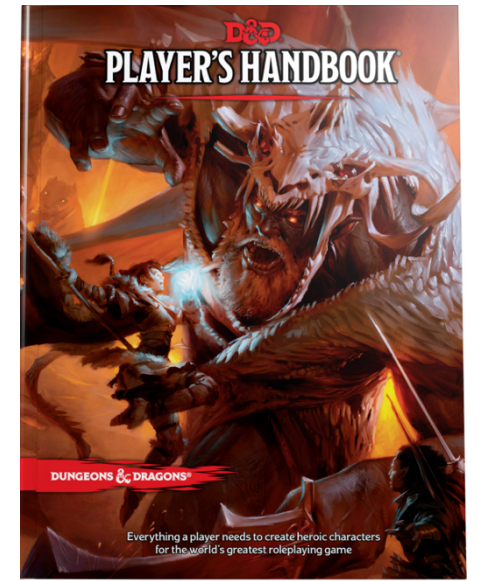
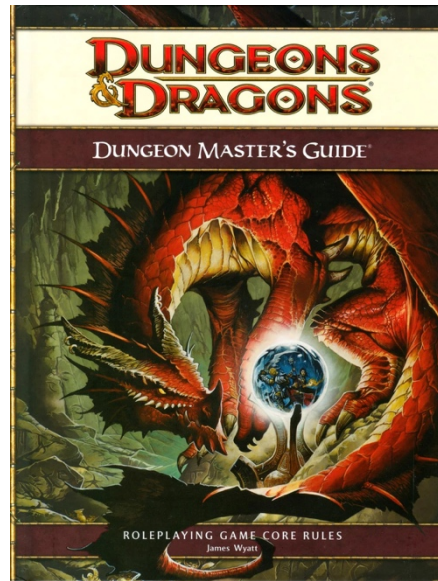
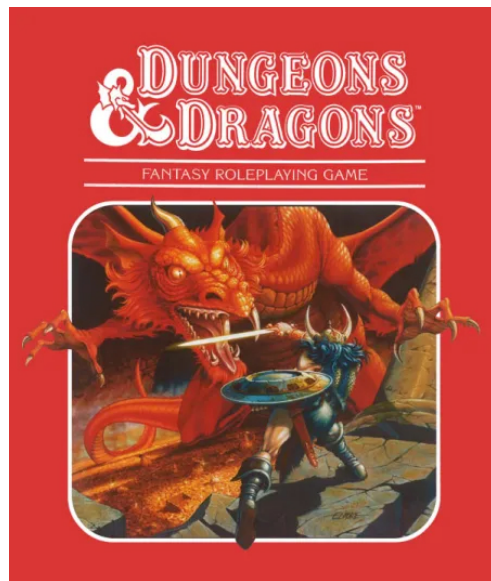
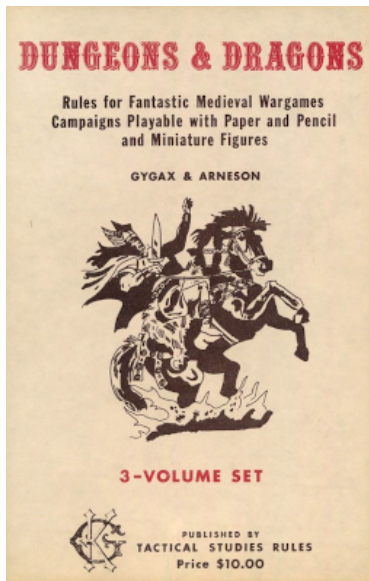


DUNGEONS & DRAGONS

ADVENTURES IN THE FORGOTTEN REALMS



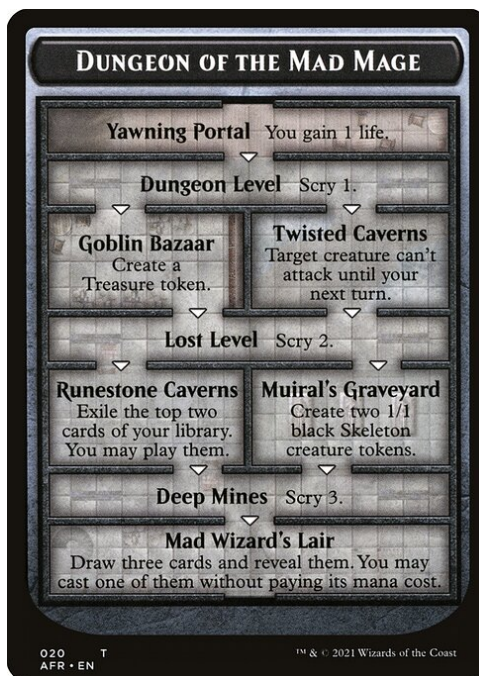
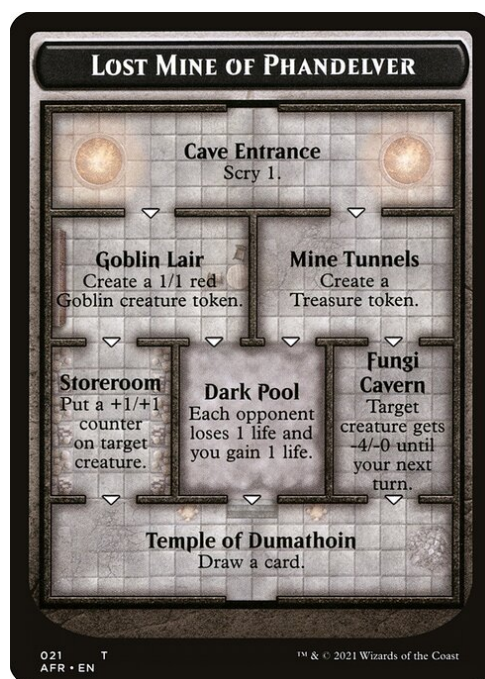
DUNGEONS & DRAGONS[®]

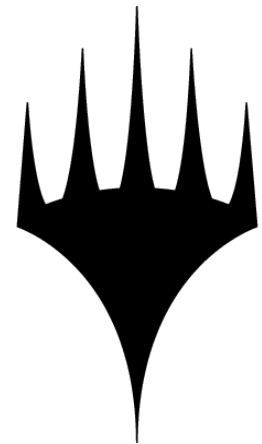
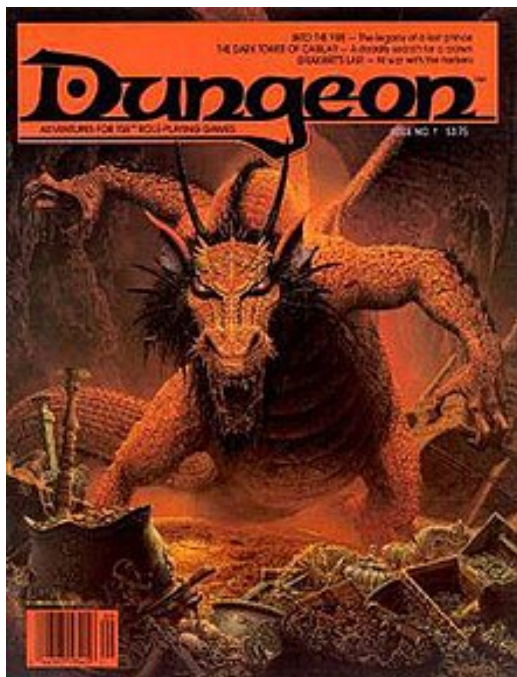


DUNGEONS & DRAGONS[®]



DUNGEONS & DRAGONS[®]





Chromatic Dragons

Chromatic dragons were a type of dragon distinguished typically by a solid, non-reflective coloring of their scales, hence the name. They were generally evil, greedy, and predatory, and usually worshiped Tiamat, whom they regarded as their queen. It was believed by scholars from Candlekeep that all species of chromatic dragons evolved from the proto-dragon species of the *inficedraco* genus.



