Organization: The Red Wizards are a chaotic confederation of mages located to the east of the Sea of Fallen Stars. The most powerful mages of the school of magical spells rules his region and all those under him. This magocracy is inefficient as each ruling mage, called a zulkir, often has secretive plans to upset the domains of the other zulkirs and, ultimately, to rule all of Thay and build the greatest magical nation in the Realms-greater even than Nimbral and Halruaa. Despite this constant scheming and backbiting, such a large confederation of powerful mages in so small an area is a major threat to the peace of Faerûn, especially to the realms of Rashemen and Aglarond.

At the core, Thayan thinking believes that the Red Wizards are the Realms' most potent mages and therefore should be the most powerful nation in existence. This goal might be obtainable if this cabal ever learns to work together. The primary obstacle to their above-stated goal is that almost every Red Wizard believes he is the one to overthrow the zulkirs and take his rightful place as the ruler of all Thay.

The obvious result of these two fundamental elements of Thayan reasoning is that one Red Wizard, or his coterie of thugs, agents, minor wizards, monsters, or hirelings, will be operating in a city working to assassinate the town's mayor or other local leader. Meanwhile, another band of cutthroats working for another Red Wizard is working to prevent the killing-not as an act of goodness, but simply to embarrass and humiliate the first Red Wizard. At the same time, a third Red Wizard's followers may work to expose the activities of both groups to the forces of law and order within the city, thus weakening both groups and leaving the third faction in the strongest position.

Perhaps because of the commonality of such events, Red Wizards seem to hold grudges for an extreme length of time. Any other Red Wizard, local lord, adventuring band, or even an innocent merchant or trader who undersells or devalues Thayan goods can find themselves the target of vengeful wrath and an enemy for life in the person of the offended Red Wizard.



Thayan culture, such as it is, makes extensive use of slave labor. Slaves of all races work the Red Wizards' mines and farmlands; many also are forced into military servitude under the watchful eyes of the Red Wizards' humanoid servants, summoned monsters, and the handful of apprentices each Red Wizard holds. Slaving raids into Rashemen and Aglarond are quite common; The slaves gathered in these raids are roughly treated while they're marched to the nearest Thayan city, herded into pens like cattle, and auctioned off in public. Bidding contests over prized slaves is just another reason for Red Wizards to bear resentment, and desire revenge, against one another.

History: The modern nation of Thay was founded over 400 years ago by a group of renegade wizards from Mulhorand. These spellcasters, who called themselves the Red Wizards, began as a secret society to win independence from the empire and create a magical realm apart from the godkings' theocracy. Under the leadership of Ythazz Buvaar, the Red Wizards raised an army and sacked the imperial capital in 922. After several disastrous battles for the forces of the godkings, the Red Wizards won their freedom. While Mulhorand still claimed the plateaus of Thay as their own, they did little to enforce their claims.

Within 100 years however, the number of Red Wizards had grown to the point that no efficient ruling of the country could be accomplished, with important decisions getting bogged down in endless debates over trivial details and each Red Wizard seeking to improve his own lot and reputation at the expense of every other.

After much civil strife, the Thayans agreed on the current political system. The Red Wizards would select eight of their number-one for each school of magical spells-who would in turn select those who'd rule the nation's provinces. Tharchions (and tharchionesses) had total power over their domains, but all remained answerable to the zulkirs, who could remove them from office at will. (The least painful fate the Red Wizards could choose for an offending tharchion.) Some Red Wizards objected to this system, but they were put down for good by the year 1074.

This is not to say that infighting and strife ceased to exist among the zulkirs. Open war between zulkirs became regarded as crass, however: the last refuge of

incompetent mages. Intrigue and acting out their schemes through agents within Thay and abroad became the fashion, and this continues to this day.

As noted above, Thay has long held imperial aspirations, and the two most common targets of military forays have been Rashemen and Aglarond. The Red Wizards first invaded Rashemen in 934. While this and other attacks have met with limited initial success, the Red Wizards' alliances soon break down, allowing their opponents time to counterstrike. This fact, along with the potency of the Rashemi witches and Rashemaar berserker-warriors, has kept Rashemen free to this day. Similarly, the realm of Aglarond's ruler, the Chosen of Mystra known as the Simbul has kept the Red Wizards' schemes at bay for some time.

More recently, the Red Wizards struck a deal with the Tuigan Horde of barbarians. When the mounted warriors poured from the steppes to the east, the Red Wizards and their servants went to battle them. While the Thayans held their own for a time, the Tuigan soon gained the upper hand. Zulkir Szass Tam then stepped forward and offered to aid the Tuigan in the conquest of Rashemen if the Tuigan horse-warriors left Thay untouched. Since it's unlikely that Yamun Khahan would have chosen a protracted, literally uphill battle over uneven terrain against an army of mages and their magical servants, he agreed.

Despite the Thayans aid, the witches and warriors of Rashemen dealt the horse-warriors their first defeat since they had turned toward the Realms' Heartlands. One Rashemi witch even journeyed to Cormyr to aid King Azoun IV in raising the Crusade army to stop the Tuigan once and for all.

With these setbacks, and the mysterious loss of a magical artifact of some kind that weakened the Red Wizards themselves, some foretold the doom of Thay. Such has not occurred however. In fact, if the level of bickering between the Red Wizards is a sign of health, the nation of Thay seems quite vigorous. After putting down a scheme of the then Zulkir of Alteration, Maligor (see his entry for details), Szass Tam, Zulkir of Necromancy has put forward his own plan to unite all of Thay under his undead thumb. While the details and any results of this plan are unknown at this time, experts on the Red Wizards say that if any can pull off the considerable feat of uniting the fractious mages, Szass Tam is likely the one to do it.



Leaders/Important NPCs: Both Szass Tam and Maligor have their own respective entries on pages 54 and 43 of this book, the other seven zulkirs (including Maligor's replacement as Zulkir of Alteration) are summarized below.

Note again that, as detailed in the Spellbound boxed set's "Campaign Guide," zulkirs gain a total of three extra spells per spell level, as long as all three belong to their school of specialization: one for being specialist wizards per the *PHB*, one for taking the Red Wizard kit (to be found in *Spellbound*), and one for being elevated to the rank of zulkir (*Spellbound*). These factors are responsible for the non-standard spell totals listed below.

Lauzoril, Zulkir of Charm/Enchantment (Human male 22nd-level enchanter), AC 5; MV 12; hp 35; THAC0 13; #AT 1; Dmg By weapon; SZ M (5'9"); ML 18; AL NE; XP 18,000.

S 8, D 15, C 12, I 18, W 14, Ch 18.

Spells: 8/8/8/8/8/7/7/6 (includes bonus spells).

Special Equipment: *carpet of flying*, *ring of protection +4*, *stone horse*, *ebon lash**, and *shazzelurt*.

Shazzelurt, a wavy-bladed dagger (also known as a kris) with a guard of iron curved in a flame motif. It's a +1 dagger, has an Intelligence of 16 and an Ego of 10, and communicates by speech (common, Thayan, and gnoll). The dagger can *detect magic* in a 10' radius and can locate object in a 12' radius. When unsheathed, the dagger can *read magic* and *detect secret doors* in a 5' radius at the wearer's will. Further, the dagger can heal its wielder once per day. Finally, the dagger has a special purpose: to kill bards. Any bard struck by this dagger must successfully save vs. spell or be instantly disintegrated.

Description: Lauzoril stands 5'9", weighs 145 lbs., has blond hair with gray streaks and green eyes. In his late 40s, Lauzoril is very handsome and distinguished. He strongly supports the idea of Thay building an empire for itself from surrounding lands, and he openly opposes Szass Tam's efforts to unify the nation under the lich's cadaverous hand. In fact, he's survived five assassination attempts in the past two years. Many wonder when and in what form Lauzoril's counterstrike will take.

Lallara Medicros, Zulkir of Abjuration (Human female 21st-level abjurer), AC -2; MV 12; hp 30; THAC0 14; #AT 1; Dmg By weapon; SZ M; ML 16; AL CE; XP 16,000.

S 9, D 16, C 12, I 17, W 15, Ch 16.

Spells: 8/8/8/8/8/7/7/7 (includes bonus spells).

Special Equipment: *bracers of defense AC 0*, *cube of force*, *ring of regeneration*, and a *staff of withering*.

Description: At 5'10" and 154 lbs., this 49-year-old zulkir has a bald, tattooed scalp-as is a common custom among Red Wizards of both sexes-and is as chaotic as her eyes are vivid green. She enjoys devising and inflicting new torments on her slaves as much as she enjoys working with Szass Tam to unite the nation. She's decadent, and also is a collector of enchanted items. (Those listed above are only the items she has on her person at all times; given time, she has access to many more.) She's currently seeking a means to raise her Intelligence so that she can cast ninth-level spells.

Mythrell'aa, Zulkir of Illusion (Human female 20th-level illusionist), AC 8; MV 12; hp 24; THAC0 14; #AT 1; Dmg By weapon; SZ M; ML 17; AL CE; XP 14,000.

S 9, D 17, C 8, I 18, W 13, Ch 14.

Spells: 8/8/8/8/8/7/6/5.

Special Equipment: *ring of spell turning*, *rod of cancellation*, *wand of illusion*, *wand of negation*.

Description: This 60-year-old wizard stands only 5'1" tall and weighs a mere 95 lbs. She's one of the most mysterious figures in all of Thay, as she seldom socializes with her fellow Red Wizards. None can claim to truly know her allegiance regarding Szass Tam's attempt to unite Thay. (It's likely, if the lich succeeds, she'll declare her support.) Little else is known of this diminutive but dangerous wizardess.

Nevron, Zulkir of Conjunction/Summoning (Human male 24th-level conjurer), AC 5; MV 12; hp 40; THAC0 13; #AT 1; Dmg By weapon; SZ M; ML 18; AL NE; XP 18,000.

S 7, D 11, C 15, I 18, W 14, Ch 15.

Spells: 16/16/16/8/8/8/8/8/7 (includes bonus spells and *ring of wizardry* extra spells).

Special Equipment: *ring of wizardry* (doubles first-through third-level spells), *robe of the archmagi*, *staff of striking*.

Description: 5'6" and 180 lbs., Nevron replaced the prior zulkir that Szass Tam had assassinated. Despite being hand-picked by the lich, Nevron loathes the Zulkir of Necromancy and is a staunch supporter of Lauzoril's and Aznar Thrul, the Zulkir of Invocation, in assembling a viable plan to invade and con-



quer Rashemen. Nevron's legions are powerful and include many enchanted creatures. He's confident that the current alliance's goal will be achieved and be achieved soon.

Druxus Rhym, Zulkir of Alteration (Human male 24th-level transmuter), AC 9; MV 12; hp 27; THAC0 13; #AT 1; Dmg By weapon; SZ M; ML 17; AL NE; XP 18,000.

S 11, D 15, C 13, I 18, W 12, Ch 14.

Spells: 8/8/8/8/8/8/8/7 (includes bonus spells).

Special Equipment: ring of shooting stars, staff of thunder and lightning and Devourer.

Devourer is an enchanted dagger (treat as a +1 for determining if beings can be struck by it). It inflicts 1d10 points of damage, may be thrown as an axe of hurling, discharges a 10-dice lightning bolt three times per day, and allows it wielder to teleport without error once per day.

Description: This 62-year-old wizard is 5'8", weighs 175 lbs, and his bald pate is covered in tattoos. He strongly supports Szass Tam's bid to overthrow the other zulkirs and build an empire. To this end, he coordinates many of the lich's activities, both within and without Thay itself. If PCs ever come to contest one of Tam's schemes, it's entirely likely that Rhym will be the one to deal with them, directly or indirectly by issuing the appropriate commands to the appropriate creatures.

Tharchion Aznar Thrul, Zulkir of Invocation/ Evocation (Human male 23rd-level invoker), AC 4; MV 12; hp 43; THAC0 13; #AT 1; Dmg By weapon; SZ M; ML 19; AL CE; XP 17,000.

S 13, D 12, C 17, I 18, W 13, Ch 15.

Spells: 8/8/8/8/8/8/8/6 (includes bonus spells).

Special Equipment: manual of golems, ring of protection +4, robe of Rukhyon*, staff of power, vampiric dagger*.

Description: This 6'3", 175 lb., bald, black-eyed man is the only mage to hold both the titles of zulkir and tharchion. He's cruel, savage, and represents the greatest challenge to Szass Tam's plotted overthrow of the current Thayan political system—such as it is. Thrul's current gambit to lessen Tam's role in Thay's future is to ensure that the planned invasion of Rashemen is successful—thus diverting attention from Tam and his schemes. However, if the invasion fails, his confederates, Lauzoril and Nevron, will bear the blame, leaving him untouched and able to continue his opposition to the

Zulkir of Necromancy. Thrul always maintains his hit-point total at maximum through the use of his vampiric dagger.

Yaphyll, Zulkir of Divination (Human female 19th-level diviner), AC 4; MV 12; hp 38; THAC0 14; #AT 1; Dmg By weapon; SZ M; ML 18; AL LE; XP 13,000.

S 9, D 15, C 12, I 18, W 17, Ch 15.

Spells: 8/8/8/8/8/6/6/4 (includes bonus spells).

Special Equipment: amulet of perpetual youth, cloak of protection +2, ring of elemental metamorphosis-fire (ToM), ring of protection +3, staff +3.

Description: This 5'4", 130 lb, zulkir is bald, tattooed, and has blue eyes. While she appears to be no more than 30 (thanks to her amulet), she is in truth 65 years old. She's dedicated to Szass Tam as Thay's rightful ruler; and as the nation's foremost prognosticator, her word carries much weight.

Sources: FORGOTTEN REALMS Adventures, the Spellbound boxed set's "Campaign Guide."





The Xanathar Thieves' Guild

ENEMIES OF THE CITY OF SPLENDORS

Organization: This information-gathering and informal thieving and smuggling operation is the closest any group in the city of Waterdeep comes to being a "thieves' guild." Run by the super-secretive Xanathar, only a handful of hand-picked assistants know the Xanathar's hiding place and his identity. This precaution, plus numerous aliases and magical defenses, has screened the Xanathar's existence.

Using third parties and freelance thieves and assassins as needed, the Xanathar's organization has thus far managed to elude to notice of the Lords and even Laeral Silverhand, who takes much interest in the underworld of Waterdeep and Undermountain.

The Xanathar makes his home in an opulent chamber deep beneath the sewers of Waterdeep. The Xanathar has other chambers and access points in Skullport, Undermountain, and beyond. He also has at least two gates that lead directly to his main chamber from points unknown. Many of these chambers contain hidden treasure vaults, caches of magical items, and great libraries of knowledge and rare books.

Any who are unlikely enough to cross the Xanathar or stumble onto one of his operations or frequented locales are brought to one of his chambers briefly. There they are wrung dry for information and connections to any groups that may seek to expose or end Xanathar's doings, and then consumed. (the Xanathar's appetite for human flesh is enormous.)

What few know is that the Xanathar is a beholder, and that "Xanathar" is the second one to take the name.

History: The last "open" or "official" thieves' guild in Waterdeep was dismantled by the Lords of the City years ago. This act didn't end all illegal activities in the City of Splendors; it did push the surviving thieving activities even further underground and left them without any form of leadership.

Eventually most of these "freelance" operations were brought under the clandestine leadership of the first Xanathar. This beholder wove enough webs of deceit about itself that few of the thieves working for

him knew that they labored and risked their lives for an eye tyrant.

The Xanathar came to the City of Splendors as cargo in a caravan coming from Zhentil Keep. A former ally of the beholders working with the Zhents, the Xanathar sensed a power vacuum in the city and filled it.

At some undetermined point since then an elder orb beholder called the Eye, using many of the same techniques that the first Xanathar used to maintain power (and secrecy), displaced and killed the true Xanathar. The Eye kept the original's name, only altering slightly to the title of "the Xanathar."

Adding the Xanathar's operations and contacts to the Eye's slave trade in and around Skullport consolidated much of the region's black market power in the "person" of the Xanathar. This organization is by far the largest and most powerful one for hundreds of miles in any direction. The Xanathar kept most of the original's policies and practices in place; he's assumed the mantle of power so smoothly that even the few who do know of the Xanathar are unaware of the switch.

Leaders/Important NPCs: The Xanathar (elder orb beholder): This ancient beholder has lost the use of its *disintegration* and *flesh to stone* eye-powers, but has full elder orb powers, and can cast one spell of 1st through 8th level once per day. (See the MONSTROUS MANUAL tome for more.) He also wears a *ring of proof against detection and location* on a functioning eyestalk (he wears nonmagical rings on the others).

- Ahmaergo (LE dm F9; Str 18/10, Con 19): He runs the slave trade in Skullport.

- Avaereene (LE hf W11): She's the Xanathar's chief slaver.

- Shindia Darkeyes (CE he(drow)f T9): This half-drow runs the blackmail, extortion, and information-gathering operations.

- Slink Monteskor (CE hm F0): This man keeps the books as well as much of the gathered information with his eidetic memory.

- Randulaith (NE hm W9): This mage is responsible for the Xanathar's magical defenses.

- Colstan Rhuul (LE hm P10 of Cyric): This priest handles any necessary assassinations.

- Ott Steeltoes (NE dm F7/T8): This dwarf runs the smuggling and thieving operations.

- Slan Thurbel (CE hm F8; Str 18/63): This warrior is in charge of enforcement and mercenaries.

Sources: *City of Splendors* boxed set.



