

Astarion's Book of Hungers for Dungeons and Dragons Fifth Edition

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INTRODUCTION

VAMPIRES OWN THE NIGHT



THE ELF VAMPIRE SPAWN ASTARION ANCUNÍN CHARMED HIS WAY INTO THE HEARTS OF Forgotten Realms fans in the video game *Baldur's Gate 3*. In that game, Astarion is an adventuring companion and potential paramour, and players can urge him toward redemption or tyranny.

But before the events of the video game, Astarion was the victim and unwilling servant of the vampire Cazador Szarr, a worshiper of the archdevil Mephistopheles. Each night, Astarion and Cazador's other vampire spawn delivered victims their master would feed upon and kill. To cope with Szarr's torments and the horrors of his undead life, Astarion armed himself with sardonic wit, flirtation, and a dark sense of humor. Decades of nocturnal hunts taught Astarion about all facets of vampiric life: secrets he's divulged herein.

For players and Dungeon Masters alike, *Astarion's Book of Hungers* offers new character options and tools for those drawn to vampires, whether in Baldur's Gate or wherever you set your Dungeons & Dragons adventures. Employing these details, Astarion fans can adventure alongside their favorite vampire spawn, while all players can discover what lurks in the seediest corners of the vampire underworld.



USING THIS SUPPLEMENT

Chapter 1 is suitable for all players' eyes, while chapters 2 and 3 are intended for Dungeon Masters only. The following is included in this supplement:

Chapter 1 details the Dhampir species, plus backgrounds and feats suitable for D&D characters with an interest in or history related to vampires.

Chapter 2 offers information about Cazador Szarr's vampire family, as well as stat blocks for creatures tied to vampires or Mephistopheles.

Chapter 3 presents examples of adventures that involve Astarion, as well as details and a map for Rat's Run, an establishment Astarion frequented before the events of *Baldur's Gate 3*.

ASTARION'S TIMELINE

Below are important dates in Astarion's life and unlife, presented in Dalereckoning (DR), the Forgotten Realms' most common year measurement:

1261 DR. Astarion Ancunín is born in Baldur's Gate.

1300 DR. The vampire Cazador Szarr turns Astarion into a vampire spawn.

1492 DR. The events of *Baldur's Gate 3* occur.

1501 DR. This is the date of events presented in *Forgotten Realms: Heroes of Faerûn* and *Forgotten Realms: Adventures in Faerûn*.

Hello, darlings!

Let's cut straight to the heart of the matter, shall we? Yes, this tome reveals vampiric secrets. Yes, one might use these details to kill vampires, as well as sundry creatures of the night. And yes, I, Astarion Ancunín, one afflicted with a thirst for blood, provided every detail you're about to read.

Isn't the irony delicious?

As always, I have my reasons. You see, many vampires are particularly loathsome, and any of them might pose a threat to yours truly. So when I saw a vampire hunter stride into Rat's Run, my favorite little hovel of a tavern in Baldur's Gate, I concocted a brilliant plan. I charmed her, using all the old-fashioned techniques: the honeyed voice, the cocked brow, the hip swivel. And then I smiled, and the hunter glimpsed my fangs. Oh, you should have seen her face!

Once we established that, yes, she could try to kill me with her nasty, little stake, we agreed on one thing: I'm a delight, but I'm not a real threat. And I have information that could help her bag some impressive bloodsuckers.

So I told her every word you'll read in this tome. And then another brilliant idea dawned on me. I put quill to scroll.

After all, don't my words deserve to echo in the hearts and minds of vampire hunters for generations? Gods be praised, we might finally be rid of the worst of our kind: the indiscreet, the devil worshipers, the demon harbingers, and the boring!

I've consulted with scholarly types in Baldur's Gate, and they've suggested the formatting, editorial conventions, and other such mundanities you'll read in this tome. The result is a bit dry, so I've taken the liberty of punctuating the academia with some of my more arresting insights.

Only time will tell if the existence of this tome dooms a significant number of my brethren to oblivion. Even if not, at least I'm entertained and at least you've

received the gift of my wit.

You're quite welcome, darlings!