WHITE DRAGONS, also called ice dragons or glacial wyrms, were the smallest and weakest of the classic chromatic dragons. However, they were by no means harmless. White dragons were extremely well-suited to their arctic habitat and had excellent memories. They were more feral than other dragons, though, and always chaotic evil. They breathed a cone of ice or frost.



BLUE DRAGONS, or storm dragons, were manipulative, lawful evil chromatics who were infamous for their skill at creating hallucinations, and their cruel use of such things. They preferred aerial combat, which allowed them to use their electrical breath weapon most efficiently. Blue dragons most often lived in arid wastelands and deserts. They were the second most powerful of the chromatic dragons.





BLACK DRAGONS, or skull dragons, were the most vile-tempered and cruel of all chromatic dragons. Excellent swimmers who normally lived in swamps and marshes, they preferred ambush attacks. They had a corrosive acid breath weapon.



RED DRAGONS were greedy, chaotic evil creatures, interested only in their own well-being, vanity, and the extension of their treasure hoards. They were supremely confident, being the largest and most powerful of the chromatic dragons. Typically found living in mountainous regions, they breathed a cone of fire.



GREEN DRAGONS were highly territorial, deceptive, forest-dwelling creatures who loved secrets and intrigue. Although lawful evil, they were duplicitous and cunning foes who loved combat. They were the third most powerful of the chromatic dragons. Their breath weapon was a cone of poisonous green gas.



Legendary Dragons



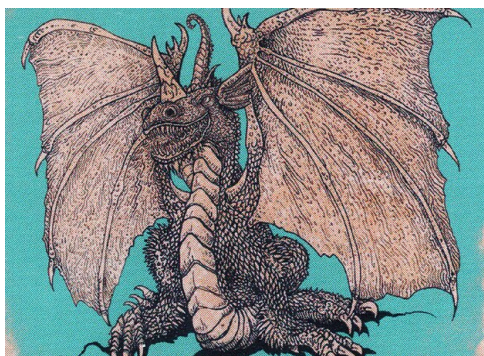
INGELOAKASTIMIZILIAN, also known as Icingdeath, was a white dragon who lived in a region of the Reghed Glacier known as Evermelt in Icewind Dale. He spent most of his time sleeping on a bed of ice that covered his hoard. Icingdeath was killed by Drizzt Do'Urden and Wulfgar, after Wulfgar threw his warhammer Aegis-fang into an icicle that fell and impaled the dragon in the heart. They slew Icingdeath so Wulfgar could fulfill the unfinished quest of his father Beornegar, and claim a trophy that would enable him to challenge the leader of his tribe to a duel. The dragon's horns served as this trophy. Even a century after he was slain, Icingdeath's frozen corpse remained within his lair in Evermelt. It became a site of veneration by cultists of Auril led by Bjami Tengervald, who worshiped them as a manifestation of their goddess. Eventually, the Ice Witch Hedrun Arnsfirth directed her simulacrum to animate Icingdeath's remains as an undead, skeletal dragon to fight off a band of adventurers within Evermelt.



Legendary Dragons



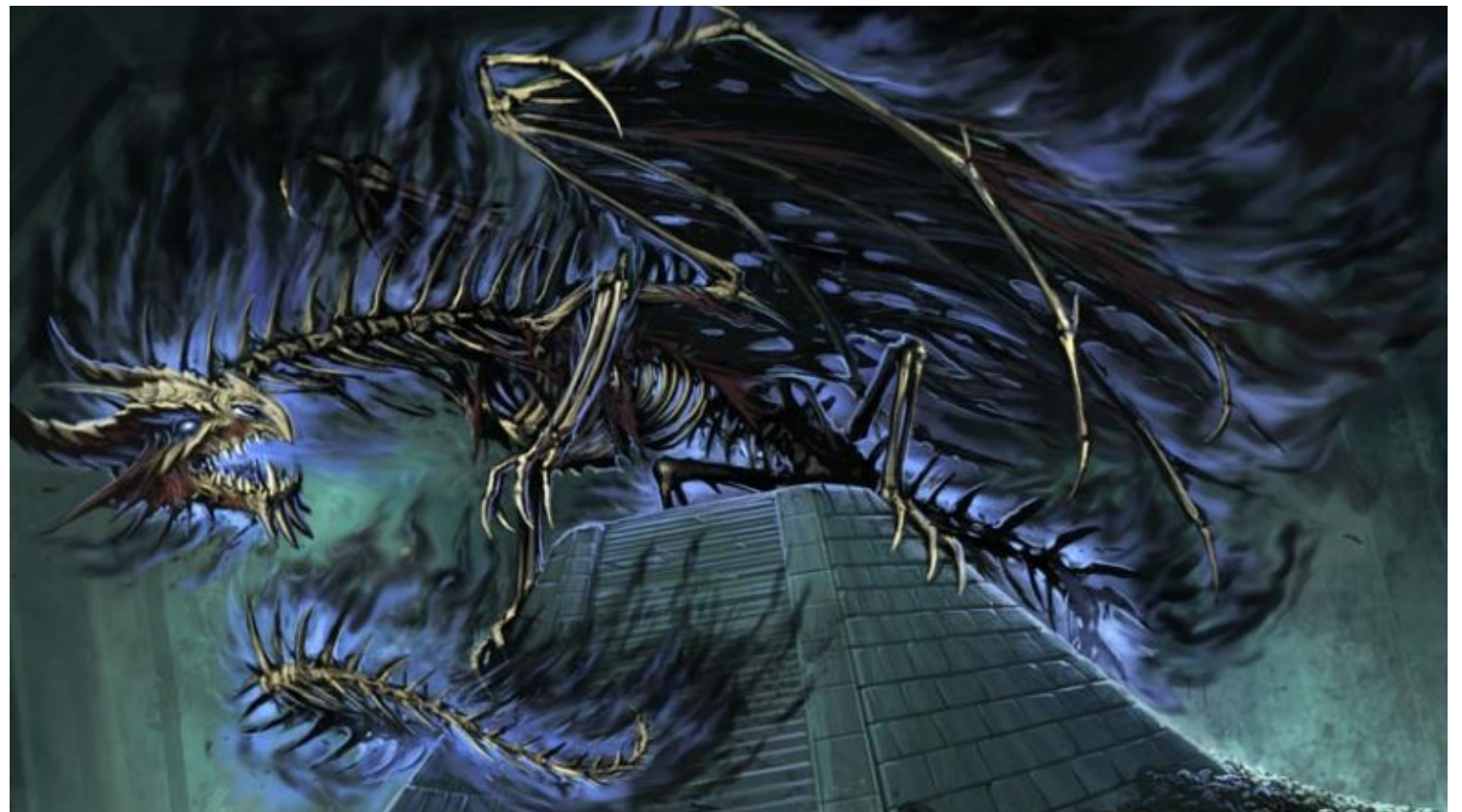
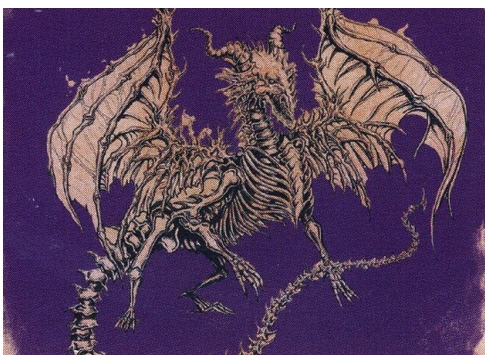
IYMRITH, also known as the Doom of the Desert and the Dragon of the Statues, was a powerful blue dragon sorcerer that dwelled within an abandoned amphitheater in the ruined Netherese city of Anarath in the Anauroch desert. Iymrith was manipulative and cunning, as shown by her ongoing deception of Serissa, daughter of the storm giant King Hekaton, for an extended duration of time. Her ultimate goal was to shed her physical form and achieve godhood. To get their revenge for all the chaos Iymrith had caused, the monarch of the Storm Giants ventured across the desert to Iymrith's domain, protected by their four bodyguards Nimir, Orlekto, Shaldoor, and Vaasha, to confront the villainous dragon. While it was unknown if they traveled alongside one another, the same adventurers that had thwarted Iymrith twice before were also present. Faced with overwhelming odds, Iymrith was slain in the battle—too prideful to abandoned the home she had fought so hard to claim centuries before.