The Zhentarim

The Black Network

Organization: The Zhentarim is a collection of evil wizards, priests, rogues, and warriors devoted to attaining total dominance and rulership over all the Realms. Anything that cannot be controlled directly must be threatened into compliance or crippled so severely that it can never again pose a threat to the Black Network. The goals of the Zhentarim are clear in its list of objectives, reproduced in part below:

- Establish a monopoly of trade between the Moonsea, the Sea of Fallen Stars, and the cities of the Sword Coast, especially Waterdeep. This monopoly extends to trade in items and services currently illegal or controlled in the region, e.g., supplying poisons, harmful, addictive narcotics, weapons, and slaves—all at very lucrative rates, of course.

- Dominate all of the political centers of the Moonsea region, including the cities of Mulmaster, Yulash, Voonlar, Melvaunt, and Hillsfar.

- Embrace and heighten the stature of the church of *Iyachtu Xvim*, the Godson of Bane and his legitimate heir to the worship of the Black Network. Most all have accepted that Bane is indeed dead, and after the “purges” that Cyric has forced upon them, most religious-minded Zhents have turned to the lesser deity, *Xvim*, with their faith.

- Destroy all those who stand in the way of these objectives. This includes such diverse targets as Shadowdale (and Storm Silverhand and Elminster), the Cormyrian military (and King Azoun and Court Wizard Vangerdahast, leader of the War Wizards), the church and priests of Cyric, Mulmaster itself, Hillsfar, all trading coasters and organizations that trade with the Sword Coast, and the organization known as the Harpers.

At the head of the Black Network is the “Inner Ring,” composed of Manshoon, mage, founder, and leader of the Zhentarim, Fzoul Chembryl, priest and leader of the church of *Iyachtu Xvim*, and Sememon, wizard and lord of Darkhold, a vital Zhent stronghold. All three of these men are detailed in their own entries elsewhere in this book. These oversee the actions of their many minions, who in turn, are in charge of the far-flung, innumerable operations of the Network.

Indeed, if the Zhentarim main weakness could be selected, it's the group's leaders and vast membership have no clear focus or immediate overall goal. While

the objectives outlined above are pursued to varying degrees of success by various factions and cabals within the Black Network, none are within reach. If the Inner Ring were ever able to bring the Zhentarim's entire force of arms and magic to bear on a single, clearly defined goal, success would most assuredly be theirs. However, until such time as the Inner Ring comes to this realization, the Zhentarim will not pose the threat it theoretically could.

The Zhentarim also have made use of outside allies in the past. Both the drow and beholders have worked with the Black Network. Both Manshoon and Fzoul have had eye tyrants as aides and allies in the past.

For examples of just some of the Black Network's various schemes, browse through the individual villains in this book and note that many have some form of tie to the Zhentarim.

History: While false rumors abound regarding the creation of the Zhentarim, its true roots are traced to the year 1261 DR, the year of Manshoon's inauguration as lord of Zhentil Keep.

Manshoon began recruiting for his secret group of spies, wizards, and assassins soon after his ascension to the throne. One of the first people he contacted was Fzoul Chembryl, then a relatively minor priest in the church of Bane. While Fzoul knew Manshoon from their childhood, the pair had come to hate one another. After consideration though, Fzoul joined Manshoon's Black Network. The addition of Fzoul and his followers was a major step in moving the Zhentarim from a minor cabal onto the path of becoming a major player in the future (and for the future) of Faerûn and all of the Realms.

Over the decades that followed, the Black Network grew, suffered setbacks, recovered, and eventually brought both Darkhold and the Citadel of the Raven under their control. (More details can be found in the *Ruins of Zhentil Keep* Campaign Book.) One major step that Fzoul took was to break off the Keep's church of Bane from the established church, headed in Mulmaster. Fzoul pronounced himself leader of the splinter group, and thus improved his importance in the Black Network tremendously.

The Zhentarim actively pursued *spellfire* in the person of Shandril Shessair, with both Manshoon and Fzoul becoming personally involved before Shandril twice visited (invaded) Zhentil Keep with



her friends and caused extensive damage to the Keep's interior and the infrastructure of the Zhentarim itself.

This incident was only the beginning of the most turbulent period in the recent history of the Black History began in what is now known as the Time of Troubles. It was 1358, and the gods Bane and Myrkul stole the *tablets of fate* from their rightful resting place. The two gods believed it was tablets that gave the "over-god" Ao his power. They were wrong, and all the gods were punished by having most of their divinity ripped from them. They were then cast down to Faerûn in their mortal (but still quite powerful in terms of mortals) avatar forms.

Bane fell to the Realms at Zhentil Keep, where he promptly took over operations. Bane even possessed the body of Fzoul for a period of time.

Bane did not survive this time, however, He was later killed while in battle with the avatar of the good deity, Torm the True. At the crisis' end, Cyric, who'd grown up within the walls of Zhentil Keep and a former Zhentilar soldier, had assumed the mantle of Bane, as well as those of Myrkul and Bhaal.

Most of Bane's followers in Zhentil Keep did not believe in their god's death, however, and many continued to worship him. This infuriated the new god, Cyric, who soon began work to purge any nonbelievers from the Keep. During this time, Manshoon became aware of Cyric's shortcomings. As a result, the Zhentarim's creator began surreptitiously moving resources and personnel away from the Keep.

Meanwhile, only one year after the Avatar crisis, the Tuigan Horde turned its attention toward the heartlands of the Realms. Zhentil Keep took part in the defense of the west by contributing 1,000 orcish troops under the command of General Vrakk to King Azoun of Cormyr's "Alliance Army" in exchange for concessions the Cormyrian king never publicly revealed (a fact Manshoon has not forgotten).

In the year 1368, many of the past's events came to a climactic head. Cyric sent another inquisition to the Keep in the form of clockwork inquisitors made for him by the god, Gond, and even arranged for an army of white dragons, frost giants, and humanoids to threaten the Keep. Then, he could appear, defeat the armies, and gain the worship of all within. Or, Cyric could simply let the armies destroy the place if he felt inclined to do so. Whether

through accident or intent, the latter occurred and most of the Keep is destroyed. (For more details, read the novel *Prince of Lies*.)

Also during that time, the puppet "ruler" of Zhentil Keep, Lord Chess, was killed when he was double-crossed by the god Mask, in that deity's successful attempt to magically trap Kezef, the Chaos Hound.

Since that time, Fzoul has renounced the faith of Cyric and embraced that of the Godson of Bane, Iyachtu Xvim, displacing the faith's former leader, Xana. He's currently purging his ranks of those still loyal to the mad god, Cyric. Once again, Fzoul has cannily placed himself in position of power that ensures a vital role for him in the Zhentarim's future.

Currently, the Black Network has three main bases of power, including the partially rebuilt Keep. The southern section of the Keep, also known as the Foreign Quarter, came through the attack by the dragons, giants, and humanoids in the best shape. This was due largely to the fact that the orcish Zhent troops, resentful of their treatment under Cyric, blew up both the Force and the Tesh bridges, inadvertently preventing the ground elements of the invading armies from reaching that portion of the city in any great numbers.

The Keep is still the hub of Zhentish trade with the Heartlands—due in part to the reconstruction efforts currently proceeding. The Zhentarim hope to turn this concentration of trade to their advantage, eventually gaining control of all trade (both licit and illicit) in the Moonsea region.

The actual conquest of the region also remains on the minds of the Zhentarim, but such a goal is even farther removed from reality until the keep is rebuilt. The Keep's new lord, ORGAUTH has these rebuilding efforts well under way. He even seems to dealing fairly with the skilled craftsmen and others needed to rebuild an entire city. Fzoul remains in the Keep, working to build a power base for the worship of Xvim there between the Keep's residents and the Zhentarim.

The third and final member of the Zhentarim's Inner Circle is Sememmon, and potent wizard and former student of Manshoon himself, commands the forces of the fortress known as Darkhold. Over 1,000 Zhentarim reside there under the mage's command. The Pereghost (see below) serves as Sememmon's military commander.



While Darkhold's public purpose is to be an outpost of civilization in the Far Hills, a rest stop for trade caravans (Zhentarim only), and to facilitate relations between the Sword Coast and Inner Sea, its true mission is much darker.

Darkhold often sabotages trade in the area by strategically importing monsters onto common trade routes. One favorite tactic of Sememmon and his followers is to use wyverns to carry deepspawn creatures (bred in Darkhold's depths) to competitors' trade routes around Darkhold into western Cormyr. Statistics for deepspawn can be found in the MONSTROUS MANUAL tome.

The mysterious Citadel of the Raven fell to Zhentish control in 1355, and many political prisoners and representatives of the Moonsea area still linger in the Citadel's dungeons. Physically, the Citadel is a series of interconnected fortresses that straddles the Dragonspine Mountains. Manshoon moved his headquarters here before the events of 1368 destroyed much of Zhentil Keep. Lord Kandar Milinal (LE hm f10) is in command of the Citadel's 2,000 soldiers. The Citadel can hold another 7,000 in times of war.

Many low-level Zhentish mages, rogues, and warriors make their homes here, and Manshoon is joined by Fzoul and Sememmon several times a year. While Manshoon has yet to reveal any particular plans in which the Citadel plays a significant role, it's only a matter of time before he acts. Perhaps he's holding his hand waiting to see how well the reconstruction of Zhentil Keep proceeds, for Manshoon knows a strong Keep will distract much attention from his own current residence, allowing him to act with a freer hand.

Leaders/Important NPCs: The major players with in the Zhentarim (Manshoon, Fzoul, Sememmon, and Orgauth) all have their own entries in this book. Below are brief summaries of some of these figures' more important lackeys and servants.

Thagdal (LE hm W 10): This mage is a former apprentice of Sememmon who now acts independently of his ex-master, intending eventually to replace Sememmon in the Inner Ring. Manshoon is aware of this man's ambitions, and has encouraged them. The founder of the Zhentarim has even gone as far as to offer his protection and counsel to Thagdal. Thagdal is currently in charge of searching the ruins of Myth Drannor and the Elven Woods for lost knowledge

and magicks that he hopes will aid him in his quest.

Ashemmi (NE fe M8): This beautiful, flax-haired, golden-eyed gold elf is Sememmon's current apprentice and his love interest. Ashemmi once served Good, she was cursed by a magical item and her alignment shifted. The curse was eventually removed, but Ashemmi chose to remain evil, and today, she's considered to be second-in-command at Darkhold, though she leaves the troops to the Pereghost. She is loyal to her master, as he is to her.

"The Three" (all LE hm T6): Mairhe, Itlur, and Sahbonn are Manshoon's and Sememmon's personal assassins, and specialize in moving silently, hiding in shadows, and other skills that make such efficient killers. These inspire a healthy level of fear in all the Zhentarim's foes. The Three call Darkhold their home, unless on a mission for their masters.

The Pereghost (LE hm f12): The dark knight who calls himself the Pereghost is in charge of Darkhold's potent military forces. His harsh, iron-handed manner has made him surprisingly popular with his troops. He demands much, but those who excel are always rewarded—a rarity in an organization where skullduggery is as prized as it is in the Black Network. Personally, the Pereghost remains a mystery. He is reputed to be a fallen paladin who serves Evil because he failed in his service to Good. Others say he is a spawn of some creature from the nether planes (perhaps a tiefling from the PLANESCAPE setting). He's said to wear magical field plate armor (Base AC0) and wield a powerfully magical, intelligent bastard sword in one hand. He rides Sandusk, a heavy warhorse with plate barding (AC2). (The Pereghost is the mounted figure shown in the foreground of the Darkhold illustration on page 79 of this book.)

Manxam (beholder): This eye tyrant is an ally of the Black Network and considers itself to be the most powerful beholder in the entire Heartlands region. Of course, it has its own agenda, but the future looks bright for Manxam's continued association with the Zhentarim, as the beholder was rather impressed by the Black Network's ability to overcome so many recent setbacks. In the past, he'd been double-dealing Fzoul and his splinter-church of Bane against the High Imperceptor of Bane in Mulmaster, but with Bane's death, Cyric's actions and subsequent insanity, Xvim's re-emergence (and Fzoul's conversion to the Godson's faith), Manxam has withdrawn his support, waiting to see where the



chips fall. Manxam is a standard beholder with maximum hp (see the *MONSTROUS MANUAL* tome), but he's had a helm of telepathy altered so it functions for him without impairing any of his other powers.

Asbarode (N hef T12): This dangerously beautiful woman is the official head of the Zhentarim's network of thieves and spies; members include thieves from many local guilds throughout the Heartlands. When traveling, she does as Nith the Entertainer (she's a talented acrobat) and Her Band of Rogues.

Lord Marsh Belwintle (Le hm F9): This big, dark man, also called the Slave Lord of Zhentil Keep, is one of the Keep's most successful merchants. His full title reveals his specialty: slaves, especially nonhumans. He's recently found a very good customer in Orgauth, Lord of Zhentil Keep. *Verblen (Le hm F8)* is his chief "acquisitions agent" and a full member of the Black Network.

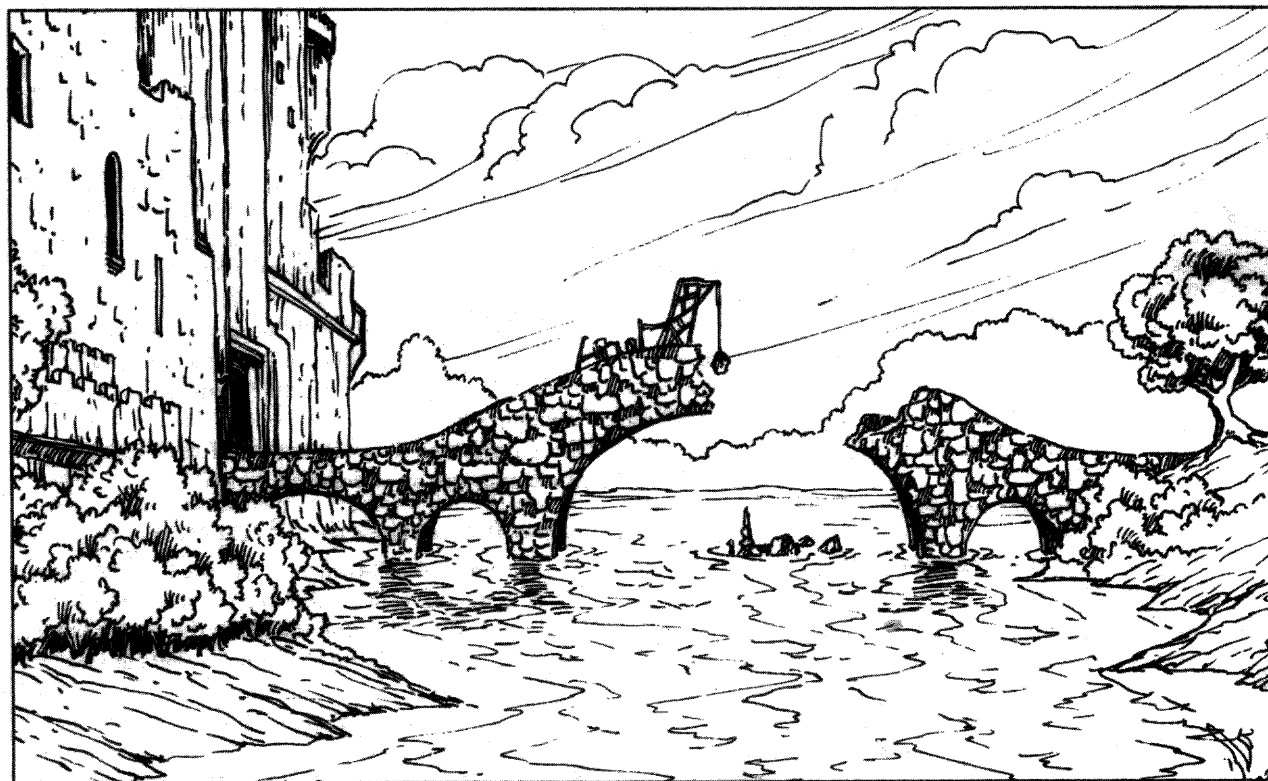
Miraun (NE hm W(E)9): This evoker is the envoy of the Zhentarim (through his official position as "Diplomat-at-large for the Moonsea Reaches"). This sneering young man of handsome features and noble birth attends many courts and councils to present the Zhentarim's official position and policies. His allegiance is no secret, but he is valuable in that

he eases communication to and from the Inner Circle. He's a known quantity and those familiar with him can handle him well enough.

Asdag (LE hm P10): This fat, cruel torturer is a priest of Xvim, and acts as Fzoul's chief of internal security at Zhentil Keep.

Casildar of Xvim (Le hem P9): This thin, pale half-elf is Fzoul's second-in-command in the church of Xvim's hierarchy within the Keep.

Sources: *FORGOTTEN REALMS Adventures, The Ruins of Zhentil Keep* boxed set, the *Castles* boxed set, the *Avatar Trilogy* and its sequel, *Prince of Lies, SPELLFIRE, Crown of Fire.*





Magical Items & Spells

Many of the scurrilous villains in this book owe at least part of their infamy—not to mention their continued existence—to enchanted objects or spells they’ve created, found, or stolen. Below are the details of the unique magical items, artifacts, and spells marked with an asterisk (*) throughout this book.

Care must be taken when deciding whether to allow your campaign’s characters access to the items or enchantments below. Many of each are inherently evil and any use of them at all by good- or neutral-aligned characters could be considered an evil act and grounds for possible alignment change and suitable penalties.

Magical Items

Battle Gorget

One item that Manshoon of the Zhentarim always wears is a *battle gorget*. This throat protector consists of a metal throat-shield and overlapping, neck-encircling plates that are attached to a leather belt. It protects the wearer from all strangulation effects, death by hanging, and stabbing or piercing damage done to the throat. It bears an enchantment that improves the wearer’s Armor Class by 1, and also offers the following powers (usable one at a time):

Once per day, for a four-round period, the wearer is protected as if by an *ironguard* spell (that is, metals of any sort, except enchanted items such as the *gorget* itself, pass through the wearer’s body harmlessly, as if the wearer was insubstantial). This property is activated by the wearer’s silent act of will, and has foiled several assassination attempts. It has enabled Manshoon to fight his way safely clear on at least one occasion. (See *Pages From the Mages* or *Heroes’ Lorebook* for the *ironguard* spell.)