All my love,

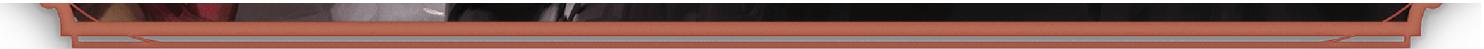
Astarion

CHAPTER 1

VAMPIRIC CHARACTER OPTIONS







*REVELERS AT THIS DECADENT BALL IN BALDUR'S GATE DON'T REALIZE THAT VAMPIRES ARE IN THEIR MIDST AND
ON THE PROWL*

THIS CHAPTER INCLUDES RULES TO FLESH OUT CHARACTERS WHO HAVE TIES TO THE VAMPIRIC UNDERWORLD, whether in Baldur's Gate or another setting of your choosing.

CHARACTER BACKGROUNDS

The backgrounds in this section are suitable for those whose past is intertwined with vampires or the company such creatures tend to keep.

Each feat referenced is described in the “Feats” section later in this chapter. Backgrounds are further explained in the *Player’s Handbook*.

CAROUSER

Ability Scores: Dexterity, Intelligence, Charisma

Feat: Tireless Reveler

Skill Proficiencies: **Deception** and **Persuasion**

Tool Proficiency: Choose one kind of Gaming Set

Equipment: Choose A or B: (A) **Dagger**, Gaming Set (same as above), **Fine Clothes**, **Glass Bottle**, **Mirror**, **Perfume**, **Pouch**, **Tinderbox**, 19 GP; or (B) 50 GP

You grew to adulthood in the beating heart of a large city, such as Baldur’s Gate. You spent countless evenings in taverns, playhouses, parlors, and gambling dens, savoring all the city had to offer. You’re a natural at interacting with people to learn their secrets, whether over a high-stakes game or at a high-class soiree. You might have been thrown out of an establishment or ten, but only by people who don’t know how to party.

VAMPIRE DEVOTEE

Ability Scores: Strength, Constitution, Charisma

Feat: Vampire’s Plaything

Skill Proficiencies: **Persuasion** and **Stealth**

Tool Proficiency: **Cook’s Utensils**

Equipment: Choose A or B: (A) **Cook’s Utensils**, **Fine Clothes**, 2 **Glass Bottles**, **Healer’s Kit**, **Perfume**, **Lamp**, **Oil** (3 flasks), **Waterskin**, 19 GP; or (B) 50 GP

You were in service to a vampire or a small group of vampires lairing together. The Undead drank your blood more times than you can count. You might have served willingly, perhaps with aspirations of one day becoming a vampire yourself. Or you might have been magically charmed and retain only a few muddled memories of your time as a vampire familiar. In either case, your time in the vampire den is over.

VAMPIRE SURVIVOR

Ability Scores: Dexterity, Constitution, Wisdom

Feat: Vampire Hunter

Skill Proficiencies: **Insight** and **Religion**

Tool Proficiency: **Woodcarver's Tools**

Equipment: Choose A or B: (A) **Woodcarver's Tools**, **Crowbar**, **Hooded Lantern**, **Holy Symbol** (reliquary), **Holy Water**, **Mirror**, **Oil** (3 flasks), **Tinderbox**, **Traveler's Clothes**, **Waterskin**, 4 GP; or (B) 50 GP

You witnessed or survived a vampire attack. You might have been directly involved in this confrontation, or perhaps you were frozen in terror by what you saw. Regardless, you remain vigilant for monster attacks and pride yourself on being ready for anything. No vampire will catch you or your allies by surprise again.

“The streets at night teem with all types: the misguided, the oblivious, the depraved. And then there are the drunken louts, the world-weary lovers, and the harried survivors. I like to think of them each as a unique vintage.”

—ASTARION, NOCTURNAL SOMMELIER

ARTIST: LUCA BANCONE



A VAMPIRE DEVOTEE

CHARACTER SPECIES

The Dhampir species is presented below.

DHAMPIR

Dhampirs are living people who possess vampiric prowess but are cursed with macabre hunger. Most dhampirs thirst for blood, but some gain sustenance from dreams, life energy, or other vital sources. Dhampirs must choose whether to fight to control their hunger or give in to predatory urges.

Dhampirs often arise from encounters with vampires; some are the descendants of a powerful vampire, while others are partially transformed by a vampire's bite. All manner of macabre bargains and necromantic influences might also give rise to a dhampir. Regardless of their origins, dhampirs exhibit their vampiric nature in various ways, including increased speed and a life-draining bite.

DHAMPIR TRAITS

Creature Type: Humanoid

Size: Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 35 feet

As a Dhampir, you have these special traits.

Darkvision. You have **Darkvision** with a range of 60 feet.