Legendary Dragons



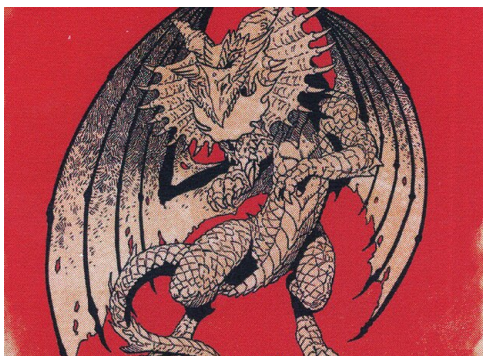
CHARDANSEARAVITRIOL, known as Ebondeath, was a black dragon who became a dracolich. Ebondeath was the first dragon to settle in the Mere of Dead Men in the Sword Coast North, making his home in Uthtower and ruling all of the surrounding area. Ebondeath became a dracolich at the behest of Strongor Bonebag, a priest of Myrkul and member of the Cult of the Dragon. The Ebondeath Sect of the Cult of the Dragon began worshipping him at the Mausoleum of the Ebondeath created at the Uthtower. Under the Eye of Myrkul, Ebondeath's body disintegrated into dust due to the god Myrkul's influence, although his spirit was still tethered to his remains. Worshipers from the Ebondeath Sect traveled to the Mere of Dead Men to see the remains and the sect grew. However, the Ebondeath Sect collapsed when Myrkul was destroyed. The location of Ebondeath's remains was subsequently lost.



Legendary Dragons



IMVAERNARHRO, also known as Inferno of the Star Mounts or simply Inferno, was an ancient red wyrm that laired within the Star Mounts, the range of peaks in the High Forest of the North. He was famous for his mastery of fire magic and a massive treasure hoard, legends about which have spread far across the North. Imvaernarho took delight in observing events of the world as they unfolded around him, interpreting the goings-on as some manner of play or performance created for his own personal amusement. While other dragons may be domineering or condescending in their pride, the wyrm colloquially known as Inferno acted more like a noble lord that was entitled to entertainment at the expense of others. He thoroughly enjoyed manipulating lesser beings into carrying out his wills, especially when carrying out attacks against others.



Legendary Dragons



CLAUGIYLIAMATAR was a green dragon who tried to influence the politics of Waterdeep and Neverwinter through her own criminal gang. Claugiyliamatar was always fascinated by powerful elven and human females and the spells that transformed dragons into humans. Her main aspiration was to be one of those powerful women, living in the hustle and bustle of city life. However, finding a way in which to do so without risking her safety proved problematic. Claugiyliamatar employed a large number of agents to manipulate events in the City of Splendors and Neverwinter known as the Gnowbones. She also sponsored adventuring parties, like the female nobles of the Bloodred Crown company.



Lands of Adventure

R11
DUNGEONS & DRAGONS

Dungeon Module R11
Cave of the Frost Dragon
AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

☞: Add ⚡.

⚡☞: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

350 R
AFR • EN LARRY ELMORE

U4
DUNGEONS & DRAGONS

Dungeon Module U4
Temple of the Dragon Queen
AN ADVENTURE FOR CHARACTER LEVELS 5-10



Land

As Temple of the Dragon Queen enters the battlefield, you may reveal a Dragon card from your hand. Temple of the Dragon Queen enters the battlefield tapped unless you revealed a Dragon card this way or you control a Dragon.

As Temple of the Dragon Queen enters the battlefield, choose a color.

☞: Add one mana of the chosen color.

357 U
AFR • EN ADAM REX

R16
DUNGEONS & DRAGONS

Dungeon Module R16
Lair of the Hydra
AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Lair of the Hydra enters the battlefield tapped.

☞: Add ⚡.

⚡☞: Until end of turn, Lair of the Hydra becomes an X/X green Hydra creature. It's still a land. X can't be 0.

356 R
AFR • EN WAYNE REYNOLDS

R14
DUNGEONS & DRAGONS

Dungeon Module R14
Hall of Storm Giants
AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

☞: Add ⚡.

⚡☞: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward ⚡. It's still a land.

354 R
AFR • EN ALEX STONE

R15
DUNGEONS & DRAGONS

Dungeon Module R15
Hive of the Eye Tyrant
AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Hive of the Eye Tyrant enters the battlefield tapped.

☞: Add ⚡.

⚡☞: Until end of turn, Hive of the Eye Tyrant becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

355 R
AFR • EN DITERLIZZI

R12
DUNGEONS & DRAGONS

Dungeon Module R12
Den of the Bugbear
AN ADVENTURE FOR CHARACTER LEVELS 17-20



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

☞: Add ⚡.

⚡☞: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

351 R
AFR • EN JEFF EASLEY

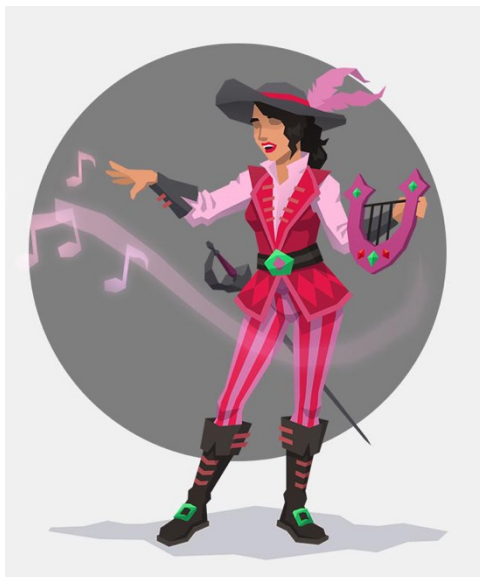
Class: Barbarian

BARBARIANS are mighty warriors who rely on their strength and incredible toughness, and characterized by a bestial rage empowered either by ancestral totems and nature spirits or an inner passion for violence. Barbarians are less versatile than fighters but are tougher and capable of dealing heavy damage to their foes much more quickly.



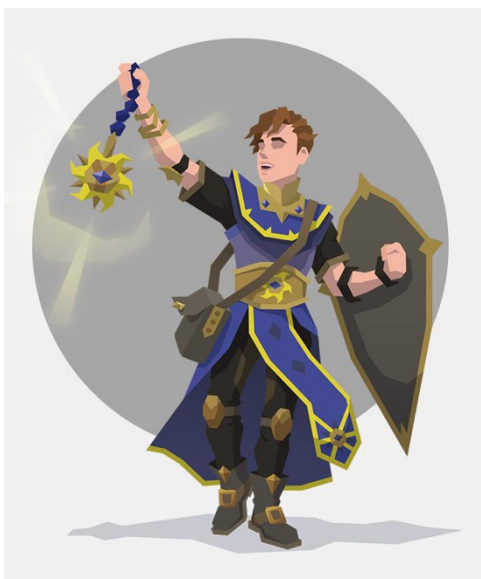
Class: Bard

BARDS are versatile arcane spellcasters, capable in combat, art, and magic alike. Bards practice magic as they would art or song, using their artistic talents to induce magical effects that either bolster their allies or hinder their enemies, typically through charms and illusions. In addition to their magical skills, bards are artistically talented and extraordinarily well-learned, possessing knowledge in a wide range of fields. Bards are among the most versatile of adventurers, capable of learning from practically any trade.