When the wearer wills, the *gorget* can emit a *feather fall* twice per day, lasting for up to one turn, of sufficient force to slow up to 600 lbs. In practical terms, this is enough to allow a fully armored heavy wearer, carrying heavy cargo, such as a second person, to descend to safety. This power has allowed Manshoon to survive several falls from dragonback over the years.

Once per day at the silent mental command of the wearer, the *gorget* can emit a repulsion. This

power causes affected creatures to retreat for six rounds. The effect duplicates a repulsion spell cast by a 12th-level wizard except that it works in all directions from the *gorget-wearer*, in a sphere. Only beings directly touching the wearer are immune to the *repulsion*.

Once per day, the *gorget* can project a *firebeam* in front of the wearer. The wearer must speak a command word to enact this power. The *gorget* emits a cylindrical red shaft of fire a hand’s width in diameter, directly out from the wearer’s throat to 20 feet. The beam is instantaneous, and all beings it comes into contact with suffer 4d4 points of fiery damage. If the targets make a successful saving throw vs. spell, they take half this damage. Items the beam strikes (such as armor) are subject to forced saving throws vs. magical fire. The wearer’s own hands or items may be imperiled by this beam.

Bone Mask

This skull-face mask may be fashioned of bone from any source. The powdered bones of many animals can be used in a paste to augment or even form an entire mask. When a *bone mask* is worn, the wearer—who may be of any class—is immune to all undead draining, chilling, aging, and withering attacks. (The *bone mask* also offers protection from all of the nonphysical attacks of a demilich such as *death ray*, *trap the soul*, and *curse*.)

A *bone mask* also has three other powers that the wearer can call upon one at a time by act of will:

The wearer can turn all undead as if she or he were a 7th-level priest. Wearers who are normally able to turn undead have their effective levels doubled for turning attempts.

The wearer can *animate dead* by touch. This ability creates human and monster skeletons or zombies only, and can make one such entity per round. An undead *animated* by the *bone mask* rises on the round following the use of this ability, and the mask-wearer can mentally control it on the third round. It will never attack a being who wears or has worn the *bone mask* that animated it.

The mask can emit a *spectral messenger* once per day. This insubstantial magical construct looks like a skeletal bat and flies unerringly at MV Fl 21 (A) to any living creature visualized by the mask-wearer on the same plane. (If either of these conditions is unfulfilled, the *spectral messenger* does not fly off, but simply circles the *mask-wearer’s* head until dispelled



by the will of the mask-wearer.) The message must be 33 or fewer words spoken by the mask-wearer, and the message cannot be a spell incantation. The message can include a word of activation, however, perhaps to empower a magical item the target being is carrying or near.

Fzoul Chembryl is known to treasure his *bone mask*, though his is by no means the only one in existence.

Death Moon Orb

The Death Moon *Orb* is a gleaming black and violet sphere whose colors swim uneasily, like oil on water, and which appears to actually absorb the light around it. When it is nearby, an aura of gloom and sadness descends. If looked at long enough, the negative image of Seluné's surface can be seen glimmering faintly on the orb.

History: Centuries ago, Larloch, sorcerer-king of Netheril, created a powerful artifact with which he intended to control the minds of his court, reveal his enemies' plans, and summon powerful beings from the Outer Planes. The artifact served him well, and he ruled for many years, eventually becoming a lich.

Larloch even survived the collapse of Netheril and "lives" to this day in the depths of Warlock's Keep. No fewer than 16 Red Wizards have braved the depths of the Keep, seeking Larloch's treasures and magic; so far, only Szass Tam has emerged.

At Warlock's Keep, Szass Tam sealed a mysterious bargain with the extremely powerful lich and returned with several powerful enchanted items, among them the *Death Moon Orb*. He used the powers of the orb to free the tanar'ri lord Eltab, only to then imprison him on *Thakorsil's Seat*. Today, Szass Tam strives to inscribe the last of the nine Runes of Chaos upon the seat to permanently bind Eltab to his will, and he uses the *Death Moon Orb* to battle his enemies for control of the nation of Thay.

Campaign Use: As noted, the Death Moon Orb is currently in the possession of Szass Tam, one of the most evil and dangerous individuals in Faerûn, and is being used to further his wicked schemes. The "Runes of Chaos" adventure in the *Spellbound* boxed set has full details. This artifact's powers are:

Constant: The orb functions as a *crystal ball with ESP* and *clairaudience*.

Invoked: The orb has the following powers, each of which can be invoked only by its possessor: *animate dead* and *domination* (3 times a day), *charm person* (5 times a day) and *mass charm* (once per day).

Additionally, the possessor may summon one tanar'ri, yugoloth, or baatezu and compel it to perform a task. Only one such creature may be summoned at a time. If the creature summoned is of 5 HD or less, the orb may not be used for summoning for another 10 days. If the creature is 5-10 HD, it may not be used again for summoning for a month; if it is of 10HD or more, the orb may not be used to summon another for an entire year. Once the task is completed, the creature returns to its plane of origin. (Szass Tam used the orb to compel Eltab to sit in *Thakorsil's Seat*, which imprisoned him, preventing his return to his plane of origin.)

Curse: The alignment of the orb's user eventually shifts to chaotic evil. It also compels its user to greater and greater acts of evil, until the user becomes notorious as a monster of complete wickedness and cruelty. Such individuals invariably perish in some fashion unless, like Szass Tam and Larloch, they continue as undead creatures.

Suggested Means of Destruction:

The *orb* must be devoured by a tarrasque.

The orb must be transported to Arborea or another Outer Plane of Good and destroyed by one of the gods who dwell there.

The orb can be destroyed with high-magic spells that can be cast only by the powerful High Mages of the isle of Evermeet. (See the *ARCANE AGE Cormanthyr* boxed set for revised High-Magic rules.)

Ebon Lash

Created by and for the Red Wizards, *ebon lashes* are short, enchanted black whips. They strike in combat for 1d6+1 points of damage and require any target struck to successfully save vs. wand or be incapacitated by pain for 2d4 rounds. The wielder of an *ebon lash* may also dominate (as the 5th-level wizard spell) once per day anyone the whip has hit.

Flying Dagger

This useful magical item was very popular as an animated guardian in younger days of the Realms. A *flying dagger* is typically about nine inches in length, and darts about silently, point-first. One to twelve such daggers are usually encountered. Many different specimens of *flying daggers* can be found across the face of Toril; therefore, a DM can freely alter the statistics of an individual *flying dagger*, creating one to fit specific campaigns. The secrets of magically animating such daggers are now known to few.



The trigger activating a given dagger can be as general as "attack all intruders," or as specific as the elaborate triggering conditions of a *magic mouth* spell.

Flying daggers are usually enchanted to attack anything that moves with a 60' range. The spells that allow a *flying dagger* to swoop, dart, and detect opponents also protect the blades from rusting and brittleness due to extreme heat and cold.

An average *flying dagger* has the following statistics for combat: AC5; MV Fl 21 (A); HD 1+1; hp 9 each; THAC0 17; # AT 2; Dmg 1-4; this item is considered a magical weapon that can hit creatures vulnerable to +2 weapons-though the weapon gains no attack bonuses. *Flying daggers* are neutral, non-intelligent, and cannot be affected by any type of mental control. A *dagger* that successfully strikes a moving arrow, thrown weapon, or like missile deflects it, if a DM so desires.

Some *flying daggers* can be enchanted with special abilities: immunity or reflection for certain spells; their touch can *rust* metal items as a rust monster, items struck must save vs. lightning or rust-a *flying dagger* strikes metal when it attacks a target creature carrying or wearing something metal, and its attack roll misses by only one point; or perhaps the *flying daggers* can even deliver a shocking grasp effect upon contact.

Gargoyle Cloak

This dusty gray cloak confers +2 bonus on all saving throws vs. petrification to the wearer. The gargoyle cloak also can be called on once per day by the wearer's silent mental command to enact its major power, which is to turn the wearer into a gargoyle. The wearer can remain a gargoyle, as described below, to a limit of one turn, or may return to normal at any time before the turn is up. Once ended, the power cannot be reactivated for 24 hours (144 turns). A *gargoyle cloak* must be worn to be activated.

When its major power is used, the cloak transforms itself in one round into a gargoyle shape around the wearer. During that round, the wearer can do nothing but move. Application of a *dispel* magic during this period prevents the cloak from transforming for one turn, though activation of its major power can be attempted again later; a 24-hour wait is not necessary.

The cloak expands to cover the wearer's body and clothing with a stony overskin, wings, and a tail,

until the wearer resembles a gargoyle. Worn or carried magical items are unaffected, but only objects carried in the hands or worn on the fingers and around the throat can be accessed while in gargoyle form.

The wearer retains the ability of normal speech, Dexterity, skills, and presence of mind. A spellcaster still able to reach necessary material components can cast spells normally. In gargoyle form, the wearer becomes AC 5, has a MV of 9, Fl 15 (C), a THAC0 of 15, and four attacks per round (two claws at 1d3 points of damage each, a bite that inflicts 1d6 points of damage, and a horn slash-and-gore that deals 1d4 points of damage). The wearer gains 90-foot-range infravision and can be hit only by a +1 or better magical weapon. A *gargoyle cloak-wearer* aloft or swooping down to attack can only attack with its horn or both claws. To use all four attacks, the cloak-wearer must be on the ground.

Changing the *cloak* back from gargoyle form into a garment requires one round. During that round, the wearer can only move about and, if a spellcaster, cast spells requiring only verbal components. Sememmon, the commander of Darkhold, often wears his *gargoyle cloak* when going into known combat situations.

Halaster's Teleport Ring

These plain brass finger-rings were once common in the Realms, but are now very rare. They enable any wearer to *teleport without error* from a current location to a predetermined spot on the same plane, either by speaking a command word or through activation by force of will.

Teleport rings affect only the creature wearing them. The few that are in Undermountain are placed there by Halaster; unlike the more powerful *horned rings* (see below) of his devising, all the *teleport rings* found in the halls are cursed. They transport the wearers to a single location upon the wearer's speaking of a command word: "athlas" (which means "lost" in a Northern dialect of long ago, familiar to the wizard). Their destination is Room #70, the Cavern of the Throne on Undermountain's Level Three. The characters arrive facing the throne itself from the bottom of the steps leading up to it.

The *teleport rings* in Undermountain are further tainted by Halaster's cruel sense of humor: the user arrives stripped of all clothing and belongings,



including magical items such as the *teleport ring* itself. The ring's magic scatters such objects at random all over Undermountain, where some may never be found. As always, these secondary effects are used at the discretion of the DM; of course, Halaster is not known for discretion or fairness.

Heart of Kazgaroth

This evil artifact was used by HOBARTH of Bhaal (see page 32) in that dark god's plan to overthrow the power of the Earthmother in the Moonshae Isles. After KAZGAROTH the Beast was destroyed, Hobarth gained the *heart* from a corrupted druid.

In the cleric's hands, the *heart* served as a direct link to Bhaal. It supplied Hobarth's clerical spells to him automatically (while he could cast no more spells than normally allowable, they were granted instantly and automatically replenished every day), and served as a channel for Bhaal to talk directly with his priest. The heart also gave Hobarth the ability to raise hundreds, if not thousands, of undead to serve in two different armies that sought to destroy the Moonshaes. This effect was likely some massive or supremely powerful version of the animate dead spell that Bhaal himself cast from the *heart*. It's doubtful that Hobarth could duplicate this particular effect on his own, even with the heart.

The heart also was absorbed into Genna Moon-singer's stony form; she had been transformed to stone by the Earthmother in a desperate attempt to save Her druids from complete destruction. Not only did the *heart* reverse the Earthmother's spell, it also fully corrupted Genna into the service of Bhaal while somehow allowing her to maintain her druidic abilities.

The possibility exists that Bhaal somehow duplicated the druid's powers through his "divine" presence within Genna. One example to support this theory is that not long after Genna was corrupted, Hobarth instructed her to use her powers. She called forth fire, fire that left the grass and ground it touched burnt and useless, whereas Genna's druidic fires had never harmed plants or the earth itself.

The *heart* also granted the corrupted druid the *shapechange* abilities of Kazgaroth the Beast. The fact that Bhaal's servant had this ability—one very similar to the druidic power of the same name—also lends credence to the idea of Bhaal's providing substitute powers that strongly resembled Genna's own, perhaps simply to further the illusion that this corrupted shell actually was Genna.

Horned Ring

Fashioned by Halaster, these iron rings are normally found only in Undermountain. Pairs of tiny curved horns rise from such a ring, the horns curling out and back toward the wearer's finger.

Horned rings function as teleport rings within the dungeons of Undermountain, though the wearers can arrive at different locations. The wearers can specifically define their "arrival" areas. They also break all *wizard locks*, *walls of force*, *holds*, *webs*, and other magical barriers (except *prismatic sphere* and *prismatic wall*) on contact; no harm comes to the wearer while disrupting magical barriers. They absorb *magic missiles* and all electrical spells and natural effects to re-power themselves, causing no harm to the wearer.

There are only eight of these rings known to exist, and nearly all are accounted for among Halaster's apprentices. Jhesiyra Kestellharp also had one in her possession, but its current whereabouts are unknown.

Ring of Anti-Venom

This ring is ornately carved from horn, tooth, or bone. It gives the wearer immunity to all poisons: ingested, insinuated, contact, and gaseous. Each time a saving throw vs. poison is required, it automatically succeeds, draining one charge from the ring.

A ring of anti-venom is created with 2d10 charges, and may be recharged by a cleric of 12th or higher level. Attempts to increase the efficacy of the ring beyond 20 charges always result in its shattering. If the ring's charges are exhausted, it instantly crumbles into useless dust.

Ring of Arachnid Control

The wearer may control one giant or 10 to 40 normal-sized arachnids of any type. This includes beings who have magically assumed any arachnid form.

Arachnids are not allowed a saving throw unless they have an Intelligence of 3 or greater (*polymorphed* characters received the best class-related saving throw available to the character).

The wearer must be able to see the arachnids to control them. Control lasts as long as the wearer maintains visual contact, concentrates on the arachnids, and does not engage in spellcasting or combat. The wearer may move slowly if doing so does not break the line of sight. When the wearer stops con-



centrating, the arachnids are free to run away or attack. The effects of this ring are otherwise identical to those of a *ring of mammal control* (see the DMG). Like that ring, this one has charges. One charge is exhausted per activation. The ring will have 10d10 charges when created.

The ring can be activated once per hour. It can be used for up to a full turn, but if concentration is broken, the ring's powers cannot be called upon again until an hour has passed.

Ring of Dragons

This ring is known to be worn only by high-ranking members of the Cult of the Dragon, and they retain the secrets of their construction. These rings appear to be normal brass rings, and are activated by the will of the wearer, with the following effects:

- The wearer is empowered to verbally and telepathically communicate with any true dragon.
- The wearer can cast the illusion of a dragon once per day. This illusion must be within 60' of the wearer and has the appearance and sounds of any dragon the wearer has personally seen. The illusion has no physical substance and can in no way inflict any damage, even if believed. This illusion serves as a recognition symbol, or as a diversion if needed.
- The wearer can issue a call to all evil dragons and dracoliches. This call has unlimited range, but only evil dragons (and all dracoliches) can hear the call. Those creatures that do hear the call know the ring-wearer's location and can home in on the call if they choose to respond.

The call remains active for all interested dragons and dracoliches until the wearer wills it to end or the ring is removed from the wearer's hand. Any evil dragon or dracolich can choose to ignore the ring's call—they are under no compulsion to respond.

This ring is usable by any intelligent beings, regardless of race, class, or alignment.

Robe of the Archmage of Menzoberranzan

This flowing, many-pocketed *piwafwi* is emblazoned with sigils and runes of power highlighted with varying hues of *faerie fire*, and bestows the following benefits:

- Armor equal to Armor Class 0
- +5% Magic Resistance
- +1 to all saving throws
- *wraithform*, as spell, 2/day

Robe of Rukhyon

The *robe of Rukhyon* makes its wearer immune to *clairvoyance*, *clairaudience*, *ESP*, and all other spells that provide covert observation. One is currently in the possession of Zulkir Aznar Thrul.

Spider Mask

This relatively rare drow item is a velvet-black cloth face mask, which has four spiderlike, jointed wire legs protruding from each side of it. It entirely conceals the face when worn, and confers 90' infravision to wearers having none.

When worn, it also automatically gives *free action* in all webs both normal and magical, and immunity to web spell effects and the entanglements of *viscid globs*.

A spider mask also allows a +5 bonus to saving throws against any sort of arachnid poison.

Any creature that has a head of less than giant-size may use a spider mask; only wizards can make them.

Spider Wand

This foot-long, tapering stick of smooth, plain wood contains 5d10 charges when first created. It has two powers, each of which costs 1 charge per use. One power may be used per round.

A spider wand may project a silvery strand of web-like material, which acts as a *rope of entanglement* (see the DMG). The webbing vaporizes after 3 rounds.

A spider wand may also be used as a striking weapon in combat. If it hits any opponent in a round in which it has not cast a web, the being struck must successfully save vs. poison or fall dead in 1-2 rounds.

The wand can be wielded by characters of any race, class and alignment, and can be recharged by a priest of 9th or higher level. If the wand's charges are ever exhausted, it changes into the husk of a long-dead spider, and then crumbles away into useless dust.