Spider Climb. You have a Climb Speed equal to your Speed. When you reach character level 3, you can move up, down, and across vertical surfaces and along ceilings while leaving your hands free.

Trace of Undeath. You have Resistance to Necrotic damage.

Vampiric Bite. When you use your **Unarmed Strike** and deal damage, you can choose to bite with your fangs. You deal Piercing damage equal to 1d4 plus your Constitution modifier instead of the normal damage of an Unarmed Strike.

In addition, when you deal this damage to a creature that isn't a Construct or an Undead, you can empower yourself in one of the following ways:

Drain. You regain Hit Points equal to the Piercing damage dealt.

Strengthen. You gain a bonus to the next ability check or attack roll you make within the next minute; the bonus is equal to the Piercing damage dealt.

You can empower yourself with this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.



A DHAMPIR GAINS THE UPPER HAND AGAINST AN ENEMY

FEATS

This section's feats are organized by category—Origin, General, or Epic Boon—and alphabetized in each category. All the feats are listed alphabetically in the Feat List table.

FEAT LIST

Feat	Category
Bloodlust	General
Bomber	General
Boon of Blazing Dawn	Epic Boon
Boon of Looming Shadows	Epic Boon
Boon of Misty Escape	Epic Boon
Cloying Mists	General
Delicious Pain	General
Light Bringer	General
Love Bites	General
Putrefy	General
Rebuke	General
Tireless Reveler	Origin
Treacherous Allure	General
Vampire Hunter	Origin
Vampire's Plaything	Origin
Vampire Touched	General

ORIGIN FEATS

These feats are in the Origin category.

TIRELESS REVELER

Origin Feat

When an ally you can see within 60 feet of yourself expends **Heroic Inspiration**, you can gain Heroic Inspiration if you lack it. You can use this benefit a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

VAMPIRE HUNTER

Origin Feat

You gain the following benefits.

Adroit Escape. You have Advantage on checks to escape from nonmagical restraints or the **Grappled** condition.

Vitality Ward. When you take Necrotic damage, you can take a Reaction to mitigate the damage. Roll a number of d6s equal to your Proficiency Bonus, and add them together. Reduce the Necrotic damage you take by this total. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

VAMPIRE'S PLAYTHING

Origin Feat

You gain the following benefits.

Decanting. When you finish a Long Rest, you can create one **Potion of Healing** or an **Antitoxin**, as long as you have an empty vial or flask. These liquids evaporate when you finish another Long Rest.

Timely Retreat. You can take a Bonus Action to take the **Dash** action or the **Disengage** action. You can use this benefit a number of times equal to your Proficiency Bonus, and you recover all expended uses when you finish a Long Rest.

Vampiric Connection. The DM determines the fate of your former vampire master. While you and your former vampire master are on the same plane of existence, the vampire can communicate with you telepathically, and you can choose to allow the vampire to perceive through your senses.

You might ask: Are these tricks best for fighting or for seduction?

I say, my darlings, why not both?

—ASTARION THE MULTITALANTED

GENERAL FEATS

These feats are in the General category.

BLOODLUST

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.

Powerful Recovery. When you roll a Hit Point Die to regain Hit Points, you can treat any roll of 1 or 2 as a 3.

Sanguine Feast. Once per turn when you hit a **Bleeding** creature that isn't a Construct or Undead with an attack roll, you can expend a Hit Point Die, roll it, and regain a number of Hit Points equal to the number rolled plus your Constitution modifier.

You can use this feature a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

BOMBER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Far Lobber. When you use the **Attack** action to throw a vial or flask, you can target an object or creature you can see within 40 feet of yourself.

Long Shots. Attacking at long range doesn't impose Disadvantage on your attack rolls with **Thrown** weapons.

CLOYING MISTS

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Arise, Fog. You always have the **Fog Cloud** spell prepared. You can cast it without a spell slot, and you must finish a Long Rest before you can cast it in this way again. You can also cast it using spell slots you have of the appropriate level. Your spellcasting ability for the spell is the ability increased by this feat.

Grasping Mist. Whenever you cast **Fog Cloud**, nonmagical flames in the spell's **Sphere** are extinguished, and creatures other than you and your allies have their Speed reduced by 5 feet while in the spell's Sphere.