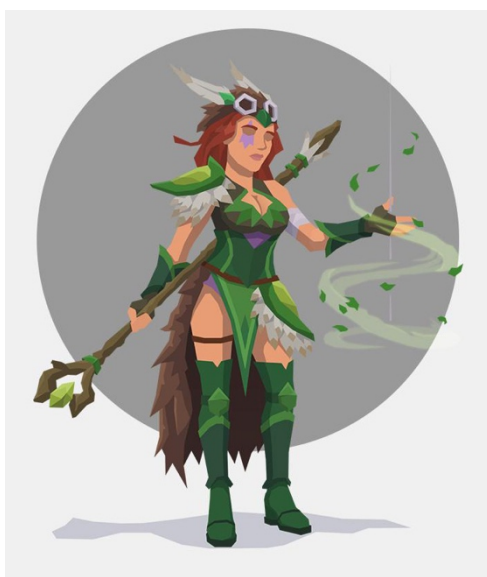
Class: Cleric

CLERICS are divine servants of one or more gods, serving them with martial might and divine magic fueled by their own strength of faith. As agents of a divine authority, clerics are empowered both by ritual training and their god's particular favor. Relatively rare, clerics inspire both reverence and terror, depending on their aims and whom they serve.



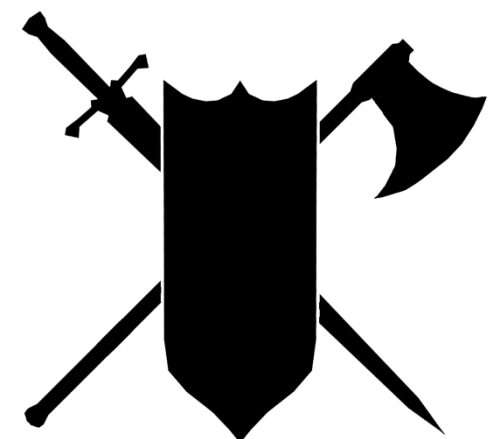
Class: Druid

DRUIDS are primal spellcasters of considerable power and versatility, who gain their power through being at one with nature or through a connection to a powerful deity or nature spirit. Guardians of the wilderness, druids see themselves less as masters of the natural order and more as an extension of its will.



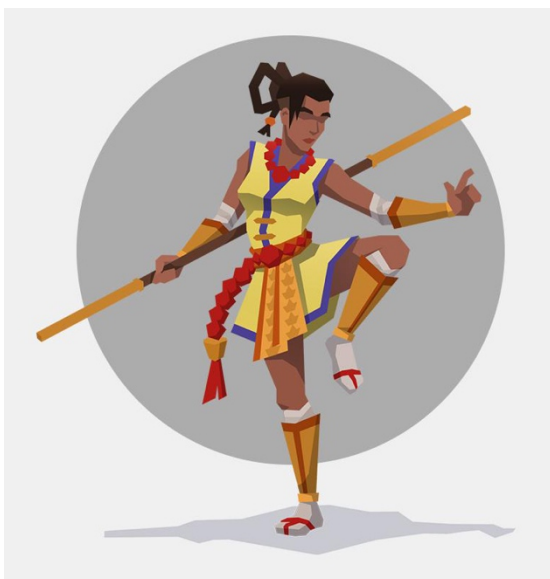
Class: Fighter

FIGHTERS are warriors skilled with a variety of weapons and trained in the arts of war. A skilled fighter defines the front line of any battle, breaking through enemy ranks and holding the line while their allies maneuver. All fighters are trained to use virtually any armor or weapon the situation requires; a fighter can use an axe, a rapier, or a greatsword with roughly equivalent skill. As well as being combat generalists, most fighters also specialize in a particular skillset, such as archery or combat magic.



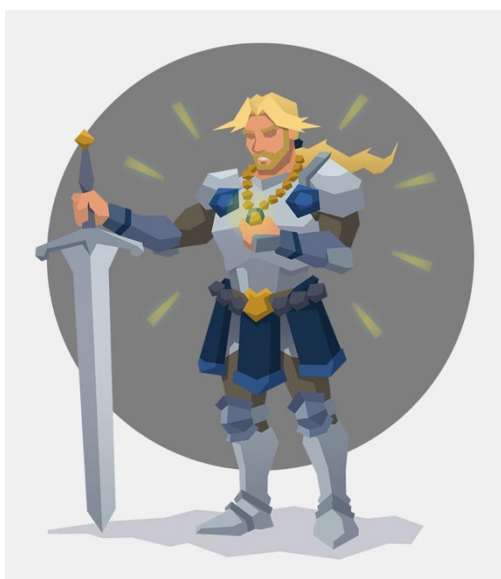
Class: Monk

MONKS are spiritual ascetics and practitioners of a mystical energy known as *ki*, the magical essence which flows through all living things. Monks utilize this energy to augment their own physical abilities, granting them extraordinary speed and strength. Monks can also use their own *ki* to alter the energy flow in other living creatures, for both defensive and offensive purposes. Monks' ability to manipulate *ki* is often (but not always) mediated by their own psionic ability.



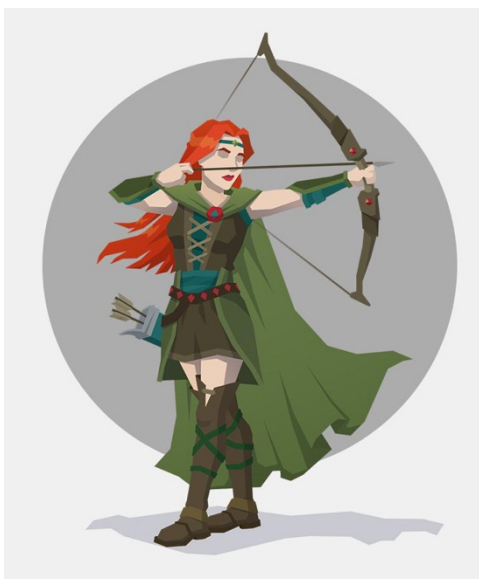
Class: Paladin

PALADINS are holy crusaders, sworn to an oath to promote and fight for their beliefs and values. As paragons of their beliefs, paladins are granted the ability to wield divine magic by deities or similar powers. So long as a paladin stays true to their oath, they retain the ability to wield these powers. The life of a paladin more commonly attracts good persons to it than those with malice in their heart, but evil paladins are not unheard of.



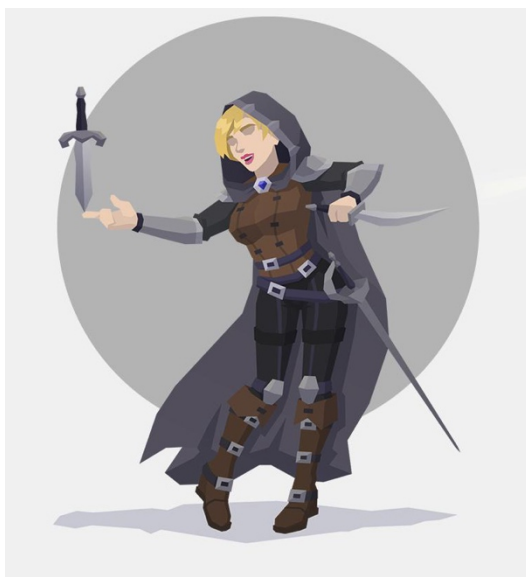
Class: Ranger

RANGERS are warriors who excel at exploring the fringes of civilization and hunting down deadly monsters. Hunters, scouts, trappers, and assassins, rangers can be found wherever civilization borders the wilderness. To aid them in their outback treks, rangers are trained in a number of combat techniques, survival skills, and even magic.



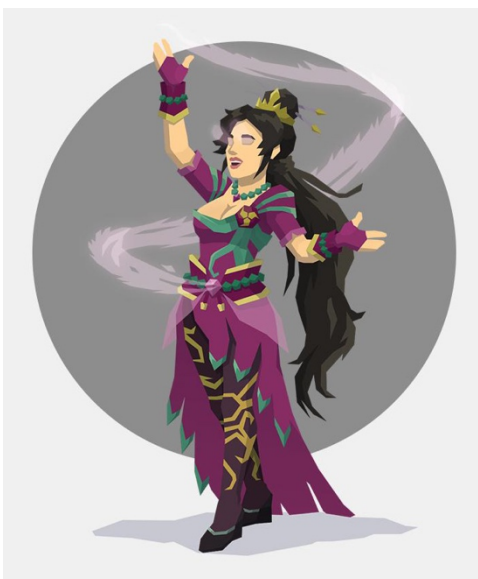
Class: Rogue

ROGUES are versatile masters of stealth, nimble combat, and various skillful tricks. Where other adventurers have the power to defeat their enemies, rogues use their wits and their natural resourcefulness to exploit their foes' vulnerabilities as well as to lead their allies safely through dangerous environments, disarming traps and opening locks along the way.