Thakorsil's Seat

The seat is one of the many enchanted items brought back by Szass Tam from his visit to Warlock's Keep. The *seat* is a massive stone throne with an elaborately carved back, arms in the form of snarling dragons, and feet like claws grasping spheres. Once the first of the nine Runes of Chaos is created by using the *ritual of twin burnings*, a great, nine-sided crystalline pyramid appears around the throne, imprisoning its occupant.



The occupant cannot leave by any means, so long as at least one rune is in existence, although an outside agency can destroy the Runes and set the prisoner free.

History: When the baatezu lord Orlex ruled the ancient kingdom of Yhalvia (which may have been located on another world altogether), a band of renegade wizards, led by the archmage Thakorsil, created this item to imprison and enslave the creature. Unfortunately for them, the device required extensive acts of evil magic (the sacrifice of good-aligned individuals, for example) in order to function, and after imprisoning Orlex and enslaving him with the Runes of Chaos, the council of wizards created a regime every bit as cruel and evil as Yhalvia's former rule, until they themselves were displaced. Orlex was banished back to the planes while *Thakorsil's Seat* was lost and presumed destroyed.

The seat finally came to rest in the hoard of the sorcerer-king Larloch, who never actually used it. In his fateful meeting with Szass Tam, Larloch decided that the seat might serve the zulkir well. Tam returned to Thay and freed Eltab, compelling him to take the seat and reimprisoning him by creating the first Rune of Chaos. Since then, Tam has created seven more Runes and is close to completing the spell, permanently enslaving Eltab.

Campaign Use: *Thakorsil's Seat* is a truly terrible item which should never be allowed to fall into the wrong hands. Unfortunately, Szass Tam is about as "wrong" as one can get in Faerûn, and he intends to use its fell powers to his advantage.

Unless destroyed or sent to another place, the seat may well find its way into the hands of another evil power such as Zhentil Keep, and the horror of the twin *burnings* ritual and the enslavement of powerful beings will begin once more. As this could lead to a continent-wide conflagration that might rival the Tuigan invasions or the Time of Troubles, DMs should think very carefully about letting the seat loose in their campaigns.

Powers: The seat was created as an instrument of enslavement. Originally intended for good-the imprisonment of evil beings-it ended with the exact opposite effect, allowing the permanent enslavement of beings of virtually infinite power, and the corruption which accompanies it.

Fortunately, the seat has a number of limitations that make it difficult to use. First, the being to be enslaved must be compelled to sit on the throne. If the

creature is held involuntarily or tricked into sitting, it receives a single saving throw vs. spell when the ritual of twin burnings begins and is magically bound to the throne and unable to move if the roll is a failure. Creatures magically compelled to sit (such as those controlled by the Death Moon Orb) receive no saving throw. Victims with a natural magic resistance are also allowed to roll to avoid the effects.

Once the creature is bound by the creation of the first rune of chaos, it must remain in the seat but receives a saving throw each time the ritual of twin *burnings* is performed and another *rune* created. Each of these subsequent saving throws is at a cumulative penalty of -1 (-4 for the fifth *rune*, for example).

When the ninth rune is created, the creature's spirit is permanently bound to the seat. It may physically leave the seat, but it is completely enslaved to the seat's owner. No further saving throws are allowed; the creature can be freed only by the use of multiple *wishes*, the intervention of the gods, the destruction of the seat itself, or another extreme circumstance.

The throne's other drawback is that the *ritual of twin burnings* is long and involved, and requires the sacrifice of successively more powerful victims. The first *rune* requires the sacrifice of a good-aligned human or humanoid of 1st level or higher, the second rune requires the sacrifice of a good individual of 2nd level or higher, and so on. The *seat's* creators rationalized this evil as being the means to the end of a greater good. But they were corrupted by the wickedness they had created.

Prior to the creation of the last *rune of chaos*, the other runes are vulnerable to destruction or removal. Any damage or disfigurement destroys a rune, and destroyed *runes* must be replaced using the ritual of twin burnings. If all the *runes* are destroyed prior to the creation of the last one, the throne's occupant is freed. After all nine runes have been created, they can be removed only with the destruction of the chair.

While the seat is active, it has an additional effect that also works to Szass Tam's advantage. The seat sends out magical "interference" which prevents the use of any divination spells (*clairvoyance*, *ESP*, *detect evil*, etc.) within 200 miles. Magical items which duplicate such effects, such as *crystal balls*, *amulets of ESP*, and so on, are also rendered useless. This magical-dampening field has effectively blinded the Simbul's magical observation, forcing her to send agents



directly into Thay to gather intelligence.

Attempting to use the seat, carve any of the runes, or invoke the ritual of twin burnings are extremely evil acts and grounds for immediate alignment shifts and suitable punishments. Currently, only Larloch and Szass Tam know the horrid details of the ritual.

Suggested Means of Destruction: *Thakorsil's Seat* can be permanently destroyed only by the blow of a weapon wielded by a greater god or goddess.

The seat must be transported to the Abyss and plunged into the forge of the balor prince, Vrr'maal.

A circle of 100 mages of at least 10th level must continuously cast destructive spells at the seat for 100 consecutive days.

Vampiric Dagger

A *vampiric dagger* hits for 1d4 points of damage as a normal dagger does, but it requires anyone who takes damage from it to save vs. spell to avoid an additional 1d4 points being drained from their bodies. These extra points are then added temporarily (until lost; these are the first points lost when the wielder takes damage) to the hit points of the dagger's wielder. The wielder may never exceed his maximum number of hit points in this manner.

Wand of Acidic Spheres

This foot-long tapering stick of smooth, plain wood functions only in the hands of a wizard (including a multiclassed character), and has 6d12 charges when created.

Each use drains one charge, and the wand cannot be recharged; it vaporizes when exhausted. The wand can be used once per round, firing a ball of acid in a straight line from its tip. The acid does 2d4 damage per round to whatever it strikes, and lasts for 3 rounds (items must make saving throws each round).

The ball of acid sinks into whatever it hits, doing no splash damage to surroundings. The acid ball strikes as if the wand-wielder was attacking with a missile weapon (normal attack roll against targets within 40', -2 against targets 41'-80' distant, and -5' against targets 81'-96' distant).

Wand of Viscid Globes

This unadorned metallic baton possesses 1d20+80 charges when created, may be used by any race or class of character, and can be recharged by a wizard of 7th or greater level able to cast mending, web, item, extension I and enchanted weapon spells, in a

long, complicated, and secret process.

When the wand is pointed and a command word spoken, a blob of gummy, sticky, glue-like, greenish-gray substance is fired from one end of the wand, up to 60' away. It can fire one viscid glob per round, at a cost of one charge per firing.

When it hits, the glob covers a circular area about 5' in diameter. Items within that area are permanently bonded to each other—hands to weapons held, arms to shields, armor to bodies, etc. An open mouth will be glued open, and speech prevented, but the victim will not suffocate; the glob permits the passage of air.

A successful save vs. wand indicates that the target twists or dodges to avoid the glob. However, globs that miss their target will land behind the target on the floor 10'-60' beyond.

The bond created by *viscid globs* is extremely powerful. Strong beings will tear their own joints apart before breaking the seal. Creatures with an Intelligence of 7 or more will realize this. Those of 2-5 Intelligence must make a successful Intelligence Check to avoid tearing themselves apart.

Globs remain sticky and dangerous for 10 rounds after firing. Stray shots are hazards, and globbed beings are dangers to those trying to aid, avoid, or fight them. Stuck characters trying to hurl themselves onto a foe may be hampered by inability to see or move freely. They may even be prevented from moving at all because their feet are glued to the floor! Obviously, the DM must adjudicate these situations carefully.

Luckily, *viscid globs* can be dissolved by alcohol. The amount found in a belt-flask of ordinary wine is sufficient to free two glued areas (painfully if living flesh is involved). A saddle-skin of wine typically holds the equivalent of eight flasks.

Wand of Whips

A *wand of whips* is usable only by mages. When activated, it sends forth a whip-shaped field of white, shimmering, magical force to a maximum (horizontal and vertical) range of 25 feet. The wielder of the whip names, looks at, or concentrates upon a single target creature. The force-whip then attacks this creature, striking once per round as a *Quaal's feather token* (see the DMG); with a +1 bonus to attack rolls, inflicting 1d6+1 points of damage per strike and binding its opponent fast if a successful save vs. spell is not made after each hit. A bound opponent



suffers no further damage but may not move or attack and must successfully save vs. wand in order to speak (cast a verbal spell, call for help, beg for mercy).

Each charge lasts 1d4+1 rounds and the whip can attack each round. A *wand of whips* can be recharged.

Whip of Fangs

Evil priests are the only beings able to employ these horrific weapons. In drow communities, only priestesses are allowed to possess and use them.

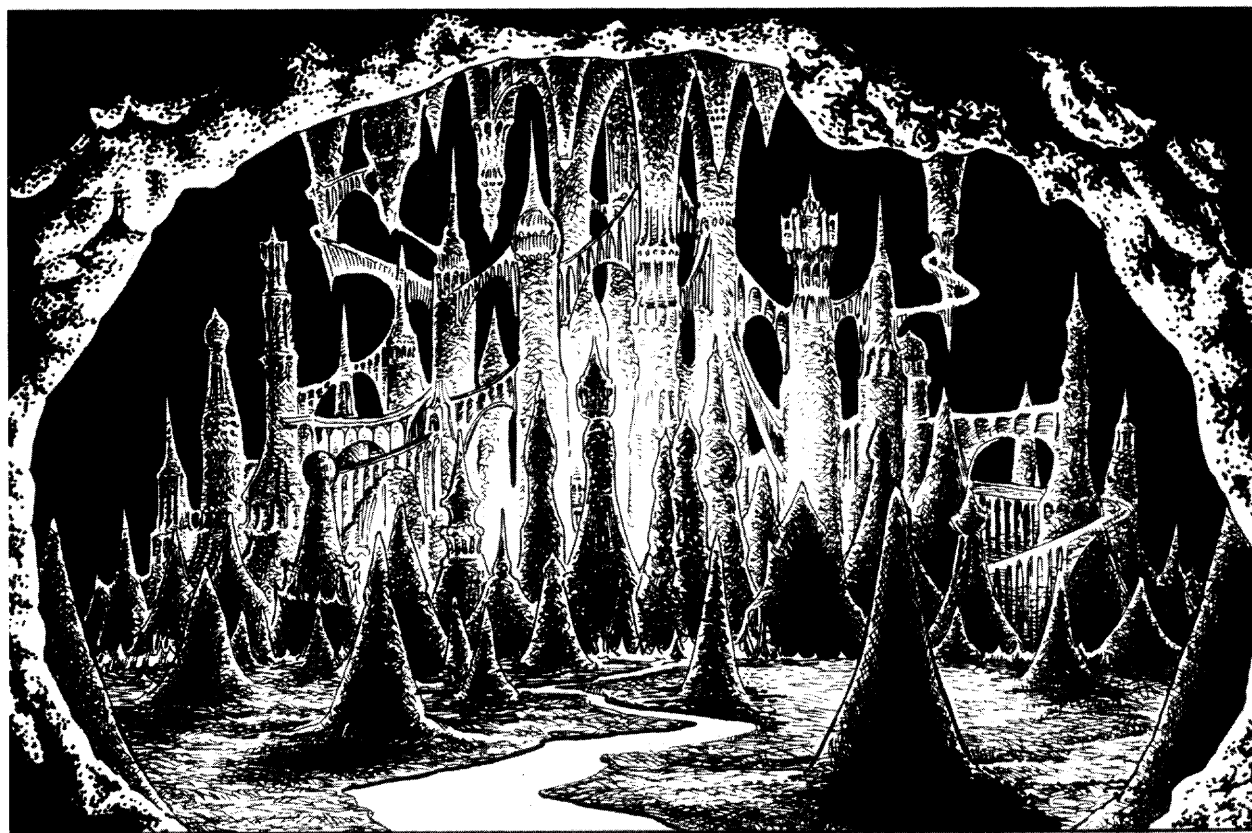
These belt whips have adamantite handles, but their tendrils are living snakeheads, two to five in number. The whips, once enchanted, are attuned to a specific individual and may be used by another being only after another attunement ritual has been performed. (They attack anyone who touches them except their attuned wielder!) The ritual of attunement requires the consent of Lolth, and priestesses consider such whips personal gifts from her, believing that they will cease to function, or even turn on their wielder, if they are used in an act against the will of the Spider Queen. Forbidden acts usually include using a whip against a matron mother or other

ruling priestess.

Living serpents are required to make these weapons; they become enchanted extensions of the will of the wielder, hissing, coiling, writhing, and reaching in response to the thoughts of their wielder. The whip of any angry priestess can knot about her belt, and menace the beings she is angry with, without her ever touching it.

The whip's tendrils are from 1'-3' in length. Each is AC 8, has 2 HD, and attacks (THAC0 14) for 1d6 hp of damage. The serpent-heads have no poison effects, but their long fangs bite deep, leaving scars and injecting waves of magic that both numb and shoot waves of muscle-knotting pain through the victim.

Angry drow priestesses typically use these whips indiscriminately on slaves, servants, pupils, male relatives, and casual acquaintances. Injured heads regenerate 2 hp/day; slain heads cannot be healed.





Special Wizard spells

Some of the wizards detailed in this book have access to or have created spells that are not commonly known or readily available to all mages. Below are the spells that are marked with an asterisk (*) in several characters' entries. These spells are presented simply in alphabetical order; they are not organized by level.

Be mindful of which (if any) of the following spells you allow PC mages to cast themselves.

Acid Rain

(Alteration)

Level: 6

Range: 30 yards

Components: V,S,M

Duration: 1 round/level

Casting Time: 6

Area of Effect: 5' circle/level

Saving Throw: 1/2

This spell creates an intense storm of burning, corrosive acid over a circle 3' in diameter for each level of the caster (a 12th-level wizard can cast a spell in a 36'-diameter circle). The acid inflicts 6d4+6 points of damage per round as long as the target remains within the area of effect. In addition, equipment must successfully save vs. acid each round that it is exposed to the spell or be destroyed (see the *DMG*, Table 29).

The material component of this spell is a vial of strong acid.

Animal Dread Warrior

(Necromancy)

Level: 6

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: None

This spell creates an undead creature known as a dread warrior (see page 66 for full statistics).

The spell requires the corpse of a fighter of at least 4th level who has been dead for less than 24 hours. After casting, the corpse rises in 1-4 rounds as a dread warrior under the control of the spell's caster.

Beltyn's Burning Blood

(Alteration)

Level: 4

Range: 10 yards/level

Components: V,S,M

Duration: 3 rounds

Casting Time: 4

Area of Effect: One creature

Saving Throw: Neg.

By means of this spell, a mage can cause any creature who is presently bearing open, bleeding wounds (for example, one who has been damaged by edged weapons recently and whose wounds have not yet been dressed or healed) to suffer 3d4 points of additional damage per round. This is done by causing a subtle, temporary change in the victim's blood, making it corrosive to adjacent tissue.

The subject must have blood to be affected, and any creature immune or resistant to fire or corrosive (acid) damage cannot be affected. Once the spell is cast, the caster does not have to concentrate it. It continues to work as the caster performs other actions. No attack roll is necessary and the victim need not even be in line of sight of the caster. Astral or ethereal subjects cannot be affected.

The spell causes no damage if the subject's saving throws are successful in each of the three rounds of the duration. If one saving throw is made, the subject can still take damage during the other two rounds of the duration. The spell continues to burn even if the victim moves out of range.

Targets that have altered their shape or entered other objects (such as a tree or stone) are still subject to this spell as long as they are bleeding. Creatures who have powers of regeneration are only affected as long as they have open wounds. Any magical curative spell or ability which staunches the flow of blood negates the spell.

The material component of the spell is a pinch of salt-peter and the presence of exposed blood.



Circle

(Evocation)

Level: 1

Range: Touch

Components: V,S

Duration: Special

Casting Time: See below

Area of Effect: One wizard

Saving Throw: None

This spell makes the spellcasting battle circles of the Red Wizards truly dreaded. A Battle Circle consists of a Red Wizard and his apprentices and allied wizards, all of whom must be Red Wizards.

Through use of this spell, the apprentices and allies add their power to that of the Red Wizard, allowing him to cast spells as if his level were increased by an amount equal to the total levels of the members of his circle. All members of the circle must be members of the caster's school or of its allied schools. Allied schools are defined as the schools on either side of the wizard's school, as shown under "The Schools of Magic" in Chapter Three of the *DMG*. (An illusionist's allied schools are alteration and enchantment/charm, for example.)

Note that the circle spell only increases the number of spells the wizard can cast. It does not allow a wizard to cast spells of a level higher than he normally can cast. A 12th-level Red Wizard with a circle of three 3rd-level and three 1st-level apprentices is effectively 24th level in regard to the number of spells he may cast, but he may still only cast spells of level six or lower. He also does not gain increased damage, duration, nor any other spellcasting factors for the additional spells. A wizard may have as many apprentices in his circle as desired but can never more than double his effective level.

To cast this spell, the apprentices join in a circle with the wizard in the center. All participants must have previously memorized the *circle* spell (save the Red Wizard who is to receive the spell's benefits) and must cast it simultaneously. This takes a number of rounds equal to the level of the highest apprentice in the circle. (In effect, circles with lower-level apprentices are often larger, but cast the *circle* spell faster.) The apprentices are stripped of all their memorized spells and their spell slots are transferred to the Red Wizard.

The wizard in the center of the circle must be fully rested to receive the benefits of the *circle* spell. Once the spell has been cast, the wizard then memorizes whatever additional spells he wants to the maximum num-

ber of new slots. If the wizard leaves the circle, or if it is disrupted in any way (an apprentice killed or the circle broken by an attack), any remaining unmemorized spells are lost, though spells memorized before the circle was broken are retained.