DELICIOUS PAIN

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Toughened Flesh. Immediately after you take Bludgeoning, Piercing, or Slashing damage, you can take a Reaction to gain Resistance to Bludgeoning, Piercing, and Slashing damage until the start of your next turn. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

LIGHT BRINGER

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Sacred Magic. You learn the *Light* spell and can cast it without Material components. If you already know that cantrip, you learn a different Cleric cantrip of your choice. The spell's spellcasting ability is the ability increased by this feat.

Solar Luminance. When you cast *Light*, you can have the light from the spell be sunlight. Once you use this benefit, you can't use it again until you finish a Long Rest.

Sun's Healing. As a Bonus Action while within sunlight, you can expend one of your Hit Point Dice, roll the die, and regain a number of Hit Points equal to the roll. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

LOVE BITES

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Endearing Pain. Immediately after you damage a creature with a Melee weapon or an Unarmed Strike, you can take a Bonus Action to give the target the **Charmed** condition until the start of your next turn or until you or your allies damage it. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

PUTREFY

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Necrosis. When you make a damage roll that deals Necrotic damage, you can cause one creature taking that damage to have the **Poisoned** condition until the start of your next turn. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

REBUKE

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 20.

Radiant Strike. When you make a damage roll that deals Radiant damage, you can cause one Huge or smaller creature taking the damage to have the **Prone** condition. Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

TREACHEROUS ALLURE

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Enchanting Presence. You always have the **Charm Person** spell prepared. You can cast it without a spell slot, and you must finish a Long Rest before you can cast it in this way again. You can also cast it using spell slots you have of the appropriate level. Your spellcasting ability for the spell is the ability increased by this feat.

Inevitable Betrayal. You have Advantage on attack rolls against creatures with the **Charmed** condition.

VAMPIRE TOUCHED

General Feat (Prerequisite: Level 4+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Vampire Magic. Choose one level 1 spell from the Enchantment or Illusion school of magic. You always have that spell and the **Spider Climb** spell prepared. You can cast each of these spells without expending a spell slot, but when you cast *Spider Climb* this way, you must target yourself, and you must finish a Long Rest before you can cast each spell in this way again. You can also cast either spell using spell slots you have of the appropriate level. Your spellcasting ability for the spells is the ability increased by this feat.

Cultivate these delightful talents to drive your enemies to their knees—or your paramours.

—ASTARION, RELATIONSHIP COACH



EPIC BOON FEATS

These feats are in the Epic Boon category.

BOON OF BLAZING DAWN

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Beloved of the Sun. You have Immunity to Radiant damage.

Blazing Strike. When you hit a creature with a weapon attack, the damage can be Radiant or the weapon's normal damage type (your choice).

Burst of Sunlight. Once per turn when you hit a creature with an attack that deals Radiant damage, you can emit **Bright Light** in a 30-foot radius from yourself and **Dim Light** for an additional 30 feet until the start of your next turn. This light is sunlight.

BOON OF LOOMING SHADOWS

Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase one ability score of your choice by 1, to a maximum of 30.

Shadowy Stretch. When you take the **Attack** action, your reach for your Melee weapon attacks increases by 10 feet until the end of your turn.

Dancing Silhouette. You can take the **Dodge** action as a Bonus Action.