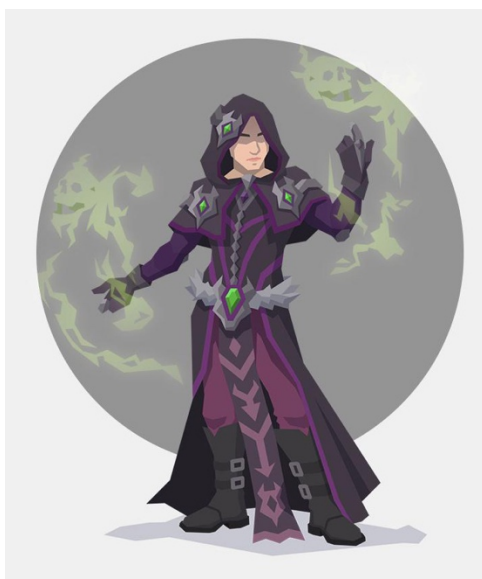
Class: Sorcerer

SORCERERS are wielders of arcane magic that taps into the Weave in ways bound only by their own willpower. Unlike most other arcane spellcasters, particularly the wizards they are often compared with, sorcerers have innate magical ability and are noted for their lack of study in obtaining such power. A sorcerer prefers to unleash their full power, without restraint, blasting their enemies into oblivion. As a result, the magic a sorcerer wields is intensely powerful though often somewhat unpredictable.



Class: Warlock

WARLOCKS are arcane spellcasters who gain power through pacts with powerful entities, most commonly devils, elder evils of the Far Realm, fey, or demons. These pacts allow warlocks to channel powerful abilities of arcane might that would otherwise be closed to them. Those abilities aren't limited to those striking pacts with magical entities. Some are born with them because they belong to a powerful magical bloodline and those who master that power are also called warlocks.



Class: Wizard

WIZARDS are arcane spellcasters that learn to practice the Art through research and learning. They draw upon the Weave through a broad range of magical spells and abilities learned through years of practice and training. Through the spells they prepare and memorize, powerful wizards can take control over a battlefield, commanding fire and lightning as easily as others wield sword and shield. They can learn and perform intricate rituals of arcane power that draw in entities from across the multiverse or peer into future potentialities that have not yet come to pass.



Inventory



Inventory



Inventory



Inventory



Adventurers



BARROWIN UNDURR was a devoted Gold Dwarf Cleric of Gorm Gulthyn. Along with several other adventurers, she played a vital role in thwarting the schemes of the Cult of the Dragon in the late 15th century DR. She had a dour outlook on life but would always stand against evil, especially when it moved against dwarven-kind. Barrowin took immaculate care of her weapons and armor. She never let them become rusty. She kept a single gem along with her during her travels, and had regular conversations with it. It was unknown whether or not the gem ever reciprocated.



BRUENOR BATTLEHAMMER was a Shield Dwarf Fighter and the eighth, tenth, and thirteenth king of Mithral Hall from 1356 DR to 1362 DR and 1370 DR to 1409 DR. He was the dwarven adoptive father of Catti-brie and Wulfgar, friend to Drizzt Do'Urden and Regis, crafter of Aegis-fang, and a member of the Companions of the Hall. Bruenor had wild red hair and beard. He had a large, hawk-like, pointy nose that had been broken several times. His eyes were blue and he stood 4.5 feet (1.4 meters) tall. In 1357 DR, he lost his right eye in battle and gained a great scar running from his forehead to his jaw. However, his eye was later restored. Bruenor was gruff and stubborn, but he showed a tender side for his daughter, Catti-brie, and even Wulfgar at times. He was somewhat suspicious of magic. He was willing to put aside his prejudices for other races when needed, which helped him gain the friendship of Drizzt. He was a strong leader and equally strong fighter. His legacy of leadership still persisted decades after his death. He was reincarnated in 1463 DR as Reginald Roundshield of Citadel Felbarr.



DELINA was a Moon Elf Sorcerer who decided to travel to Baldur's Gate in order to find her twin brother, Deniak, whom she sensed was in trouble via their mystic bond. Inquisitive and fearless, she may have looked vulnerable but she carried a great strength within. While her wild surges often created chaotic circumstances, Delina often sought more stability and structure in her life. This desire for safety and control only went so far however, as Delina came to understand she must embrace her true nature and come to terms with her abilities. While Delina had tremendous natural ability wielding magic, she never truly accepted her potential to its fullest extent. The source of her power originated from emotions and her empathetic nature. It manifested in new and astounding ways when she or those she cared for were in peril, or their emotions were too overwhelming to bear. Despite her potential innate power, Delina enjoyed using her magical abilities to bring joy to others, such as providing entertainment for children.



DRIZZT DO'URDEN (Drizzt Daermon N'a'shezbaernon) was a male Drow Ranger. He was an atypical drow who had forsaken both the evil ways of his people and their home in the Underdark, to become the legendary hero of the North. Like other drow, Drizzt's skin was black and his stark white hair was long, thick, and flowing. Drizzt's favorite weapon was the scimitar, and he carried two, nicknamed Twinkle and Icingdeath. He also carried a unique figurine of wondrous power that summoned his black panther companion Guenhwyvar. He normally wore a necklace attached to a white unicorn head, the symbol of his goddess, Mielikki, the goddess of rangers. This symbol was crafted for him by his good friend Regis from scrimshaw (the bone of the knucklehead trout found in Icewind Dale). Thoughtful and sensitive to others, Drizzt held himself to the highest ideals but didn't expect the same of others. Drizzt was haunted by the danger he brought to those he befriended, thanks to the scrutiny of the clerics of Lolth and his other foes (notably the demon Errtu and the human assassin Artemis Entreri).



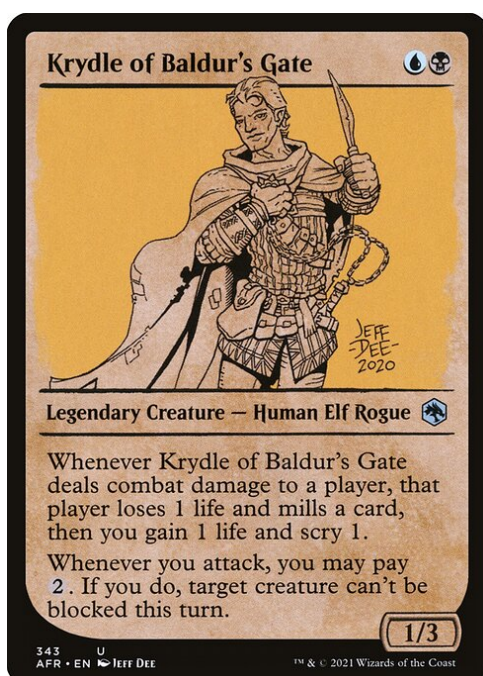
FARIDEH was a Tiefling Warlock who accidentally made a pact with the cambion Lorcan. She was the adopted daughter of a dragonborn warrior named Mehen and the twin sister of Havilar. Farideh was tall and thin and had one golden and one silver eye. Farideh had a love-hate relationship with her master Lorcan. She wanted to get out of the pact that she never really wanted in the first place but was unwilling to take the necessary steps. She had at least one occasion to kill Lorcan, which would have ended the pact but she chose not to. She loved her sister and adopted father although she frequently argued with both.