After the spells are memorized, the wizard may leave the circle. All spells memorized while in the circle are retained until cast.

Create Chosen One

(Alteration)

Level: 5

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: One creature

Saving Throw: Neg.

Only wizards of evil alignment may cast this spell, which consists of a series of magical rituals and torments intended to turn a normal human (of up to 3 HD) into a maddened, murderous creature known as a Chosen One. Victims must be bound and helpless in order for the spell to work. After its casting is completed, the victim must successfully save vs. death magic or be transformed into a chosen one under the control of its creator. See page 63 for full information on Chosen Ones and their creation and abilities.

Create Darkenbeast

(Alteration)

Level: 4

Range: 10 yards/level

Components: V,S,M

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: None

This spell enables a mage to transform one or more mammals into darkenbeasts. The animals to be transformed must all be within a 20-foot-diameter circle. The spell automatically affects ordinary, nonmagical mammals of animal or semi-intelligence. Animals with an Intelligence of 5 or more get a saving throw to resist the spell. Only animals of 2 Hit Dice or less are affected by this spell. Humans, humanoids, and demihumans are immune. The mage can transform one animal for each level of experience.



The spell can be cast only in darkness (i.e., night, inside, or underground) and its effects last until daylight strikes the darkenbeast. At that time, the creature automatically reverts to its true form. Slain darkenbeasts also revert at this time. The spell *sun ray* or the magic of a sun sword breaks the spell, but *continual light* and *light* spells have no effect.

The material component is dried wyvern's blood.

Create Enchanted Tattoo

(Altertation)

Level: 2

Range: Touch

Components: V,S,M

Duration: 1 day/level each

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: none

Red Wizards often bear enchanted tattoos on their faces and clean-shaven heads. This spell allows the creation of such tattoos. The exact nature of the tattoo is decided by the caster, and the tattoo's effect is based upon the level of the caster. Only one tattoo may be created with a single casting of this spell, although multiple applications of the spell on the same subject are possible (to a limit of three).

A wizard of 3rd-6th level can inscribe the following tattoos: +1 to any one saving throw (vs. death magic, vs. wand, and so on); +1 to attack rolls; and -1 to AC. A wizard of 7th-12th level may inscribe all of the above tattoos plus the following: +1 to all saving throws; one extra attack every two rounds; and one extra spell of first, second or third level (only one spell, and only one level, not one of each).

Wizards of 13th level and higher may inscribe all of the above tattoos plus the following: 5% magic resistance; +1 to any one attribute; and +1 level of casting ability. (This increases the caster's effective level, but not the total number of spells—a 11th-level wizard raised in casting ability in this manner casts spells as a 12th-level wizard in terms of range, area of effect, and so on, but does not gain access to the increased number of spells or to 6th-level spells until he actually becomes a 12th-level wizard).

There are several restrictions on the number and type of magical tattoos which an individual may bear. An individual may never have more than three enchanted tattoos, and none of these may be of the same type. The wizard also must have a modicum of artistic

talent, in order to sketch the desired tattoo. Some skin artists in Thay have prospered solely from their natural artistic talent and the use of this spell.

Dazzle

(Evocation)

Level: 2

Range: 10 yards+1 yard/level

Components: V,S

Duration: Instantaneous

Casting Time: 2

Area of Effect: 2-yard radius sphere

Saving Throw: 1/2

This spell creates a blinding flash of light in its area. Everyone within the area of effect is subject to a -4 penalty on attack rolls, proficiency checks, and initiative rolls. Thieves suffer a -20% penalty to all class abilities. Effects of this spell last for 2d10 rounds; a successful save vs. spell halves this time.

Detho's Delirium

(Enchantment/Charm)

Level: 1

Range: Touch

Components: V,S,M

Duration: 1 round+1 round/level

Casting Time: 1

Area of Effect: One Creature

Saving Throw: Neg.

The caster of this spell touches a being who is drugged, drunken, unconscious, or sleeping. The caster then speaks the verbal component and rings a small silver or brass bell.

The subject receives a saving throw vs. spell with a -2 penalty; if the save is failed, the being begins to speak. He speaks at random, in all languages known to him and on random, rambling topics. He cannot hear questions and cannot be forced by mental or magical control to give specific answers. While the person speaks, there is a 25% noncumulative chance per round that he reveals names (but not truenames), passwords, words of activation, codes, directions, and other useful information. Note that the speaker rarely identifies such fragments of speech for what they truly are. Dreams, rumors, jokes, and fairy tales may be mumbled by the speaker, not just factual information.

If the affected person is awakened at any time, the spell is broken.



Disfigure

(Alteration)
 Level: 4
 Range: Touch
 Components: V,S
 Duration: Permanent
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Neg.

Victims of *disfigure* must save vs. spell to avoid being horribly transformed, covered in scars, boils, welts, warts, or other deformities, instantly reducing their Charismas to 1. This renders the character so repulsive that any viewer must successfully save vs. spell or be unable to bear the character's presence. Those failing the save may attack if normally inclined to be suspicious or hostile, while those normally inclined to be helpful or friendly simply leave in disgust. Neutral creatures have a 50% chance to do either.

This spell is used as punishment, to ensure the loyalty of retainers, or to punish rivals. The spell may only be removed by a *limited wish*, *wish*, or *remove curse*. *Dispel magic* has no effect.

Fiendform

(Alteration)
 Level: 5
 Range: 0
 Components: V,S,M
 Duration: 1d4+1 turns/2 levels
 Casting Time: 1 round
 Area of Effect: The Caster
 Saving Throw: None

Only wizards of evil alignment may learn this spell, which grants its caster the form and abilities of a randomly selected creature from the Lower Planes. When cast, roll 1d100 on the following table to determine the form which the wizard takes. (If the DM does not have access to the PLANESCAPE MONSTROUS COMPENDIUM Appendices, roll randomly for one of the fiends listed in the MONSTROUS MANUAL tome.)

Die Roll	Form
01-15	Tanar'ri, alu-fiend
16-30	Tanar'ri, bar-igura
31-40	Tanar'ri, cambion
41-45	Tanar'ri, succubus
46-50	Tanar'ri, chasme
51-55	Tanar'ri, nabassu
56-60	Tanar'ri, balor
61-65	Tanar'ri, vroock
66-75	Yugoloth, dergholoth
76-85	Yugoloth, mezzoloth
86-90	Yugoloth, yagnoloth
91-95	Yugoloth, arcanaloth
96-100	Yugoloth, nycaloth

Unlike *polymorph* or similar spells, *fiendform* grants its caster many abilities of the creature rolled, including special attacks and defenses, immunities, Armor Class, and hit points. *Fiendform* does not grant abilities based on Intelligence, innate magical abilities, magic resistance, or the ability to gate in other extraplanar entities. The caster also gains the vulnerabilities of the form, as determined by the type of fiend rolled.

After the spell expires, the caster returns to his or her original form. Any damage suffered while in *fiendform* remains when the caster takes his original form. If the caster is slain while in fiend form, he must successfully save vs. death magic or be slain when in normal form as well. In that event, the character reforms as a manes in the Abyss and is not restorable by any means. Even if the saving throw is successful, the caster immediately reverts to normal form with 0 hit points and lies in a coma for 3d10 hours.

The material component of *fiendform* is a crystal statuette of a fiend of any type worth at least 3,000 gp. The statuette shatters when the spell ends; it is left behind when the spell is cast and if prematurely shattered the spell ends immediately.

Fire Lance (Evocation)

Level: 3
 Range: 100 yards
 Components: V,S,M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: 1/2



This spell creates a burning lance of flame that leaps from its caste's hand, hitting automatically and inflicting 1d6 points of damage per level of caster, to a maximum of 10d6.

The material component is a lit torch in the caster's hand or one fire source of at least torch size within 30' of the caster. Casting this spell extinguishes a torch-sized fire source but only diminishes a larger blaze.

Despite its disadvantages when compared to the ever-popular *fireball* (only one target affected and a fire source required), *fire lance* is a fashionable Red Wizard spell. Unlike a *fireball's* effect, the victim's clothing and possessions are untouched by the flame. This enables the caster to torch a victim without worrying about any interesting magical items that might be destroyed in the conflagration.

Flensing

(Alteration)

Level: 8

Range: Touch

Components: V,S,M

Duration: Special

Casting Time: 8

Area of Effect: One creature

Saving Throw: Special

This horrifying spell actually strips the flesh from its victim. Developed by the Red Wizards for torture and interrogation, it may be learned by spellcasters of evil alignment only. *Flensing* takes four full rounds to be effective. On the first round, the victim suffers great pain and disfiguring tearing of his or her skin but no actual damage. On the second round, the victim sustains 2d6 points of damage; a successful saving throw vs. spell halves this damage but does not stop the spell, and the third round the victim takes 2d10 points of damage (which also can be halved with a successful saving throw vs. spell).

On the fourth round after casting, the victim must successfully save vs. death magic or die instantly as the very flesh is tom in strips from his bones. Victims of this spell often relent during the first round of casting and tell the Red Wizards what they want to know. On occasion, however, the wizards let the spell complete its gruesome work even after they have gotten the required information.

Flensing causes extensive disfigurement to its victims. If the spell was stopped on the first round, the

victim must save vs. breath weapon to avoid losing 1-3 points of Charisma permanently. If the spell is stopped on the second or third round, the victim must successfully save or lose 2d4 points of Charisma permanently. If the victim survives the fourth round he must again save vs. breath weapon to avoid the permanent loss of 2d6 points of Charisma. The victim's Charisma may never be reduced below 1 in this manner. Charisma points may be restored by *regeneration*.

The material component of *flensing* is an onion that must be peeled, one layer per round of the spell.

Halaster's Grappling Hand

(Evocation)

Level: 5

Range: 10 feet

Components: V,S

Duration: 4 rounds+1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell creates a translucent, 5'-tall magical left hand of force that appears within 10' of the spell caster, and moves with him. The hand is silent, non-corporeal when encountering nonmagical, unliving matter and thus can pass through door frames, missiles, and so on without harm. It lasts without concentration while the caster engages in other activities, including spellcasting.

The hand acts only when a magical attack, such as a *magical missile* or *lightning bolt*, is directed at the caster, or when a hostile creature charges at the caster. The spell is designed to interrupt any magic coming directly at the caster; it can intercept *magic missiles* and *lightning bolts*, but wide effect spells such as chain *lightning* or *fireball* are not stopped by the hand.

If any creatures bearing magical weapons or items attempt to approach the caster of the hand, the hand intercedes. Designed to stop magic, beings with any magical items are stopped by the hand as if it were a solid barrier. Magical weapons damage the hand, dealing one point of damage for every combat bonus on the weapon; for example, a *dagger* +2 causes two points of damage to the hand. PCs or monsters without magical weapons, items, or armor can freely pass through the hand.

The hand is lightning-quick, and can defend against several magical attacks of one creature in a



round. It tries to intercept all such attacks, taking their damage itself. The hand is AC0, and has the same hit points as the caster in full health. It also gains the caster's saving throws against any attacks.

The caster should make a Dexterity check to see if the hand successfully intercepts an attack. If it does, all magical damage done is suffered by the hand (if the hand is destroyed, the excess damage it did not stop affects the caster). *Dispel magic*, negation, or cancellation item effects and spells destroy the hand instantly. Once a *grappling hand* has been created, it cannot be ended by will of the caster or anyone else before its duration runs out; to remove it, a *dispel magic* must be used.

The hand does not stop normal missiles or any thrown non-magical item not connected to a living being, nor is it harmed by them. Charging creatures cannot harm a hand by hacking at it, unless they use an enchanted weapon (which will do the hand its magical bonuses in damage).

Howling Horror

(Evocation Necromancy)

Level: 7

Range: 0

Components: V,S,M

Duration: 1 round/level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

This spell causes a wraithlike flying form to be emitted from the caster. Moaning eerily, it flies at a target being within line-of-sight that has been mentally selected by the caster.

This *howling horror* is a magical force, not an undead creature, and cannot be turned. It lasts for one round per level of the caster, or until the target creature perishes. The *horror* is destroyed by suffering more than 22 points of damage or if the caster wills it to vanish. The *howling horror* is not fooled by *feign death* spells or similar conditions. The caster need not concentrate on the *horror* to maintain its existence. Once a target is selected, a *howling horror* cannot be redirected against any other being.

A *howling horror* is a faceless, translucent gray, wispy being that swirls and drifts in response to weapon blows and moving objects. Only physical attacks that pass through the volume of air it occupies harm it. It moves at Fl 15 (A), is AC 5, and attacks

twice per round, draining its target of 2d4 hit points per strike. Its attacks automatically hit its target.

For every hit point of damage the *howling horror* inflicts, a hit point is gained by its caster. If the caster has taken damage, these points heal him. When the caster is at full hit points, these points become extra, phantom hit points that remain with the caster for one turn. Any damage suffered by the caster is taken from these phantom hit points first.

Spells directed specifically against a *horror* do it no harm, but the spell effects are transmitted to its caster. The caster in turn suffers no harm from them, and can emit them at any chosen target (not necessarily the *horror's* target). This retransmission is not considered spellcasting and occurs in addition to the caster's activities. It does not disrupt the caster's spellcasting.

Spells cast at the creator of a *howling horror* while the *horror* is active are taken into the caster's body and transmitted through the magical link to the *horror*, to be emitted by the *horror* at targets selected by the *horror-caster*. The primary target of the *horror* need not be among them. Area-of-effect spells are also altered and usurped by the caster in this manner if the caster is included in the area of effect at all. Again, this occurs in addition to any spellcasting on the part of the *horror-caster*, and it does no harm to either the *horror* or its creator.

If the caster is unconscious, spells are emitted from the *horror-caster* or the *horror* in random directions. Retransmitted area-of-effect magics are emitted with spell foci at random distances and directions from the emitting *horror*.

A *howling horror* cannot form underwater. The material component of this spell is a small cone made of bone that is consumed in the casting.

Imbue Undead With Spell Ability

(Necromancy)

Level: 6

Range: Touch

Components: V,S,M

Duration: Special

Casting Time: 1 turn

Area of Effect: One undead creature

Saving Throw: None

The wizard using this spell grants an undead creature the use of a particular spell the wizard has learned. That spell is left with the creature and can



be used by the creature. A ghoul can be invested with a lightning bolt or a skeleton guard with a dimension door and the location of its master's throne room.

Once this spell has been given to a creature, it remains with that creature until it discharges the spell or the creature is destroyed. The wizard who provides the spell loses use of one spell of that particular spell level until the spell is discharged or the undead creature is destroyed. If a *fireball* is imbued into a skeleton, for example, the wizard has one fewer 3rd-level spell available to him. A wizard can imbue as many different undead as he has imbue spells or spells to give away. No spells above 5th level can be imbued to an undead creature. No more than a single spell can be imbued to a single undead creature at any time.

Once discharged, the spell takes effect as if it were cast by the wizard, but no material, verbal, or somatic materials are required by the undead creature, and the casting time of the released spell is 1.

The material component of imbue is a small scroll of paper upon which is written the name of the imbued spell in squid ink.

Know School

(Divination)

Level: 1

Range: 120 yards

Components: V,S,M

Duration: 1 round

Casting Time: 1

Area of Effect: One target

Saving Throw: None

By means of this spell the caster may learn the specialty school of another spellcaster. This spell only functions on other wizards who are specialist mages; it produces no results on priests, generalist mages, or creatures without spell ability.

The target is unaware of the divination unless she has some means to detect or prevent magical scrying. The material component of this spell is a small tube of paper or vellum.

While this spell is of nominal use in other lands, the Red Wizards have found it indispensable. Before almost any action, prudent Red Wizards find their enemies' opposition schools and their greatest areas of weakness.

Lifedrain

(Alteration)

Level: 8

Range: 0

Components: V,S,M

Duration: Special

Casting Time: 1 round

Area of Effect: 70'-radius sphere

Saving Throw: None

Use of this mighty spell is thought to have created much of the lifelessness at the heart of the vast desert of Anauroch! This spell affects only water in geographical form (lakes, rivers, oceans), or in meteorological form (rain, snow). It does not affect water contained in living things.

A *lifedrain* spell destroys water within its area of effect and prevents water from existing in the area of effect: water cannot fall into, collect or condense within, or flow into the spherical area of effect of this spell. (Daring wizards sometimes use this spell to lay bare the bottom of a lake or pond, to recover a lost item, or to reach a sunken chest or a trapdoor.)

Living creatures find conditions within the area of effect to be very, very dry-uncomfortably so; for each turn that one spends performing any sorts of activity except simple rest, that creature loses 1 hp due to dehydration. (Tales are told of phaerimm drying off wet slaves and items by conveying them from a bath through a *lifedrain* sphere). Planes cannot grow within a *lifedrain* field and desertlike conditions soon occur.

A *lifedrain* cannot be affected by *dispel magic* or water magics: only a limited *wish* or more powerful spell can destroy it. Otherwise, it lasts for one year per level of the caster (but if the caster should die, even on another plane or world, it ends at the moment of the caster's death).

Casting a *lifedrain* permanently drains one hit point from the total possessed by the caster. The material components of this spell are a piece of bone and a fire of any sort and size. The bone is placed in the flames during casting, and both are consumed in a flash by the spell. The spell's area of effect forms centered on the caster.



Mage Tunnel

(Alteration)

Level: 9

Range: Special

Components: V,S,M

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: Special

Szass Tam developed this high-level transportation spell, then discovered its use in kidnaping or in sending away unwanted visitors. When cast, *mage tunnel* opens a magical passageway between the caster and an area known to the caster no more than 1,000 miles away, through which the caster may freely travel. The only restriction on the spell is that the destination must be out-of-doors and in a location with which the caster is familiar.