BOON OF MISTY ESCAPE

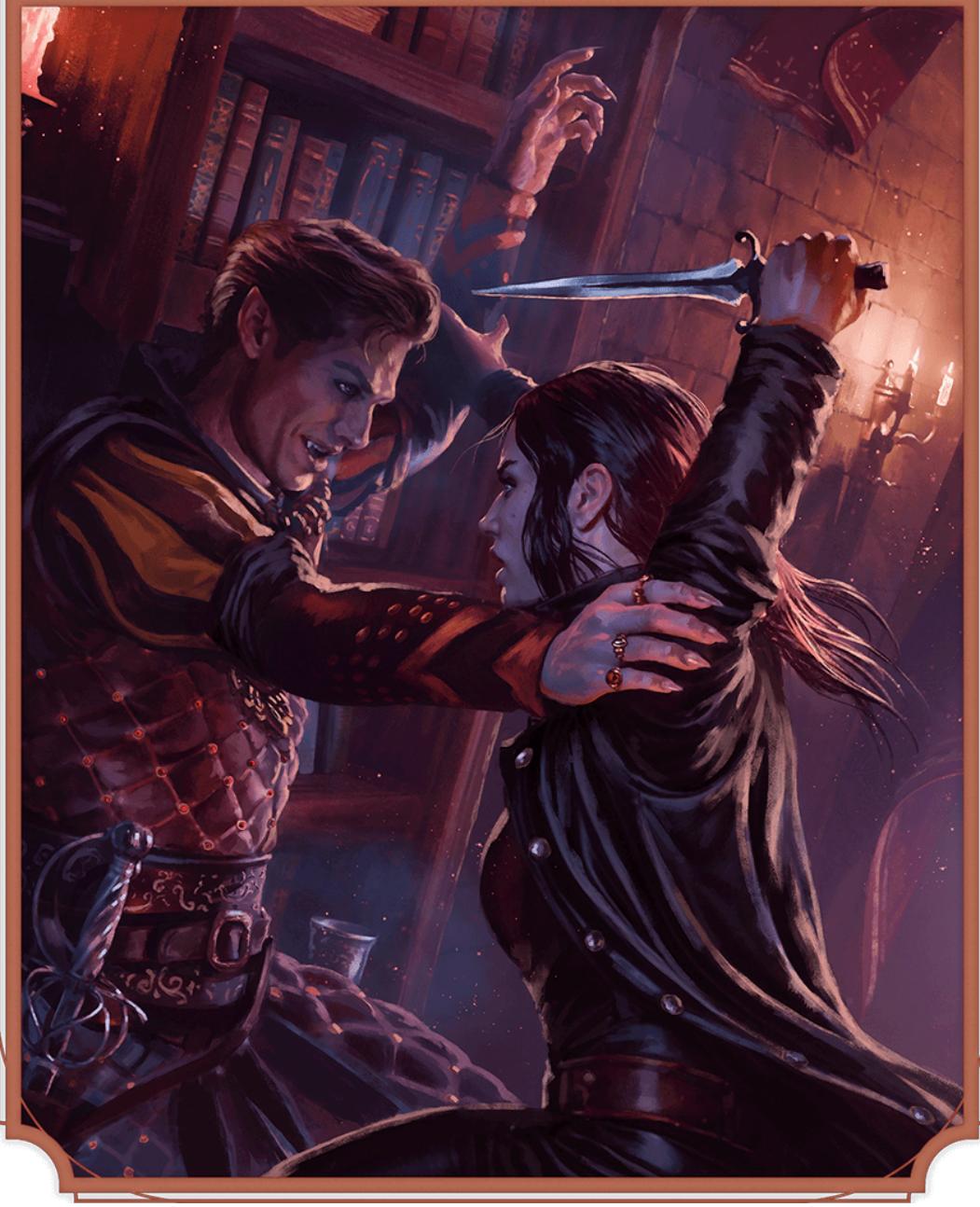
Epic Boon Feat (Prerequisite: Level 19+)

You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 30.

Gaseous Form. If you drop to 0 Hit Points but aren't killed outright, you can instead drop to 1 Hit Point and cast **Gaseous Form** without expending a spell slot (no action required). When you cast this spell this way, you can target only yourself, your Fly Speed is 20 feet, and you regain 10 Hit Points at the start of each of your turns for the spell's duration. The spell's spellcasting ability is the ability increased by this feat.

Once you use this benefit, you can't do so again until you finish a Long Rest.



A VAMPIRE HUNTER TANGLES WITH A VAMPIRE

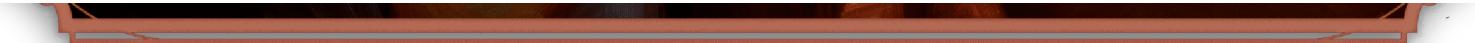
CHAPTER 2

CREATURES OF THE NIGHT



ARTIST: BRAM SELS





AN EXASPERATED ASTARION WATCHES HIS SISTER VIOLET FLIRT WITH A HARVESTER DEVIL

THIS CHAPTER DESCRIBES CREATURES ASSOCIATED WITH ASTARION, HIS MEPHISTOPHELES-WORSHIPPING VAMPIRE master, and the vampiric underworld. Some of these stat blocks appear in the adventures presented in chapter 3. You can also use these creatures to populate your own vampire- or devil-themed adventures.

Consult the *Monster Manual* for additional details about monsters.

CAZADOR SZARR'S FAMILY

The vampire Cazador Szarr worships Mephistopheles, archduke of Cania in the Nine Hells. Cazador has created several vampire spawn, including Astarion, who nocturnally roam the streets of Baldur's Gate looking for victims to bring to their master. Cazador's "children" use the **Vampire Spawn** stat block and are Medium unless otherwise noted. Cazador is a Medium **Vampire Infernalist**.