GRETCHEN TITCHWILLOW was a wandering Halfling Druid in the late 15th century DR. Gretchen had a love for the tranquility of nature, and a dislike for busy cities. A capable druid, Gretchen could wild shape into a number of animal forms, including badger, mouse, owl, and tortoise. Gretchen found her vocation as a druid in a grove of willow trees near Waterdeep. She visited often, content to enjoy the silence of the woods. One day, the willow trees began speaking to her. They took her under their boughs, telling her stories and teaching her many willow-secrets over the course of a full year. At year's end she was given a huge gem that allowed her to commune with the willows always, and was sent off to wander under the wise guidance of the trees. Eventually she was tasked with traveling to the city of Baldur's Gate to put down an evil presence and plant a willow tree.



KALAIN was a famously eccentric Half-Elven Bard and painter, the former lover of Dagult Neverember from Waterdeep. Kalain loved Dagult dearly, and became furious when he broke their relationship off. After separating from the then-Open Lord, she started painting monsters meant to be representations of him that, thanks to her ability to draw upon the Weave, could come to life. After her relationship ended, Kalain became paranoid, thinking that every stranger she encountered was an assassin sent by Dagult. The one exception to Kalain's paranoid tendencies was Vhaspar Holmdreg, an elderly Ilmatari priest who periodically brought her food, firewood, and painting supplies. He rented a room in the west wing of Kalain's house, and as such was entrusted with a key to the building. Kalain had earned the loyalty of the rats living in her home, and they were always ready to defend her from attack.



KRYDLE was a Half-Elf Rogue and poet who lived in Baldur's Gate in the late 15th century DR, estranged from his father Coran. He hated the politics of the city and the schism between upper and lower cities. Despite being estranged from his father and his hatred of the city's nobles' machinations, Krydle was very familiar with politics and knew its inner workings well. Throughout his life, Krydle was a member of the city's vast criminal network. In his youth he was a member of the gang known as the Blades of Burgust, alongside Dorjo, Lily Swift, and Burgust himself. As an adult, he shared his hidden underground safehouse with his halfling friend and trusted ally Shandie and formed a group of adventurers with Minsc and Delina. Krydle and Shandie shared a close bond, both wanting little more than to continue their life of crime. As they saw it, their lifestyle benefited the poorest and most unfortunate Baldurian citizens.



MINSC was a kind-hearted—but rather addled—Rashemaar Ranger that enjoyed many adventures across the Sword Coast and beyond. He was a large, bald human. His face was partially covered in a purple tattoo. He joined many adventuring parties throughout the 14th and 15th centuries DR, including the Heroes of Baldur's Gate. Minsc was famously known for his habit of talking to a hamster called Boo, whom he believed was a miniature giant space hamster, despite no one else ever witnessing any evidence of this. It was believed that Minsc had suffered significant head trauma sometime in his past; it was not known what his mental capacities were before that, but he mentioned that it had happened around the time he befriended Boo, whom he knew had a brilliant mind and brave heart. Fortunately, he was also kind by nature and was determined to be a hero. He espoused either a neutral or chaotic version of a morally good outlook on life. The brave hero even found himself an "arch-enemy" in Krigar the Courageous, an oni mage that masqueraded as a competing hero in Baldur's Gate.



OSWALD FIDDLEBENDER was a Gnome Artificer of many professions who sold potions and piloted an airship in the late 13th and early 14th centuries DR. Eccentric, bumbling, yet brilliant Oswald owned numerous loosely bound tomes and notebooks with spells and recipes. Some were of his own creation, including *Oswald's Mending*, penned with Maralie Fiddlebender's assistance—the spell that patched and fixed his flying ship. Oswald was a skilled alchemist, especially in producing volatile and dangerous potions. He could also create different types of armor from beetle shells. As well as producing armor, he was also able to tailor garments, such as cloaks, gloves, scarves, hats and boots. Adventurers could purchase any of these items of clothing by providing Oswald with the materials (such as a yeti pelt) and gold.



SHESSRA was a Half-Elf Warlock who was obsessed with plundering the secrets of the ancient empire of Netheril, a realm ruled by powerful wizards whose fall brought the vast desert of Anauroch into being. True to her nickname, she spoke only in sibilant whispers, whether she was using magic to bend the minds of others to her will or draw out the secrets of the dead.



TRELASARRA ZUIND was an Elf Cleric, priestess of Eilistraee, informal leader of the newly restored Promenade of the Dark Maiden as of the 1490s DR. Trelasaarra was a kind and gentle soul. She wished to live engaging in the worship of Eilistraee and putting her teachings in practice. However, she was also well aware of the threats posed to the newly restored Promenade, and was ready to fight and take all the measures needed to protect the people living there. Despite being their leader, Trelasarra didn't claim any title—a loose hierarchy, with little to no formal titles, was the standard for the Church of Eilistraee.



VOLOTHAMP GEDDARM, or Volo for short, was a widely traveled Human Wizard and Sage. He was a legendary traveler and storyteller, and was most famous for his guidebook published by Tym Waterdeep Limited. Volo was oft portrayed as the quintessential "go-to guy" of the Realms even if his information was, at best, half-accurate. He was too curious for his own good. Volo was a wizard of moderate ability, specializing in rare and unusual spells. He was believed to have invented several noteworthy minor spells concerned with finding and documenting information. As a sage, he was primarily interested in the spells and activities of human wizards; his secondary expertise was the geography and lore of the known human realms of Faerûn.



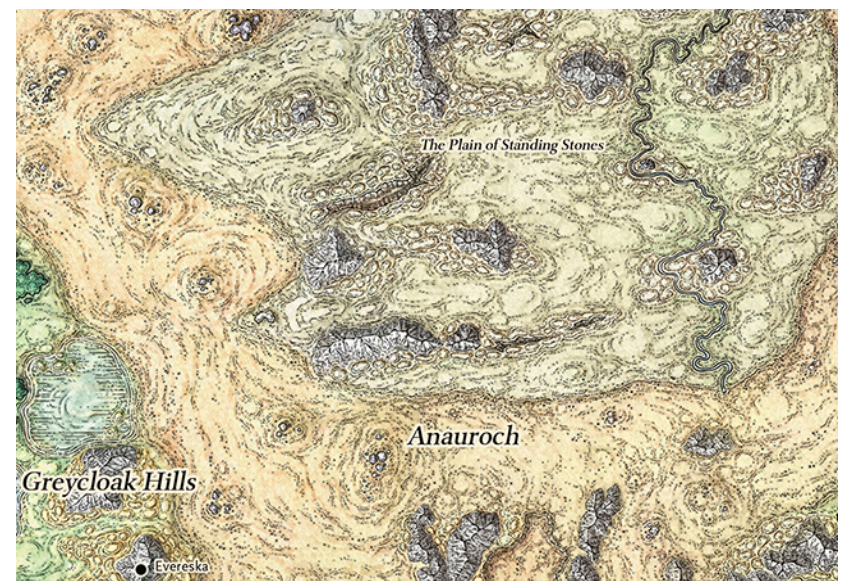


The Landscape

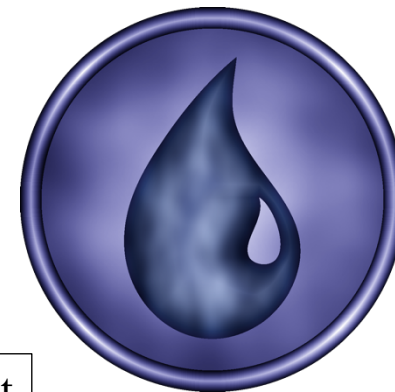
THE TEN TOWNS were a loose confederation of frontier villages found in Icewind Dale in the western Frozenfar. The communities of the Ten Towns attracted those people of Faerûn determined to find a life for themselves, and those desperate to leave their former lives behind. While life within each community exemplified diligence and partnership, relations between each of the communities demonstrated the fierce competitive spirit that was needed to survive in the North.



SILVERYMOON was often dubbed "the Gem of the North", for it resembled and emulated the (formerly) lost elven city of Myth Drannor in many respects. It was one of the few civilized places in the middle of the rough and untamed wilderness that was the North of Faerûn. It had a rich cultural life and was renowned as a meeting place for all races that were morally inclined towards good. Even the occasional drow with good intentions (most notably the famous ranger Drizzt Do'Urden) could eventually find hospitality in the city of Silvermoon. Silvermoon was also famous for its pervading tradition of magic, and was home to many notable wizards, sorcerers and other mages. One of its permanent structures, the Moonbridge, was created by magic.