Szass Tam used his *mage tunnel* for kidnaping as well as travel. In such cases, the tunnel is cast to appear next to the victim. Anyone within 5' of either opening must make a successful surprise roll or be immediately drawn into the tunnel, sucked through it, and expelled at the other end. Furthermore, the victim at the opposite end of the *mage tunnel* must roll for surprise with a -2 penalty, since the appearance of this spell is usually totally unexpected. The caster himself is not affected by this, need not roll to resist the suction, and may enter the tunnel at his discretion.

Mage Tunnel's material component is a 1" length of copper tubing engraved with silvered runes.

Missile Mastery

(Alteration)

Level: 4

Range: 10 yards/level

Components: V,S

Duration: 4 rounds

Casting Time: 4

Area of Effect: 1 missile

Saving Throw: Special

While this spell is in effect, the wizard can alter the flight of a single missile that passes within the range of the spell, stopping it or causing it to be hurled back toward its original sender. Missiles returned to sender strike with the sender's THACO with a +4 bonus to hit and inflict normal damage.

The wizard can affect only a single missile per round. The missile can weigh no more than the wizard's experience level in pounds.

Enchanted items (such as *arrows +1*) are granted a saving throw vs. spell to overcome the *missile mastery*. The saving throw for these items is equal to that of the person who launched them, plus any bonuses of the weapon (+1, +2, etc.). *Magic missiles* are negated entirely, but only one particular missile of a casting is dispelled in a single round.

The mage does not need to concentrate to maintain the *missile mastery* and can move and fight when it is in operation. Casting any other spell negates the remainder of the missile mastery spell.

Negate Magical Weapon

(Alteration)

Level: 4

Range: Touch

Components: V,S,M

Duration: 1d4+4 rounds

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

The subject of this spell is not affected by the magical abilities of enchanted weapons. A *broad sword +1*, for example, simply becomes an ordinary broad sword. This spell affects all magical elements of an enchanted weapon. Such items as a *nine lives stealer*, *defender*, *holy avenger*, or others still inflict damage but function as normal weapons of their type.

This spell does not negate powers which do not directly affect the caster. An intelligent sword that allows its bearer to *fly*, *detect magic*, or provides spell-like abilities such as *strength*, *levitation*, or *telekinesis* is unaffected. If the special ability affects the caster — *charm person*, *ESP*, and so on — it is negated.

Negate magical weapon also does not affect a weapon's special purpose powers. If a wizard cast *negate magical weapon* on himself but is attacked by a weapon whose special-purpose is to defeat wizards, the weapon's special purpose powers (*blindness*, *confusion*, *paralysis*, etc.) still function. The weapon's normal magical bonuses are still negated, however.



Nybor's Gentle Reminder

(Enchantment/Charm)

Level: 1

Range: 10 yards

Components: V

Duration: 1 round

Casting Time: 1

Area of Effect: One creature

Saving Throw: Neg.

This spell is quite popular with Thayan slave overseers and those wishing to make their servants work a little faster. Victims receive a sharp, agonizing pain, which immobilizes and prevents them from taking any action for one full round. All saving throws made by the victim during this round are at a -2 penalty. The spell inflicts no actual physical damage.

Nybor's Joyful Voyage

(Alteration)

Level: 7

Range: 1 foot/level

Components: V,S

Duration: Instantaneous

Casting Time: 7

Area of Effect: One creature

Saving Throw: Neg.

By use of this spell, a wizard *teleports* another individual 1d100 miles in a random direction, as determined by the following chart.

Die Roll	Direction
1	North
2	South
3	East
4	West
5	Up
6	Down

Transportation is instantaneous, and the individual is often faced with hostile conditions at her arrival point—water, solid rock, and so on. Those unfortunate enough to be transported upward fall unless some magical intervention such as *feather fall* is used, while those transported downward can only hope to materialize in a cavern or air pocket, rather than being encased in solid rock.

This spell was invented by the Zulkir Nybor to deal with troublesome peddlers. The "joyful" nature

of Nybor's voyage refers to the joy of the spell's caster rather than that of its target.

Nybor's Mild Admonishment

(Enchantment/Charm)

Level: 3

Range: 10 yards+1 yard/level

Components: V,S

Duration: 1d4 rounds

Casting Time: 3

Area of Effect: One creature

Saving Throw: Neg.

This "improvement" on *Nybor's gentle reminder* causes intense pain in its victims and incapacitates them for 2d4 rounds. Victims may take no action during this time other than lying on the ground and writhing in pain. All saving throws made by victims during this time are at a -3 penalty.

Nybor's Stern Reproof

(Enchantment/Charm)

Level: 7

Range: 10 yards+1 yard/level

Components: V,S

Duration: 2d6 rounds+1 round/level

Casting Time: 7

Area of Effect: One creature

Saving Throw: Neg.

This spell inflicts stabbing pains even greater than *Nybor's mild admonishment*. Victims are incapacitated and may take no actions for 2d6 rounds. In addition, the caster may elect to continue inflicting pain for a number of equal to his own level. All saving throws made by the victim during this time are at a -6 penalty.

When the spell is first cast, its victim also must make a saving throw vs. death magic. If this roll is a failure, the victim dies instantly from the agony inflicted by the spell.

Nybor's Wrathful Castigation

(Enchantment/Charm)

Level: 8

Range: 10 yards+1 yard/level

Components: V,S

Duration: 3d6 rounds+1 round/level

Casting Time: 8

Area of Effect: One creature

Saving Throw: Neg.



Nybor's wrathful castigation is the most feared spell created by this sadistic Red Wizard. Like his other spells, it causes wracking pain and violent convulsions, but this version incapacitates victims for 3d6 rounds, plus an amount decided by the caster at the time of casting, equal to or less than his or her level. All saving throws made by the victim during this time are at -6 penalty.

In addition to its other effects, the spell's victim must make a saving throw vs. death magic each round that the spell is in effect. These saving throws are made normally, without the -6 penalty. If the roll is a failure, the victim dies from the agonizing pain that the spell inflicts.

Preservation

(Alteration/Necromancy)

Level: 2

Range: Touch

Components: V,S,M

Duration: 1 day per level of caster

Casting Time: 2 rounds

Area of Effect: One medium-sized creature

Saving Throw: None

This spell preserves meat and other foods as if it had just been killed. It does not work on cooked food. It can be used on dead beings to keep them intact until they can be *raised*. (The time preserved does not count toward the time elapsed before *raising* or *speaking with dead*.) It also can be used on a zombie, lich, or similar undead to keep the body from rotting.

The material component of this spell is a pinch of salt.

Proof from Teleportation

(Abjuration)

Level: 3

Range: 0

Components: V,S,M

Duration: 2 hours/level

Casting Time: 2 turns

Area of Effect: 10 yard radius/level

Saving Throw: None

This spell secures an area from magical intrusion by means of *teleportation*, *gates*, or *dimension doors*. The area extends out from the caster 10 yards per level in all three dimensions and is not impeded by walls, doors, or other surfaces.

When in operation, the spell prohibits the use of *teleport* spells (including *teleport without error*, *transport*, and *mage tunnel*) into the region. *Dimension doors* also will not function within the proscribed region. Attempts to use these spells to enter or leave the affected area fail completely.

In order to use *gate* spells or similar magicks that open portals into other planes, the caster of the *gate* must make a saving throw vs. spell. Failure indicates the spell fails but is expended anyway. Success allows the use of the *gate*. Further attempts required additional saving throws.

Spells that tap the Ethereal Plane (such as *vanish*) and items (such as *armor of etherealness*) function normally, as do ethereal creatures. Other extraplanar creatures also function normally, though they may not *gate* or *teleport*.

The *proof against teleportation* spell can be ended at any time by its caster. It also may be brought down by a *dispel magic* in the standard fashion. A limited *wish* or *wish* allows a *teleport* to function within the secured area.

The material component of the spell is 2 lbs. of sugar, salt, or other granular material stuffed into a 1-lb. sack and dropped at the center of the spell's area of effect.

Protection from Poison

(Abjuration)

Level: 2

Range: Touch

Components: V,S,M

Duration: 1d10+2 rounds

Casting Time: 2

Area of Effect: One creature

Saving Throw: None

By use of this spell, the wizard becomes immune to one form of poison. At the time of casting, the wizard must choose to be protected against one of the following poison types: contact, ingested, gaseous, or insinuating. Poisons of types other than the one chosen still affect the wizard normally. Note that any poison already in the wizard's system is unaffected by this spell.

The material component of the spell is a sprig of belladonna.



Ray of Ondovir

(Enchantment/Charm)

Level: 2

Range: 80 yards

Components: V,S

Duration: 1 round

Casting Time: 2

Area of Effect: One creature

Saving Throw: Neg.

This spell crates a ray of glowing light that leaps from the caster's fingertips to a distance of 80 yards. Only the first creature touched by the ray is affected, and it can avoid the ray by making a successful saving throw vs. spell at a penalty of -3.

An affected creature exactly repeats the action it took in the preceding round. Thus, if it took two steps forward and one step left in the previous round, it would take two steps forward and one step left in the current round. The repeated actions are carried out even if they force the affected creature into an obstacle, over a cliff, or into a chasm.

The *ray of Ondovir* ruins any attacks or spellcasting that the target creature begins in the same round as the ray strikes. If the creature struck by the ray had spent the previous round readying weapons, it spends this round doing so, too; if it fought with weapons, it duplicates its previous movements exactly—thus a mobile opponent can avoid the creature's attacks and strike it with relative ease—the creature's Armor Class is worsened by 4 for the round.

If the affected creature cast a spell on the previous round, an attempt to cast the same spell must be made in the current round. If the spell has not been memorized twice, no spell effect occurs (even if a second spell is available, it will be cast in the exact location as the first).

When the round of helpless repetition caused by the *ray of Ondovir* is complete, the creature is released from all control.

Resist Energy Drain

(Abjuration)

Level: 3

Range: Touch

Components: V,S

Duration: 1 turn/level or one attack

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

This spell gives the subject a saving throw vs. death magic when he is attacked by undead that drain energy levels. If the saving throw is made, the undead cannot steal the life energy of the subject. The spell is good for only one such attack, regardless of whether the saving throw is made or not. This does not work against any sort of attack other than the touch of an undead.

The Simbul's Synostodweomer

(Alteration)

Level: 7

Range: Touch

Components: V,S

Duration: 1 round

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

Created by the Simbul and adopted by the Red Wizards for its usefulness, this spell allows the caster to transform the energy of another spell memorized by the caster into healing magic. The *synostodweomer* is cast, followed by another spell of the caster's choosing. The second spell does not take effect, although any material components it requires are consumed or altered in the usual manner for that particular spell, and the spell still vanished from the caster's mind.

Any being touched by the caster regains 2 hit points for every level of the transformed (second) spell (so a 9th-level spell would give an injured being back 18 hit points). This spell does not grant extra hit points but "excess" points conveyed can have special effects. An excess of 5 points cures any one disease possessed by the injured creature, and an excess of 7 points banishes all effects of poison. If both afflictions are present, the caster must choose which to cure unless there is enough of an excess—12 points—to cure both. A *synostodweomer* will not cure lycanthropy. If the recipient is neither diseased or poisoned or there are not at least 5 extra points conveyed, the excess curing is simply lost.

The healing capability endowed by the *synostodweomer* must be used within three rounds or both it and the second, transferred spell are lost and wasted. Healing can only be granted by direct flesh-to-flesh contact.

Only spells memorized by the caster of the *synostodweomer* can be transformed into healing energy by this spell. It cannot transform spells from scrolls or spell-like magical item functions or abilities.



Spell-Lash

(Alteration)

Level: 9

Range: 0

Components: V,S

Duration: Instantaneous

Casting Time: 4

Area of Effect: 25' radius

Saving Throw: 1/2

This spell is used by Red Wizards who are in danger of death or capture. It completely eradicates the wizard's body (although the wizard's essence may be protected by means of a *clone*, *magic jar*, or similar spell) and inflicts explosive damage on all within a 25' radius. The amount of damage inflicted is equal to 1d4 per level of the caster. A 25th-level wizard would, for example, inflict 25d4 points of damage upon all individuals and objects within 25 feet should this spell be used.

Needless to say, *spell-lash* is not used very often, but when it is, the results are spectacular.

Stasis Clone

(Alteration, Necromancy)

Level: 9

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 2 turns

Area of Effect: Special

Saving Throw: None

This spell creates a duplicate of a human, demi-human, or humanoid creature from any scrap of bone, hair, tissue, or at least six drops of blood from that being. If the caster is not the being to be duplicated, that living creature must touch the duplicate body, as it forms, to give it life.

This stasis clone is identical to the original being in memories, skills, experience level, and appearance at the time the organic tissue was obtained from the being. It has one less point of Constitution than the original being, and it cannot form at all if the original being has a current Constitution of 1. All other ability scores are identical.

Unlike duplicates created by the 8th-level wizard spell *clone*, the copy of the being is never aware of the existence of the original. It remains in magical *stasis* and is mentally unreachable with a sole excep-

tion noted hereafter. It does not age, decay, or need air, water, food, or other essentials that other living things require. A *stasis clone* can be stored in a coffin or other confined space, and it is not awakened by handling. It can be damaged or even destroyed by weapons, fire, crushing blows, and other forces that would harm its living counterpart.

A *stasis clone* holds the pose it was last placed in by living hands, and thus can be dressed and clothed so as to be used as a decoy or to fool others into thinking that they are seeing the original being in a state of rest, sitting absorbed in study, etc.

Whenever the original being touches the *stasis clone*, the clone's memories, skills and experience levels are updated to match the original being's. Purely physical differences—such as aging, a wound, or an amputated limb—the original being has gone through are not mirrored by the clone in this process.

The stasis is normally lifted only when the original being dies, though up to two contingency spells may be applied to any *stasis clone* to modify when and how it activates. (Note that a *stasis clone* confined in an airtight or flooded space may perish shortly after awakening.) Multiple *stasis clones* can be created by repeated castings of this spell. These *stasis clones* even can be linked to each other by custom-devised transferal spells mated to *contingency* spells. The death of the first clone awakens only the second, its death in turn activates just the third, and so on.

Manshoon has used this spell both to escape final death and to remain young. As he ages, he can update his *stasis clone*, get himself slain (usually in a reckless attack that destroys an enemy, such as a powerful Red Wizard or Cult of Dragon member), and return as a physically younger *clone*. Several wizards have offered him fantastic sums for a copy of this spell and reportedly have been refused. Others (including apprentices) have perished quite messily at Manshoon's hands when they attempted to steal the spell.

Manshoon's *stasis clones* are obvious targets for those who wish him permanently dead. Several times his enemies or his rivals in the Inner Circle of the Zhentarim have gone to a great deal of trouble to kill him and destroy all of his *stasis clones*, only to find that Manshoon had squirreled away one or two they had missed. One reason that Manshoon has not advanced to a higher level as a wizard is undoubtedly the cumulative loss of a great deal of experience because of the lag between newly activated clones that had not been recently updated and previous, now-dead Manshoon incarnations.



Transport

(Alteration)

Level: 7

Range: 10 yards

Components: V,S

Duration: Special

Casting Time: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This variant of standard teleportation magic requires that the mage prepare a cell or some sort of lodging for the eventual recipient of the spell. This must be done before the spell is cast and it requires a minimum of one turn. Then, the prepared area must be studied as per the normal *teleport* spell's rules and the *transport* spell memorized while present in the prepared area. Also, the caster can be no more than 100 miles from the prepared area when the spell is cast. If the caster is more than 100 miles distant, the spell automatically fails.

Afterward, the spell stays in the mage's memory as normal (taking up a spell slot) until such time as he casts it. The casting time for the incantation itself is 2. When cast, multicolored streamers fly from the caster's hand and envelop the target chosen by the mage. The target then receives a save vs. spell to resist the spell's effect. Success means nothing happens other than the streamers turn gray, fall to the ground, and crumble to dust. Failure indicates that the victim is wrapped within the flying streamers, obscuring him from view. The enveloped being is then *transported* to the prepared area with no chance of failure. (In other words, the mage can't deliberately miscast the spell so the target re-appears within a solid mass, etc.)

This spell was developed by Cyndre of the Moonshaes and is often used to kidnap important people for interrogation, ransom, etc. The spell *proof from teleportation* is effective against this spell.

Trap Spellbook

(Alteration)

Level: 3

Range: Touch

Components: V,S

Duration: 1 day/level

Casting Time: 4

Area of Effect: One book

Saving Throw: None or 1/2

Trap spellbook is a dedicated form of *explosive runes*. As its name implies, the spell is used by the Red Wizards primarily to protect their spellbooks, but may be placed on a book of any sort. As with *explosive runes*, there is only a 5% chance per level of magic use experience of the reader to detect the trap, and thieves have only a flat 5% chance. Trap detection by spell or magical device always detects this spell.

This spell inflicts 1d6 points/level of the caster (to a maximum of 5d6) upon anyone other than the caster who opens the book upon which it is cast. In addition, the spell does not damage the book itself and renews itself upon closing. The wizard may voluntarily remove the runes; otherwise, they may be removed only with a *dispel magic* or similar means.

Unlife

(Necromancy)

Level: 8

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 8

Area of Effect: One creature

Saving Throw: Neg.

Used only by evil wizards, this spell enables the caster to transform a single victim into an undead creature under his control. The caster touches the subject, who must then save vs. death magic. If the save fails, the subject instantly dies and is transformed into an undead creature under the control of the caster.