It may seem terrible, but I assure you, my family engages in no more devil worshiping or murder than any other upstanding noble clan in Baldur's Gate. And at least our dinner guests have a screaming good time.

—ASTARION, SOCIAL COMMENTATOR



CAZADOR'S SPAWN

Before the events of *Baldur's Gate 3*, Cazador's spawn included the following:

Antwun Dufay, once a human, is Cazador's trusted chamberlain.

Astarion Ancunín, once an elf magistrate, is Cazador's second spawn.

Aurelia, once a tiefling, is Cazador's first spawn. Her calm surface demeanor conceals countless secrets.

Dalyria, once an elf and physician general to the Parliament of Baldur's Gate, seeks to reverse her vampirism through desperate medical measures.

Leon, once a human, was Cazador's most recent spawn. He is desperate to protect his young daughter, Victoria, from the evils of the palace.

Pale Petras, once a human, is Cazador's third spawn and is known for his arrogance and stubbornness.

Violet, once an elf, is Cazador's fourth spawn. She relishes tormenting her siblings and strives to please her master.

YouSEN, who is Small, was once a gnome. He hunts victims for Cazador.

FIENDISH ICON

Effigy Animated by Hellish Magic

ARTIST: JOHN TEDRICK

Habitat: Urban; **Treasure:** None

Fiendish icons are grotesque, sapient statues depicting fearsome fiends. These creatures gain life as a result of sinister rituals. Fiendish icons can explode with hellfire to roast their foes, and they often pretend to be ordinary statues until they leap up to ambush invaders.

Roll on or choose a result from the Fiendish Icon Appearances table to inspire what a particular fiendish icon resembles.



FIENDISH ICON

FIENDISH ICON APPEARANCES

1d6	The Fiendish Icon Depicts ...
1	A muscular, fiendish figure holding a lit candelabra.
2	A rotund imp licking a serrated knife.
3	A squat, robed figure with a forked tail poking from beneath its garments.
4	A cherub with sharp fangs and a hand outstretched in welcome.
5	Six crows perched atop each other in a roughly humanoid shape.
6	A horned fiend that bears an uncanny resemblance to one of the characters.

The only thing uglier than these wretched statues are my siblings and I when the servants forget to secure our blackout curtains.

—ASTARION ON FIENDISH ICONS

FIENDISH ICON

Small Construct, Lawful Evil

AC 13 **Initiative** +1 (11)

HP 22 (5d6 + 5)

Speed 30 ft.

		Mod	Save
Str	15	+2	+2
Dex	12	+1	+1
Con	13	+1	+1

		Mod	Save
Int	6	-2	-2
Wis	11	+0	+0
Cha	6	-2	-2

Skills Stealth +5

Immunities Fire, Poison; **Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned**

Senses Darkvision 60 ft.; Passive Perception 10

Languages Understands Common and Infernal but can't speak

CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The icon has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The icon makes two Slam attacks and uses Fiery Eruption.

Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Fiery Eruption. *Dexterity Saving Throw:* DC 11, each creature in a 5-foot **Emanation** originating from the icon. *Failure:* 7 (2d6) Fire damage.

HARVESTER DEVIL

Devil of Guile and Temptation

Habitat: Planar (Nine Hells); **Treasure:** Implements

With a name that hints at their skill at gathering souls for the Nine Hells, harvester devils are smooth-talking creatures that resemble tieflings. Also known as falkugons among the ranks of the Nine Hells, harvester devils have short horns and expressive tails. Most harvester devils dress in flattering finery. They promise wealth or influence to corruptible mortals, often securing a deal with a contract they produce in a flash of brimstone. This contract binds the mortal signatory's soul to the Nine Hells.

Harvester devils' contracts are lengthy and convoluted, but these devils are quick to make deals and might leave loopholes that can save a signatory's soul. Roll on or choose a result from the Contract Loopholes table to inspire a loophole an astute reader might discover.

ARTIST: JOHN TEDRICK



HARVESTER DEVIL

CONTRACT LOOPHOLES

1d6	The Contract Is Void if the Signatory ...
1	Delivers ninety nine other souls to Mephistopheles.
2	Stands under the light of a full moon and a half-moon simultaneously.
3	Renounces the contract while in the Abyss.
4	Is under the protection of another fiend.
5	Has an identical twin or clone.
6	Tricks the devil into signing any other contract.