The Landscape



WATERDEEP, also known as the City of Splendors or the Crown of the North, was the most important and influential city in the North and perhaps in all Faerûn. It was a truly marvelous cosmopolitan city of great culture that attracted the most talented artisans, artists, and scholars from across the Realms, as well as a commercial hub for financial interests along the coast and beyond. It was one of if not the most powerful and influential member-states of the Lords' Alliance, the coalition of nations and city-states that sought to maintain order along the Sword Coast and the North.



MAELSTROM was the main stronghold and seat of power for the storm giants of the Trackless Sea. The fortress lay on the floor of the Trackless Sea, 3,000 feet beneath the surface at a point between Ruathym, the Whalebones, and the Korinn Archipelago. Carved into a gargantuan reef, the fortress was made up of four rocky towers covered in barnacles and coral. Between these towers sat a large sinkhole descending into the fortress's core. The interior of the fortress was made up of air-filled chambers and corridors. Sized to gigantic standards, ceilings in the fortress were 50 feet high. Oval windows made of thick, transparent crystal lined many rooms. The storm giants of the Maelstrom cultivated giant anemones used for storage and waste disposal. Continual flames illuminated wall sconces around the fortress.



The Landscape

THE MERE OF DEAD MEN (or Merdelain, meaning "Slow Marching Court" in Elvish) was a cold saltwater swamp roughly 100 miles (160 km) long by 30 miles (48 km) wide along the shore, located along the Sword Coast on the Sea of Swords between Neverwinter and Waterdeep. The name "Mere of Dead Men" referred to the thousands of dwarves, elves, and humans of the Fallen Kingdom who were slain here during the invasion of an orc army. It was a desolate place full of monsters and few members of the civilized races. The water was deep enough that it could be navigated on a flat-bottomed boat, but the dark water and hidden obstructions made that choice dangerous. The swamp constantly grew over time, swallowing homes and property located close to its boundaries.



BALDUR'S GATE, also called simply the Gate, was the largest metropolis and city-state on the Sword Coast, within the greater Western Heartlands. It was a crowded city of commerce and opportunity, perhaps the most prosperous and influential merchant city on the western coast of Faerûn. Despite its long-standing presence as a neutral power, the leaders of Baldur's Gate were members of the Lords' Alliance of powers in the west. The strong peace-keeping force known as the Watch, along with the presence of the powerful Flaming Fists mercenary company, kept the city generally peaceful and safe. This inherent sense of security allowed the Gate to keep a tolerant and welcoming attitude towards outsiders, whether they were wealthy merchants, poor refugees or, as it historically attracted, less-scrupulous individuals such as pirates and smugglers.



The Landscape



THE SPINE OF THE WORLD was a mountain range that stretched across the northwest region of Faerûn from the Cold Run near the Sea of Moving Ice, to the Ice Spires north of the Silver Marches. The Spine of the World mountains shielded the civilizations of the North from the freezing expanse of the Uttermost North that comprised the Reghed Glacier and the Endless Ice Sea. Folks all across the lands of the Savage Frontier and the Silver Marches, particularly those in Scornubel, referred to the Spine as "the Wall". On the winter days when the white snow-covered faces of the peaks met the iron-gray of the sunless winter sky, it appeared as though the peaks were holding up sky. To others, it simply marked the end of the world as they saw it.



HUNDELSTONE was a trade town of 1,200 gnomes, dwarves, and humans located at the western edge of the Spine of the World along the Ten Trail. The town's buildings were built low to the ground, with the majority of living space consisting of cellar rooms cut into the rock. There were five guesthouses that housed visitors and travelers stuck for the winter because of bad weather in the pass; these guesthouses specialized in dishes made from the plentiful rock hares in the area, namely jugged hare, hare stew, curried skewered hare, and fried spiced hare. Most of the dwarves and gnomes were miners, while most of the humans served as monster slayers (gaining a monthly salary of 100 gold pieces plus 25 gold pieces per monster head), guides and guards to the caravans, or hunters (namely of wolves, raptors, crag cats, and the ever-plentiful rock hares).



The Landscape

THE NEVERWINTER WOOD, previously called Llewyrwood by the elves of Illefarn, was a dense forest located in the North. It possessed a sense of magic within it. The Neverwinter River flowed down from Mount Hotenow through the Neverwinter Wood. Notable hills and mountains within included Berun's Hill and the Crag, within which lay the famous Mount Hotenow. The western region of the Neverwinter Wood was known as the Watcher's Forest, so named for its sacredness amongst the Helmite priests of the region. It was tended to by his devout followers that lived in Helm's Hold, and even held an entranceway into the subterranean Crypts of the Vigilant Eye.



THE UNDERDARK was the vast network of underground caverns and tunnels underneath the surface of Abeir-Toril. It was home to a host of evil beings driven deep into the caverns at the end of the age of demons. The Underdark was not one giant cavern under Faerûn, but rather, many huge networks of caverns and caves divided into several domains that were similar to continents of the world above. While it was possible to travel from one place to another within a domain, separate domains tended to have very few passages linking them. The major domains of the Underdark were the Buried Realms, the Darklands, the Deep Wastes, the Earthroot, the Glimmersea, Great Bhaerynden, the Northdark, and Old Shanatar.



The Adventuring Party



ELLYWICK TUMBLESTRUM, the legendary bard and a gnome whose many journeys began on an unknown world of the Material Plane, has beguiled a fey prince, calmed the fury of the Nine Hells, twisted the mind of an archmage, won the love of a dragon-god, and brought a demon queen to tears. The magic of a wish spell granted by a lucky draw from the Deck of Many Things made her the greatest bard in the Multiverse. Her music bends hearts and minds to her will, draws animals to her side, and reshapes her environment.

NADAAR, bold and confident, the bronze-scaled dragonborn paladin, leads the adventuring party as they explore ruins across the Forgotten Realms. Though he never lets his enjoyment of exploration blunt his alertness—as danger certainly lurks around every corner—he takes a gleeful delight in all the precarious situations he ends up in. He knows his companions find comfort in having his armored bulk between them and any danger that lies ahead, and he is more than happy to bear the brunt of any attack.

VARIS, the thoughtful and perceptive half-elf ranger, comes from the northern city of Silverymoon, heart of the Silver Marches. He is keenly aware of his surroundings and in tune with his wolf companion but can sometimes come across as aloof with his adventuring friends. Even so, they know that Varis is always covering their backs, ready with an arrow if danger should arise from any side.

HAMA PASHAR, curious and studious, is more interested in acquiring knowledge than treasure. She comes from the southern land of Calimshan where she has made extensive study of both ancient and modern cultures across the world. But she has always been impatient with books when ruins lie scattered across the world, practically begging to be explored so they can reveal their secrets!

The Adventure





Roleplaying



Monsters



LOLTH

Gargantuan fiend, chaotic evil

Armor Class 23 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., climb 60 ft.

STR: 22 (+6)

DEX: 30 (+10)

CON: 30 (+10)

INT: 26 (+8)

WIS: 26 (+8)

CHA: 30 (+10)

Saving Throws Str +15

Skills Arcana +26, Athletics +24, Deception +19, History +26, Insight +17, Perception +26, Persuasion +19, Religion +26, Stealth +19

Damage Resistances fire, damage from spells

Damage Immunities acid, cold, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, stunned

Senses blindsight 240 ft., tremorsense 240 ft., truesight 240 ft., passive Perception 36

Languages all, telepathy 120 ft.

Challenge 30 (155000 XP)

LOLTH is an ancient goddess who spins webs of deceit and feeds on destruction and chaos. The Spider Queen maintains a stranglehold over her Underdark cult of drow elves, severing them from the rest of the world. Millennia ago, Lolth ignited a divine war between elven gods, sundering the elven peoples forever. She then convinced a group of drow elves to follow her to the Underdark—where they remain her fanatical worshippers to this day. Known as the Spider Queen or the Demon Queen of Spiders, Lolth commands the absolute loyalty of her cultists. Whatever she demands, they do.