The exact type of undead depends upon the level of the victim. Individuals of 1st-3rd level become skeletons (50%) or zombies (50%). Those of 4th-6th level become ghouls, those of 7th-8th level become wights, and those of 9th level or higher become wraiths.

Using this spell, the caster can control a number of undead creatures equal to his level.

The material component of this spell is dirt from a freshly dug grave.



Waves of Weariness

(Enchantment/Charm)

Level: 3

Range: 40 yards

Components: V,S,M

Duration: 1 round

Casting Time: 3

Area of Effect: One creature

Saving Throw: Special

Upon casting this spell on a creature, that creature is suddenly overcome with dizziness and exhaustion. A successful saving throw vs. spell negates this effect. Creatures of less than 12 Intelligence and Wisdom that fail this saving throw immediately collapse for that round. They can get up again next round with no further ill effects.

Creatures of 12 or greater Intelligence or Wisdom that fail the saving throw vs. spell are delayed in their actions. They automatically attack last the next round they have an action or attack.

This spell has no effect against creatures that do not sleep, such as undead and elementals. The material component is a small book of poetry, which is read aloud (a personal favorite is *Translations from Kara-Turan Haiku* by Lhaeo, late of Shadowdale).

Web of Shadows

(Conjuration/Summoning)

Level: 9

Range: 40 yards

Components: V,S,M

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: 40 sq. ft./level

Saving Throw: Special

This spell fills an area with shadowy, gray strands of force, resembling a giant spider web. The strands are not solid, and need not be anchored to anything. Once created, they are stationary, and can be destroyed or moved only by spells; gusts of wind (even magical ones) and physical attacks do not affect them.

Creatures in the area in which a web of shadows is forming are allowed a saving throw to get out. If it succeeds, they take only 1d4 points of cold damage, and are deemed to have left the web. If it fails (or they elect to stay in the area), they suffer the full effects.

Contact with a *web of shadows* causes all beings (except the caster, who ignores all effects of his own

web) to be slowed while within, and for the rest of any round in which they leave it.

In each round in which contact with the web occurs, a being is chilled, losing 2d4+1 hit points and 1 Strength point (lost Strength points return 2d4 rounds after leaving the web). Creatures who have their Strength reduced to zero collapse helplessly, losing consciousness; if this occurs before they reach zero hit points, the web stops draining them at that point.

If a spark, fire spell, or open flame of any sort comes into contact with a web of shadows, it does not harm the web, but does race all over it: the entire web blazes for 1d4 rounds before the fire vanishes. During this time, all creatures in contact with the *web* take 2d4 points of fire damage (1d4 if a save vs. breath weapon is successful), per round. This damage is in addition to the web's usual chilling damage, which is not impaired.

A *web of shadows* vanishes at the death, unconsciousness, or will of the caster (who need not concentrate, remain present, or refrain from spellcasting to maintain it). Its material component is a piece of spider web, collected in shadow or darkness.

Xult's Magical Doom

(Alteration)

Level: 5

Range: Touch

Components: V,S,M

Duration: Special

Casting Time: 5

Area of Effect: 10-foot radius

Saving Throw: Neg.

By means of a caterpillar cocoon, a pinch of dust, and the tracing of runes during the casting, a wizard seals an object with *Xult's magical doom*. The runes are traced with one fingertip over, for example, the pages of a book or a map. They are visible only to a *detect magic*, and can be harmlessly removed by *dispel magic*. They prevent unauthorized perusal of the guarded object. Only the caster or someone who is (by chance or deliberately) named in or on the material viewed, or who utters the secret word of deactivation that the caster established during casting, can safely examine the object without suffering the doom.

The doom affects all creatures within a 10-foot radius when it is activated (the activator saves vs. spell



at -4; others within the radius save at -2). The doom is a specialized *polymorph other* spell that works instantly upon any creatures within its radius who fail their saving throws. Affected beings suffer a system shock roll during their transformations.

Transformation is permanent, and is always into the form of a bat, frog, toad, or snake (decided randomly). The intelligence of affected beings is not altered, so if the transformed victims can activate magical items or communicate with others so as to bring about their release.

The doom lasts for only one activation if cast by a mage of 11th level or less. A mage of 12th to 23rd level can cast the doom to last for up to four activations. Mages of higher levels can elect to have their dooms last for one additional activation per level above 24th. Note that the passage of time has no effect on a doom unless the object it guards is destroyed.

Transformed creatures affected by this spell typically go insane if of greater than 7 Intelligence. (see below).

Intelligence	Time Before Insanity
1-7	No danger
8-12	After 6 months
13-16	After 8 months
17	After 12 months
18	After 24 months
19+	13% chance per year*

*noncumulative

Such insanity is one of the following forms, rolling 1d6 to decide which, for each creature.

Roll	Insanity Type
1	enraged mania
2	melancholy
3	hallucinations
4	hebephrenic
5	homicidal
6	catatonic

Enraged Mania: This condition strikes suddenly (1 in 6 chance per turn, lasts 2d6 turns, then 1 in 6 chance per turn to return to normalcy, rolled each round until successful). The character becomes manically enraged, having an effective strength of 18/75 if human or demihuman (nonhumanoids are adjudicated by the DM). The character may shriek,

and behave in a violent manner. Unreasoning when spoken to, the character possesses great cunning, and will desire to take or avoid action according to the situation at hand (though not necessarily an appropriate act). When the state passes, the character won't remember his actions, nor believe accounts of them by others.

Melancholy: The individual is given to black moods, fits of brooding, and feelings of hopelessness. The character is 50% likely to ignore any given situation due to the manifestation of a fit of melancholia.

Hallucinations: The individual sees, hears, and otherwise senses things that do not exist. The more stressful the situation, the more likely the manifestation. Common delusions include: ordinary objects that do not exist, people nearby or passing where there are none, voices giving information or instructions, abilities or forms the individual does not really have (strength, sex, wings, etc.), threatening creatures appearing from nowhere, and so on. Normal behavior is 50% likely until stimulated or under stress. Hallucinations last 1-20 turns after the initial stress passes.

Hebephrenic: The individual wanders aimlessly, talks to himself, giggles, mutters, and acts childishly; the character may sometimes attempt to play childish games with others. If sufficiently irritated by someone nearby, the character is 75% likely to become maniacally enraged. If this does not occur, then he will become catatonic for 1d6 hours, then revert to hebephrenic behavior.

Homicidal: The individual appears absolutely normal, except for an occasional unique interest in weapons, poisons, and other lethal devices. At 1- to 4-day intervals, he will try to kill a member of his own race. If prevented, the frustrated individual will attack the first intelligent creature encountered, wildly seeking to slay this being. After this, the character will fall into melancholy for 1d6 days before turning to a homicidal state once more.

Catatonic: The character completely withdraws from reality. The individual can be led, moved, fed, and so on, but will undertake no activity on his own. If continually provoked and irritated to get a response, the character has a 1% cumulative change per round of becoming homicidal. When provocation ceases, catatonia returns.



Special Priest spells

Several of the priest characters detailed in this book have access to unique, rare, or otherwise uncommon priest spells. Below are the spells marked with an asterisk (*) in these characters' entries. These spells are presented in alphabetical order; they're not organized by level or sphere.

Remember that a priest's spells are granted from the power itself, and are not universally available. Not every priest with access to the Charm sphere, for example, can access and cast the *attraction* spell below; that spell is (was) granted by Bhaal to his priests alone.

Spells which are only available to priests of a certain power are noted with the deity's name after the spell's sphere listing.

Attraction

(Alteration)

Reversible

Level: 2

Sphere: Charm (Bhaal)

Range: Touch

Components: V,S,M

Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: One target being

Saving Throw: Neg.

This spell is popular among priests of Bhaal because of their ambient air of death. *Attraction* replaces any negative emotions the target has toward the spellcaster with opposite positive emotions if a saving throw vs. spell is failed. Repulsion becomes attraction, hatred becomes love, etc. The spell also temporarily raises the caster's Charisma by 1d4+2 points in respect to the target creature for the spell's duration, making the target's reactions to and loyalty to the caster much more likely to be positive and helpful.

The reverse of this spell, disdain, replaces all positive feelings the target being has toward a named being (which can be the caster if she or he really wants to be despised by someone) with opposite, negative emotions. It also temporarily lowers the named being's Charisma by 1d4+2 points in respect to the target being for the spell's duration, making the target's reactions and loyalty to the named being much more likely to be negative and hostile.

In either form, the saving throw against this spell has a modifier of +1 to +5 (as adjudicated by the DM) if the emotions to be changed are extremely intense. As such, it is much more useful as a ploy to make a date with a barmaid (who is motivated to please customers anyway) than it is to convert the feelings of one's enemies.

The material component of this spell is the holy symbol of the casting priest.

Battletide

(Alteration)

Level: 5

Sphere: Combat (Iyachtu Xvim)

Range: 0

Components: V,S,M

Duration: 6 rounds

Casting Time: 5

Area of Effect: 20-foot radius

Saving Throw: Special

This spell slows (as the 3rd-level wizard spell) all beings within a 20-foot spherical radius centered on the caster, except the priest casting it. Affected beings move and attack at half-speed. (The magic affects beings so located at the time of casting, not creatures who later come within range of the caster during the duration of the spell.) Beings affected by the spell remain slowed even if they move beyond the original area of effect of the spell.

The magic transfers the energy it steals from its victims to the caster, who is hastened for the spell's duration, without any of the aging effects of a *haste* spell. The caster moves at double rate, and makes physical attacks twice as fast (that is, a being who attacks once per round would attack twice—first in the round and then last). This does not allow spellcasting to be hastened.

All beings within range of the caster are allowed to make saving throws vs. spell once a round to avoid, or instantly break free of, the *battletide*. The spell ends entirely when the last victim escapes its effects (or at the end of its duration). On the first round, the saving throw is made with a -6 penalty; on the second, with a -5 penalty; on the third, a -4 penalty, and so on.

The material component of this spell is a piece of cobweb, human hair, or silk thread as long as the caster's hand.



Decay

(Alteration)

Level: 3

Sphere: Time (Bhaal)

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 cubic foot/level

Saving Throw: Special

This spell accelerates the aging of any item. It has no effect on living matter. For every hour that passes, the object decays a day. Equally, any abrasion or strain to the article is increased twenty-fold. After an appropriate amount of time has passed, most objects break, rust, corrode, or decay into uselessness. A successful *dispel magic* halts the accelerated decay process and returns an item's aging to normal rates; aging that has already taken effect is permanent, however.

Normal items do not receive a saving throw against this spell's effects. Magical items receive a saving throw against the spell; they must make a successful saving throw vs. lightning at a -2 penalty or be affected by the spell. Artifacts and relics are unaffected by this spell. To affect an item being carried or worn by someone, the casting priest must make a successful attack roll with his or her hand.

The material component of this spell is the holy symbol of the casting priest.

Handfang

(Alteration/Necromancy)

Level: 2

Sphere: Combat, Necromantic (Moander)

Range: 0

Components: V,S

Duration: 1 round/level

Casting Time: 5

Area of Effect: The caster's palm

Saving Throw: Special

This spell creates a fanged, biting mouth in the palm of the caster's hand. It can readily be concealed by curling the hand into a fist or by placing the palm of the hand against something. Its bite is under the control of the caster; it does not automatically snap at anything it touches. The caster can deliver the hand's attack only by slapping his or her palm

against a target, requiring a normal attack roll; it can bite once per round.

The bite of a *handfang* does 1 point of damage and forces the victim to make two saving throws; one vs. paralyzation and the next vs. spell. If the saving throw vs. paralyzation fails, the victim is paralyzed for 1d3 rounds; if it succeeds, this effect is negated. If the saving throw vs. spell fails, the mouth's saliva poisons the victim, doing 3d4 points of additional damage. If this saving throw succeeds, this damage is reduced to 1d6 points. These twin saving throws must be made against every bite of a *handfang*; saving successfully against one attack does not mean that the victim is immune to these effects. Paralyzed victims who are not actively protected by compatriots or somehow moved beyond the reach of the spell's caster are automatically successfully attacked by the *handfang* on subsequent rounds while they are paralyzed if the spellcaster targets them.

Mace of Xvim

(Evocation)

Level: 2

Sphere: Combat (Iyachtu Xvim)

Range: 0

Components: V,S,M

Duration: 5 rounds

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

This spell conjures up a short-lived glowing mace in the caster's hand that strikes with a +3 attack bonus, deals 1d12+2 points of damage at a strike, and forces all struck items to succeed at an item saving throw vs. crushing blow or shatter. The mace vanishes if it leaves the possession of the caster and cannot be wielded by any other being. All magical items and enchanted substances or surfaces bearing a dweomer get a +4 bonus to their saving throws against the shattering power of the mace. Any item that succeeds at its saving throw once against a particular *mace of Xvim* need not do so again, even if struck repeatedly.

The mace has a reach of 5 feet but is almost weightless; casters of any size or strength can easily wield it. It appears as a black, spiked, one-piece rod surrounded by a dim, flickering, blue radiance.

The material component of this spell is an iron or steel nail, sliver, or fragment.



Moonveil

(Abjuration, Alteration)

Level: 7

Sphere: Elemental Water (Bane)

Range: Touch

Components: V,S,M

Duration: Permanent

Casting Time: 9 rounds

Area of Effect: One moonwell

Saving Throw: None

This complicated evil ritual to magically veil moonwells was recently rediscovered by certain priests of Bane. Moonwells are precious pools of clear water found in the Moonshae Isles sacred to the Goddess (or Earthmother) in the Moonshaes. Some sages and priests believe that this ritual could be modified to seal other existing gates, color pools, or other means of passing between planes or contacting deities.

A *moonveil* spell is a long ritual involving chanting, dancing about the entire circumference or shore of a moonwell, and the sacrifice of one living creature per round. The caster may have up to seven assistants active in carrying out the ritual. If successful, the spell causes a moonwell to lose its properties. In addition, any holy water or *sweet water* potions that are within 90 feet of the caster at any time during the ritual are fouled and useless. The moonwell may be magically purified again, but the other magical waters are ruined forever.

A veiled moonwell is covered by an opaque black carpet of curling mist, even in full sunlight. This veil blocks all beneficial effects of the moonwell. It also lessens the local influences of the Goddess, preventing her from awakening or, if already active, from accurately directing her land-dwelling children, Kamerynn the unicorn and the Pack, against evil.

Contact with the black mist forces items to make saving throws vs. acid with a -2 penalty or be destroyed and living beings to make saving throws vs. poison with a -2 penalty or suffer 3d4 points of corrosive damage per round of contact. If a being dives, falls, or is otherwise immersed in the pool, 6d4 points of damage automatically are inflicted for each round of contact, and the victim must make a successful saving throw vs. poison each round or be blinded. Such blindness lasts for 1d4 turns after the being was last in contact with the mist or water.

All spells of 6th level or less directed against the black mist of the well are reflected back 100% for full effect on the caster. The black mist cannot be separated into smaller portions, nor can any of it be taken away from the well; the magic of the spell generates it continuously from the pool itself.

A *moonveil* can be destroyed by a specially cast variant of the *sunray* spell, *sanctify sacred site* (a 7th-level priest spell of the church of Chauntea). No other means of destroying a *moonveil* has been found. It cannot be reversed or negated by the will of the caster.

The material components of this spell are a piece of burned bone from any creature native to the Moonshaes, the blood of one living creature per round of the ritual (each creature must be slain during the ritual), a pinch of dung, a pinch of ashes, a dried snakeskin and a small vial of liquid poison.

Reaving Blades

(Evocation, Necromancy)

Level: 4

Sphere: Combat (Iyachtu Xvim)

Range: 10 yards/level

Components: V,S,M

Duration: 2 rounds

Casting Time: 7

Area of Effect: Special

Saving Throw: None

This spell creates two whirling black blades of force that spin end over end as they fly through the air at MV Fl 18 (B) to strike at whatever targets the caster wills them to—either two separate beings or a single foe. The blades of force vanish at the end of the second round. These magical weapons do no damage to inanimate objects, but each one silently slices twice during a round at undead and living things. The *reaving blades* strike with the caster's THAC0, but with +6 attack bonus, and deal 2d12 points of damage on a successful strike. *Reaving blades* does no damage to items worn or carried by attacked beings, though fragile items could well be harmed if dropped by a struck target.

The material components of this spell are two raven's feathers and a fragment of or an entire bladed weapon.



Rising Rot

(Evocation Necromancy)

Level: 5

Sphere: Combat, Necromantic (Moander)

Range: 10 yards/level

Components: V,S,M

Duration: Special

Casting Time: 8

Area of Effect: One creature

Saving Throw: Special

This spell generates a glowing brown or green beam of light that stabs out from the caster to unerringly strike a chosen target creature, who must be visible to the caster and within range when spell begins. The beam fades from existence the moment the victim has been struck, and the caster does not need to concentrate on the spell's effects past this point. The beam infects the victim with a mold that sucks moisture and nutrients from living flesh, causing it to shrivel and turn brown. The target must make a saving throw vs. spell. Success means only 1d8 points of damage is inflicted by the mold, but failure means the victim suffers 2d8+2 points of damage. On every round thereafter the victim must make another saving throw vs. spell. The same spell damage (2d8+2 points) continues until the victim has successfully saved twice. The second successful saving throw ends the spell. *Cure disease* ends this spell instantly, as does any magic that kills molds or prevents damage done by them.

Rising rot has no effect on undead creatures, incorporeal beings, nor any creatures lacking body tissue (such as elementals). Sages believe that the Dark-bringer's cult has fashioned numerous wands, known as *wands of rotting*, which can cast *rising rot* upon command.

The material component of this spell is a handful of mold spores from any source and of any type.