Unfortunately, finding these dandyish devils' contractual loopholes is not nearly as much fun as I had hoped.

—ASTARION ON HARVESTER DEVILS

HARVESTER DEVIL

Medium Fiend (Devil), Lawful Evil

AC 14 **Initiative** +3 (13)

HP 65 (10d8 + 20)

Speed 30 ft.

		Mod	Save
Str	12	+1	+1
Dex	17	+3	+3
Con	14	+2	+4

		Mod	Save
Int	14	+2	+2
Wis	13	+1	+3
Cha	19	+4	+4

Skills Perception +3, Persuasion +8, Stealth +5

Resistances Cold

Immunities Fire, Poison; **Charmed, Poisoned**

Senses Darkvision 120 ft. (unimpeded by magical **Darkness**); Passive Perception 13

Languages Common, Infernal; telepathy 120 ft.

CR 3 (XP 700; PB +2)

Traits

Diabolic Ward. Attack rolls against the devil have Disadvantage. If the devil makes an attack roll, this trait is suppressed until the start of its next turn.

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks, using Infernal Blade or Confounding Ray in any combination.

Infernal Blade. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage and 7 (2d6) Fire damage.

Confounding Ray. *Ranged Attack Roll:* +5, range 120 ft. *Hit:* 13 (2d12) Psychic damage. If the target is a creature, it can't make **Opportunity Attacks** until the start of the devil's next turn.

Compelling Contract (1/Day). *Charisma Saving Throw:* DC 14, one creature within 30 feet of the devil. *Failure:* The target has the **Charmed** condition. While it is Charmed, it has the **Stunned** condition, except the target can speak. If the target agrees to the devil's contract, the effect ends. Otherwise, the target repeats the save whenever it takes damage and at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

SPEAKER DEVIL

ARTIST: JOHN TEDRICK

Devil of Spoken Compulsion



SPEAKER DEVIL

Habitat: Planar (Nine Hells), Urban; **Treasure:** Armaments

Speaker devils are hulking, four-armed devils who discover the secrets of creatures they then compel to perform wicked deeds. Despite their large tongues, speaker devils speak with clear and pleasing voices. Among the ranks of the Nine Hells, they are known as logokrons.

Many speaker devils are loyal to the archdevil Mephistopheles. These devils record the secrets they uncover in Mephistar, Mephistopheles's vast library in Cania. While greedy to uncover other creatures' secrets, speaker devils diligently redact any evidence of their own secrets, lest such knowledge be used against them.

I know what you're thinking, and it's simply a terrible idea. Yes, yes, I know. That enormous tongue! And four arms! Oh, the possibilities! But trust me when I say it'll only end in tears.

—ASTARION ON SPEAKER DEVILS

SPEAKER DEVIL

Large Fiend (Devil), Lawful Evil

AC 17 **Initiative** +4 (14)

HP 189 (18d10 + 90)

Speed 30 ft., Fly 30 ft.

		Mod	Save
Str	21	+5	+5
Dex	19	+4	+4
Con	20	+5	+9

		Mod	Save
Int	22	+6	+10
Wis	18	+4	+8
Cha	17	+3	+7

Skills Arcana +10, History +10, Perception +8

Resistances Cold

Immunities Fire, Poison; **Poisoned**

Senses Darkvision 120 ft. (unimpeded by magical **Darkness**); Passive Perception 18

Languages Infernal; telepathy 120 ft.

CR 12 (XP 8,400; PB +4)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two Thundering Halberd attacks.

Thundering Halberd. *Melee Attack Roll:* +9, *reach* 10 ft. *Hit:* 16 (2d10 + 5) Slashing damage plus 14 (4d6) Thunder damage.

Spellcasting. The devil casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic, Detect Thoughts*

2/Day Each: *Dimension Door, Modify Memory*

Bonus Actions

Utterance of Pain. Wisdom Saving Throw: DC 18, each creature in a 20-foot Emanation originating from the devil. Failure: The target has the **Stunned** condition until the end of the devil's next turn.

Utterance of Unmaking. Constitution Saving Throw: DC 18, each creature in a 20-foot Emanation originating from the devil. Failure: 22 (4d10) Force damage. Success: Half damage.

VAMPIRE INFERNALIST

Vampire Arcanist of the Nine Hells

Habitat: Planar (Nine Hells), Underdark, Urban; **Treasure:** Arcana

While mortal wizards tend to hesitate before bartering their souls to devils for magical power, vampire wizards often believe their immortality will exempt them from any infernal claim to their souls. The archdevil Mephistopheles happily exploits such hubris and proves that even undead aren't immune to the laws of the Nine Hells.