ACERERAK

Medium undead, neutral evil

Armor Class 21 (natural armor)

Hit Points 285 (30d8 + 150)

Speed 30 ft.

STR: 13 (+1)

DEX: 16 (+3)

CON: 20 (+5)

INT: 27 (+8)

WIS: 21 (+5)

CHA: 20 (+5)

Saving Throws Con +12, Int +15, Wis +12

Skills Arcana +22, History +22, Insight +12, Perception +12, Religion +15

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses truesight 120 ft., passive Perception 22

Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Giant, Infernal, Primordial, Undercommon

Challenge 23 (50000 XP)

ACERERAK is a powerful lich known and feared throughout the Multiverse. Much of his past is forgotten, but ancient texts assert that he comes from the world of Greyhawk. Acererak travels the planes in search of artifacts. When he finds something useful or interesting, he locks it away. Although he's powerful enough to pursue godhood as other liches have done, Acererak has no interest in being a god or being worshiped. He prefers to create evil gods and unleash them on mortals and immortals who oppose him. Although he has lived on many worlds and crafted countless demiplanes, Acererak spends most of his time building tombs. He fills each one with treasure to attract powerful adventurers. He then kills them off in terrible fashion, using deadly traps and monsters while baiting and ridiculing them. The terror he evokes scars their souls, which he traps in his phylactery, the location of which is one of the Multiverse's greatest secrets.





THE TARRASQUE

Gargantuan monstrosity, unaligned

Armor Class 25 (natural armor)
Hit Points 676 (33d20 + 330)
Speed 40 ft.

STR: 30 (+10)

DEX: 11 (+0)

CON: 30 (+10)

INT: 3 (-4)

WIS: 11 (+0)

CHA: 11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Immunities fire, poison; bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 30 (155000 XP)

THE TARRASQUE is possibly the most dreaded monster of the Material Plane. It is widely believed that only one of these creatures exists, though no one can predict where and when it will strike. The destructive potential of the tarrasque is so vast that some cultures incorporate the monster into religious doctrine, weaving its sporadic appearance into stories of divine judgment and wrath. Legends tell how the tarrasque slumbers in its secret lair beneath the earth, remaining in a dormant state for decades or centuries. When it awakens in answer to some inscrutable cosmic call, it rises from the depths to obliterate everything in its path.

ASMODEUS

Large fiend, lawful evil

Armor Class 30 (natural armor)

Hit Points 736 (20d20 + 400)

Speed 60 ft., fly 120 ft.

STR: 29 (+9)

DEX: 20 (+5)

CON: 30 (+10)

INT: 30 (+10)

WIS: 27 (+8)

CHA: 28 (+9)

Saving Throws Str +18, Con +19, Int +19, Wis +17, Cha +18

Skills Arcana +25, Deception +25, Perception +30, Religion +20, Insight +30, Intimidation +25

Damage Vulnerabilities radiant

Damage Resistances acid; lightning; psychic; slashing, piercing, and bludgeoning from nonmagical weapons

Damage Immunities fire, poison, necrotic, cold

Condition Immunities charmed, deafened, blinded, frightened, poisoned, petrified

Senses darkvision 240 ft., truesight 120 ft., passive Perception 32

Languages Common, Abyssal, Celestial, Infernal (can understand all languages, telepathy 1 mile)

Challenge 30 (155,000 XP)

ASMODEUS, the Lord of the Nine Hells, wants to rule the cosmos. Under his watch, he believes, the universe would take on a pristine, perfect state, with every living creature assigned a place in the infernal hierarchy. Wars would end, and every creature would have a purpose to fulfill. The universe would be a utopia, at least as Asmodeus views such a thing. Of course, as he sees it, Asmodeus is the only being with the charisma, strength, and insight necessary to shepherd in this ideal future. His rivals among the devils are inferiors who, if left to their own devices, would turn the cosmos into a demon-infested maelstrom. The powers of good are sentimental fools, too delicate and soft to do what must be done. In his mind, Asmodeus has been chosen by the universe to protect it from annihilation.





ORCUS

Huge Fiend (Demon), Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 405 (30d12 + 210)
Speed 40 ft., fly 40 ft.

STR: 27 (+8)

DEX: 14 (+2)

CON: 25 (+7)

INT: 20 (+5)

WIS: 20 (+5)

CHA: 25 (+7)

Saving Throws Dex +10, Con +15, Wis +13

Skills Arcana +12, Perception +12

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 22

Proficiency Bonus +8

Languages all, telepathy 120 ft.

Challenge 26 (90000 XP)

ORCUS is the Demon Prince of Undeath, known as the Blood Lord. He takes some pleasure in the sufferings of the living but far prefers the company and service of the undead. His desire is to see all life quenched and the Multiverse transformed into a vast necropolis populated solely by undead creatures under his command. Orcus rewards those who spread death in his name by granting them a small portion of his power. The least of these become ghouls and zombies who serve in his legions, while his favored servants are the cultists and necromancers who murder the living and then manipulate the dead, emulating their dread master. Orcus is a bestial creature of corruption with a diseased, decaying look. He has the lower torso of a goat and a humanoid upper body with a corpulent belly swollen with rot. Great bat wings sprout from his shoulders, and his head is like the skull of a goat, the flesh nearly rotted from it. In one hand, he wields the legendary Wand of Orcus.

XANATHAR

Large aberration, Lawful Evil

Armor Class 21

Hit Points 213 (25d10 + 76)

Speed 0 ft., fly 30 ft. (hover)

STR: 12 (+1)

DEX: 14 (+2)

CON: 18 (+4)

INT: 17 (+3)

WIS: 15 (+2)

CHA: 17 (+3)

Saving Throws Con +6, Int +8, Wis +7, Cha +8

Skills Perception +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks, fire

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Common, Deepspeech,

Undercommon

Challenge 20 (25000 XP)

XANATHAR is the name given to the beholder crime lord that lives in the dungeons under Waterdeep. It isn't the first beholder to claim this mantle, nor will it be the last. Like all beholders, Xanathar is a paranoid tyrant that charms and bullies its minions into servitude. The Xanathar Guild is made up of some of Waterdeep's most disreputable folk, as well as monsters forced into subservience or drawn to the beholder by the promise of treasure, food, or power. Treachery within the ranks of the guild is common as servants vie for the beholder's favor and affection. Such boons are fleeting, though, as the beholder is quick to distrust those who finagle their way into its good graces. The only creature Xanathar truly cares about aside from itself is a fish, named Sylgar, that it keeps in a large glass tank. Xanathar has minions that look after the fish constantly, but even their ministrations can't keep such a creature alive forever. Whenever the fish dies, panic spreads through the occupants of the lair as minions try to replace the fish before Xanathar realizes what has happened. Luckily for them, the beholder can't tell one fish from another.





DUKE ZALTO

Huge giant, Lawful Evil

Armor Class 18 (plate armor)

Hit Points 221 (13d12 + 78)

Speed 30 ft.

STR: 25

DEX: 9

CON: 23

INT: 10

WIS: 14

CHA: 13

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Resistances lightning

Damage Immunities fire

Senses passive Perception 16

Languages Common, Elvish, Giant

Challenge 9 (5000 XP)

DUKE ZALTO is one of the greatest warmongers of his age, and fire giants love to fight on a large scale. Zalto has set into motion a plot to wage war on dragon-kind for the glory of Surtur (the god of fire giants) and the divine favor of Annam the All-Father. It begins with the reconstruction of the Vonindod, a dragon-slaying colossus built by his ancient ancestors. Duke Zalto has a nagging wife, Brimskarda, and two ill-tempered children—a belligerent daughter named Cinderhild and a sadistic son named Zalterber. The children distract him from his enterprise while his wife chastises him for not acting quickly enough.



Treasure