Roots of the Assassin

(Conjuration)

Level: 6

Sphere: Summoning, Plant (Moander)

Range: 10 yards

Components: V,S,M

Duration: 1 turn

Casting Time: 2 rounds

Area of Effect: 5 square yards/level

Saving Throw: None

This dark and evil spell creates long, slimy, black roots of foul look and manner. These plant things grow from any surface the spell was cast on with astonishing speed and attempt to strangle the poor person (or people) who triggered the spell; they wrap themselves around the neck of their victim. These roots attack collectively as a priest of the same level as the caster.

The caster of this spell chooses exactly what condition triggers it. The condition can be of any complexity—for example "Kill only Tallfellow halflings wearing magical black leather armor with a red rose painted on their left shoulders." However, the spell cannot know the name or alignment of a being, nor can it be set off by undead or plantlike creatures. The most common way to use this spell is to cast it at a mandatory passage point of the intended target (for example, the bed of a king).

This spell creates 1d100 tiny roots per square yard, any of which is sufficient to strangle a human-sized opponent. Each of them can project itself up to 5 yards in order to attack. Potential victims thus have to fight several hundred roots originating from several square yards of surface. When called forth by being activated, the roots make no more noise than a leaf falling from a tree, so only individuals with an exceptional sense of hearing would detect the roots (a -4 bonus to surprise rolls).

Entrapped victims can hold their breath a number of rounds equal to one-third of their Constitution score. Beyond that time they must make a Constitution ability check every round with a -2 cumulative penalty or perish. Characters with the Swimming proficiency gain an additional round before they begin making Constitution ability checks. Characters with the Endurance proficiency can hold their breath a number of rounds equal to two-thirds their Constitution score and then make Constitution ability checks with no penalty the first round and accrue only a cumulative -1 penalty per round after the first check.

Victims ensnared by this spell can attempt to sever the roots that strangle them. The mass of roots is AC 6, but only slashing (type S) weapons have any effect against them. If trapped victims use any weapon larger than a dagger, they suffer a -3 penalty to their attack rolls against the roots. Slashing weapons sever five times their damage roll in roots; and area-of-effect damaging spells also destroy that many roots. If all of them are destroyed and a victim



succeeds at a Strength ability check, then she or he is able to escape the spell's area of effect.

Characters attacking from outside the initial area of effect do not suffer any penalty when attacking the roots. However, they are also in danger since the roots can turn in response to their attacks and attack these characters as long as they are within a 5-yard range of the initial area of effect.

The material component of this spell is a rotting leaf or piece of wood and the holy symbol of the caster.

Seed of Moander

(Alteration)

Level: 5

Sphere: Plant (Moander)

Range: Special

Components: V,S,M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Special

This spell was developed by priests of Moander centuries ago as a method of enslaving sentient beings to the will of Moander. The spell itself results in the creation of a *seed of Moander*, which can then transform a victim into a servant of Moander.

To create a *seed of Moander*, a priest wraps an emerald fragment in a ball of rotting plant material. The resulting spherical proto-seed is soaked in unholy water for 24 hours and then cursed (the reverse of the bless spell) in the name of Moander. The priest then casts *seed of Moander* while touching the proto-seed, transforming the sphere into a green, spine-covered burr about the size and shape of a horse chestnut burr. The seed is sticky, and the spines end in tiny hooks.

A *seed of Moander* attaches itself to the skin of any living, sentient creature it comes into contact with who is not already a minion of Moander. The seed bursts on the round following its attachment and releases a 3-foot-diameter cloud of spores. *Seeds may be thrown* (range is 10/20/30); however, they do not break open unless they strike living beings. (Treat such that miss their targets as grenadelike missiles and consult the Scatter Diagram in the DMG for where they land), Any living, sentient creature within the area of effect of the spores who is not already a minion of Moander must make a saving

throw vs. spell. If it fails the saving throw, the spores are inhaled and begin transforming the host. If it succeeds, the spores are not inhaled, and the transformational effects of the *seed of Moander* are negated. Unburst *seeds of Moander* burst when they contact living flesh. They are destroyed by being drenched in holy water and blessed (as the spell).

If a victim is not treated, the spores grow, making the creature into a puppet of Moander (one of Moander's mind-controlled servants) in 4d4 days and also turning his or her entrails into a festering mass of rotting, mold-encrusted tendrils that eventually (in 5d6+30 days, unless delayed by the application of slow rot spells) reduce their host to a dried-out husk, killing him or her. Externally the host appears unchanged until death except for the faint odor of pollen and a small flowered vine wrapped around one ear. A victim who shares body fluids with another creature-as little as a kiss is sufficient-can transfer the spores of a *seed of Moander* to that creature, spreading the Darkbringer's influence. (The potential new host receives a saving throw vs. spell at a +2 bonus for each instance of exposure to avoid infestation.)

Only if Moander is completely absent from the Realms (in other words, all of the god's avatars and manifestations in the Realms have been destroyed) is the original host able to express its free will after it would have normally become a mind-controlled being. However, without the stabilizing effect of Moander's power, the body decays at an accelerated rate once the initial 4d4-day period is passed and becomes a rotting mass of plant material in a tenday.

If a victim infested with the spores of a *seed of Moander* drinks holy water within 1 hour of the spores affecting it, the spores dissolve and the victim is cured. If holy water is drunk within 2 days of the spores' entry, their growth is slowed to half rate (in other words, the possession and rotting take twice as long). A *cure disease* or *heal* spell used within 30 days of initial corruption by the spores stops the possession and the corruption process, allowing the victim to live and slowly heal inwardly. Cold magic that deals the infested body more than 20 points of damage also slays the spores' growth, allowing the victim to slowly recover. Typically, victims cured by *cure disease*, *heal*, or cold damage who do not receive a (second) *heal*, a *restoration*, or a *regeneration* spell have their Strength and Constitution reduced to half for 20+1d12 days. At the end of that time, they



slip into a coma, lose 4d4 hit points, and a day later, if they survived the damage, awaken fully cured.

A newly created puppet of Moander retains all of its previous abilities and skills, but all of its thoughts are known to Moander, and it is under the complete control of the Rotting God. In addition, the newly created minion can sprout one or two 10-foot-long tentacles at will from an orifice or directly through its skin. Each tendril (AC 2; 12 hp each; 2d8 points of bludgeoning/constricting damage per successful attack) can attack once per round until destroyed. If a tendril is destroyed, the minion can sprout another tentacle the following round. If both tendrils hit a small or man-size creature in the same round, the victim is entangled (as the spell of that name) until she or he is released or escapes.

The material components of this spell are an emerald fragment (base value 100 gp) and Moander's holy symbol.

Speed Rot

(Abjuration)

Level: 3

Sphere: Plant (Moander)

Range: Touch

Components: V,S,M

Duration: Instantaneous

Casting Time: 6

Area of Effect: Special

Saving Throw: None

This spell is the opposite of the 3rd-level priest spell *slow rot*. *Speed rot* causes fruit, vegetables, and grains to immediately ripen and then rot into a putrid slime. It has no effect upon meat of any kind+ Plants and plant-based creatures within the area of effect suffer 1d6 points of damage per level of the caster to a maximum of 10d6 points of damage.

The caster can affect as much as 100 cubic feet of plant material per level. Thus, even a low-level Minion of Moander could effectively ruin a farmer's stored grain or rot all the fruit on the trees in his orchard.

The material component of this spell is a bit of mold.

Spider Summoning

(Conjuration/Summoning)

Level: 5

Sphere: Animal (Lolth)

Range: 0

Components: V,S,M

Duration: 1 round+1 round/level

Casting Time: 8

Area of Effect: Special

Saving Throw: None

This spell calls 1d4 "large" spiders (detailed in the MONSTROUS MANUAL tome) per level of the caster, to serve the priest. They "fade" into view within 100' of the caster, on the round after casting, and obey the caster's command on the round thereafter. They have full possible hit points and poison reserves, and fight to the death for the caster with utter loyalty, following the caster's silent mental urgings as to targets, directions to move, and tasks to do. The caster can cast other spells without ending this spell's control. At the spell's expiration, surviving spiders "fade away," returning whence they came.

Only true arachnids can be summoned by this spell, not similar insect creatures or beings using magic to take arachnid form (such as Lolth, or a wizard using a *polymorph* spell). The spell cannot be used to command or repel encountered spiders; it only allows the caster to command the arachnids it summons. The spell's material component is a dried arachnid corpse.

Spirit Trap of the Darkbringer

(Abjuration)

Level: 5

Sphere: Plant, Necromantic (Moander)

Range: 0

Components: V,S,M

Duration: Special

Casting Time: 1 hour

Area of Effect: One living creature

Saving Throw: Neg.

This spell creates an innocuous-appearing false walnut. Once the spell is cast to create it, it can be activated at will by any possessed minion of Moander by clenching it in a special way. When activated, the round nut radiates a sphere of darkness that expands to the size of a pumpkin to encompass the



bearer's hand and forearm in an inky black ball in a single round. In the following round, the sphere shimmers like hot tar and emits a vinelike tendril of glassy black up to 20 feet in length that touches the target being. If the target fails a saving throw vs. spell with a -4. penalty, she or he is enveloped in darkness and transformed into a silhouette. The silhouette then constricts and squeezes into a tiny, black, marble-sized sphere that is pulled by the tendril into the minion's hand. The darkness then dissipates, leaving a clear, crystal walnut in the minion's hand surrounding the marble-size black sphere that is the imprisoned being. Victims who succeed at their saving throw vs. spell are unaffected by the vinelike tendril, and the spell dissipates immediately.

The clear spirit prison lasts for 1 day per level of the spellcaster. When the crystal nut is shattered or when the spell duration expires, the marble-size sphere of darkness reforms into the shape of the imprisoned creature and then the darkness dissipates, leaving the victim unharmed.

The material component of this spell is a black sapphire with greenish-yellow highlights of at least 5,000 gp value which is transformed into the false walnut.

Tentacle of Withering (Alteration, Necromancy)

Level: 6

Sphere: Combat, Necromantic (Moander)

Range: 0

Components: V,S,M

Duration: 6 rounds

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell transforms one of the caster's arms into a wriggling, eel-like gray tentacle, which is rubbery, flexible, can readily adhere to surfaces or grasp things (and release them whenever desired) and is retractable and extensible from the length of the original arm to 36 feet long. The tentacle can grasp or manipulate objects (at a -2 penalty from the caster's normal Dexterity), wield weapons (at a -2 penalty to attack rolls), constrict for 1d8 points of damage plus 1 point per level of the caster in a round, or enact its withering power (if the caster will it to): sucking life energy from a living body it is

touching. To wither, the tentacle must make a successful attack roll at the caster's THAC0 plus a +4 bonus. A successful withering attack causes the victim 1d8 points of damage plus 1 point per level of the caster and the loss of sensory or motive use of the struck body part for one round with no saving throw.

(Determine which body part is struck through random dice roll between possible targets). If the head is struck, a round of blindness and deafness inescapably results. If a leg is struck, that leg cannot move for one round. A struck arm cannot move or hold things and drops anything already in its grasp. The tentacle can repeatedly affect a victim, inflicting another 1d8 points of life-draining damage plus 1 point per level of the caster each round and disabling a new limb or the same limb-if it can maintain contact with the being.

The caster can end this spell early at any time by silent act of will, causing the tentacle to melt slowly away. While the tentacle is disappearing, the caster does not have any use of the tentacle/limb for one round. While the tentacle is in existence, the caster cannot engage in other spellcasting and may have limited mobility or be hampered in some activities.

The material component for this spell are a fragment of bone or small complete bone and a piece of rubber or eel flesh.

Wound

(Necromatic)

Level: 5

Sphere: Necromantic (Bhaal)

Range: 120 yards

Components: V,S

Duration: Permanent

Casting Time: 5

Area of Effect: One target being

Saving Throw: Neg.

A ranged version of the spell *cause serious wounds*, this spell does 2d8+1 points of damage to the target creature. If the target being succeeds at a saving throw vs. spell, all damage is negated.



Zin-Carla

(Necromancy)

Level: 7

Sphere: Necromantic (Lolth)

Range: Touch

Components: V,S,M

Duration: Varies

Casting Time: 4 rounds

Area of Effect: One creature

Saving Throw: Special

This spell is “the highest gift of Lolth,” granted rarely even to favored drow priestesses. It is a special form of *animate dead*, which creates a special sort of zombie known as a *spirit-wraith*. Imbued with skills, hit points, armor class, and THACO it have in life, this creation is telepathically linked to—and controlled by—the caster of this spell, usually a drow matron mother.

This spell may not be instantaneously granted, or may be denied entirely, at Lolth’s (as in the DM’s) will. It is granted only for the completion of specific tasks, and these may never be purely to work revenge or bring harm on other drow. Failure in the task brings on the disfavor of Lolth.

Zin-carla involves the forcible return of a departed soul or spirit to its body. Only through the willpower and exacting, sleepless control of the caster are the undead being’s desired skills kept separate from unwanted memories and emotions. The duration of the spell is limited by the needs of the task, the patience of Lolth, and the mental limits of the caster, for a total loss of control usually means failure.

So long as that control is maintained, the *spirit-wraith* cannot tire or be distracted from its task. It does not feel pain or disability, and will continue to function as long as it remains mobile.

A *spirit-wraith* cannot be made to cast spells without losing control over its mind entirely, but can fully use combat and craft-skills possessed in life. If control is lost, the wraith becomes a revenant, driven by hatred and the memory of its violation at the hands of the *zin-carla* caster. Uncontrolled *spirit-wraiths* do not stop until the *zin-carla* caster is destroyed.

A spirit-wraith driven to do something against its old nature has a chance of breaking free of its control (treat as a *charm* spell, with the same saving throw as in life). For example, one cannot successfully use this undead to destroy a being that it loved

in life. (A fact that Matron Malice Do’Urden learned to her chagrin.)

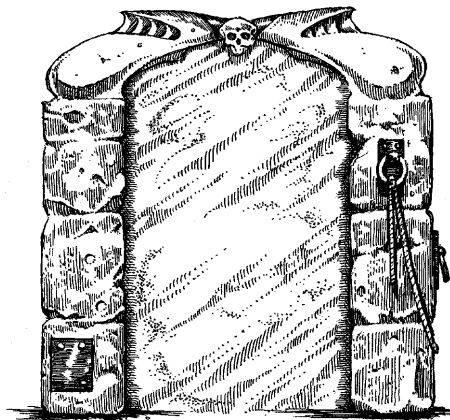
Spell-like natural powers (such as the *levitation* ability of drow) are retained and can be used by the undead. The *spirit-wraith* can use its former experience and memories, as much as allowed by the spell-caster. Both the spirit-wraith and the caster are immune to the effects of spells that attack the mind, and similar spell-like powers (such as the mental blast of a mind flayer). It knows wariness, anger, glee, hatred, frustration, and triumph, but not fear. It cannot be controlled by the spells and priestly powers normally used to command encountered undead, and control of it cannot thereby be wrested away from the caster of the *zin-carla*.

Spirit-wraiths do not breathe, but can speak (if allowed to do so by their controller). They can utter command and activation words, and the controlling caster can speak through them directly, but spell incantations will take effect if uttered by the undead.

To stop a *spirit-wraith* it must be physically destroyed; if it is still able to even crawl, it will do so, tirelessly, searching for a way to complete its task.

The material components of this spell are the corpse to be re-animated, and a treasured object that belonged to the person to be controlled. If the corpse is badly decomposed or not whole, other spells (such as *Nulathoe’s ninemen*) and magical unguents also will be required, to restore it to a whole condition.

Wizards and other powerful creatures (such as mind flayers, aboleth, or cloaklers) who raid and despoil drow cities can expect to face either a full-scale attack—or a *spirit-wraith* or two.





Sources

Most of the information regarding the characters, creatures, and organizations in this book is taken from some 80 novels, game products, and a few short stories. The principal sources for each entry are listed within the entry, but in the interest of saving space, only the titles of the sources are given. A complete listing of the sources follows, arranged alphabetically by title. The title, the series to which the source belongs (if any), the author, and the characters to whom the source pertains are all included.

We've used the phrase "principal sources" since the Realms is such a dynamic, active setting that many of these characters are mentioned in passing in numerous other sources, but these minor references contribute little vital or new information. Listing every occurrence of Manshoon's name in FR material would consume much time and space, yet add little to the character himself.

This bibliography is useful to readers and Dungeon Masters alike for two reasons. First, it can be called upon when you're trying to remember the title of a story about a particular villain so you can

read it again. Second, those who really want to get inside a villain's head, for roleplaying reasons or simply for character study, should consider reading about the character in the stories from which he or she comes. You can see how and why they employ their special items and spells, and you can pick up lots of ideas from observing the character's motivations and actions. The most interesting villains aren't evil just because they commit evil acts, and the stories about them often explain much about how they came to be who they are.

One principal source that isn't listed below is the 1989 product, *Hall of Heroes*. This book (and a few other FR game products) has been out of print for several years, and as such is not included in the list of available sources below. Nevertheless, *Hall of Heroes* (and the others) certainly contributed to the construction of this book and can be useful to those lucky enough to have copies. That said, here are the primary sources to seek out should you want more details on any of the entries presented in this book.





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"Go to Entreri," the mercenary said more seriously, waving his hand so that the mirror clouded over again, the image dissipating. "Go and satisfy his curiosity, and then you and your friends will go your way, and I will go mine."

Drizzt spent a long while staring at the mercenary, and Jarlaxle didn't press him for many moments, just locked stares with him, and in that moment they came to a silent understanding.

"Whatever the outcome?" Drizzt asked again, just to be sure.

"Your friends walk away unharmed," Jarlaxle assured him. "With you, or with your body."

❖
—from *The Silent Blade*
by R.A. Salvatore

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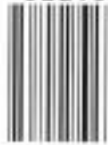
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