The greatest hell-bound vampires are masters of hellfire called infernalists, who prey on mages. Vampire infernalists are usually too arrogant to work together; even a large city isn't likely to harbor more than one vampire infernalist. Vampire infernalists are dormant during the day, retreating to resting places hidden from the sun's searing rays before emerging at night to commit unsavory deeds.

ARTIST: ANDREA PIPARO



**THE VAMPIRE CAZADOR SZARR DINES ON A VICTIM WHO VIOLET AND AURELIA, CAZADOR'S VAMPIRE SPAWN,
LURED TO HIS MANOR**

VAMPIRE INFERNALIST LAIRS

Vampire infernalists lurk in gloomy libraries or ritual chambers, far from the sun's light.

The region containing an infernalist's lair is warped by its presence, creating the following effects, all of which happen at the vampire's discretion:

Diabolic Beasts. Animals in the vampire's domain serve the vampire's will. From dusk until dawn, Medium or smaller Beasts have the **Charmed** condition while within 1 mile of the lair.

Drained Essence. Grasping shadows within 1 mile of the lair sap the body and mind. Creatures (excluding the vampire and its allies) that finish a Short or Long Rest while within 1 mile of the lair make a DC 15 Wisdom saving throw. On a failed save, a creature can't spend Hit Point Dice at the end of the rest and doesn't regain Hit Points, Hit Point Dice, or spell slots at the end of the rest.

Tenacious Lore. Within 1 mile of the lair, flame doesn't burn written material.

If the infernalist dies or moves its lair elsewhere, these effects end immediately.

What?! A vampire who's sold their soul to Mephistopheles for even more power?
Wound not my unbeating heart. Tell me it's not true!

Oh, wait. Of course it is.

—ASTARION ON VAMPIRE INFERNALISTS

VAMPIRE INFERNALIST

Medium or Small Undead (Wizard), Lawful Evil

AC 16 **Initiative** +13 (23)

HP 172 (23d8 + 69)

Speed 40 ft., Fly 40 ft. (hover)

		Mod	Save
Str	19	+4	+4
Dex	16	+3	+3
Con	17	+3	+8

		Mod	Save
Int	20	+5	+10
Wis	16	+3	+3
Cha	18	+4	+4

Skills Arcana +10, Perception +8, Religion +10, Stealth +8

Resistances Fire, Necrotic, Poison

Immunities Poisoned

Gear Orb

Senses Darkvision 120 ft. (unimpeded by magical **Darkness**); Passive Perception 18

Languages Common, Infernal

CR 14 (XP 11,500, or 13,000 in its lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. If the vampire drops to 0 Hit Points outside its resting place, the vampire uses Shape-Shift to become mist (no action required). If it can't use Shape-Shift, it is destroyed.

While it has 0 Hit Points in mist form, it can't return to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it returns to its vampire form and has the **Paralyzed** condition until it regains any Hit Points, and it regains 1 Hit Point after spending 1 hour there.

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

Running Water. The vampire takes 20 Acid damage if it ends its turn in running water.

Stake to the Heart. If a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the **Incapacitated** condition in its resting place, the vampire has the **Paralyzed** condition until the weapon is removed.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two Hellfire Claw attacks and uses Bite.

Hellfire Claw (Vampire Form Only). *Melee Attack Roll:* +9, *reach:* 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage plus 10 (3d6) Fire damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 17) from one of two claws.

Bite (Imp or Vampire Form Only). *Constitution Saving Throw:* DC 18, one creature within 5 feet that is willing or that has the Grappled, **Incapacitated**, or **Restrained** condition. *Failure:* 6 (1d4 + 4) Piercing damage plus 16 (3d10) Necrotic damage and the creature loses its highest-level available spell slot (if any). The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount. A Humanoid reduced to 0 Hit Points by this damage and then buried rises the following sunset as a **Vampire Spawn** under the vampire's control.

Spellcasting. The vampire casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic, Detect Thoughts, Dispel Magic, Fireball* (level 4 version), *Mage Hand, Prestidigitation*

2/Day: Scrying

1/Day: Wall of Fire

Bonus Actions

Shape-Shift. If the vampire isn't in sunlight or running water, it shape-shifts into a Tiny imp (Speed 20 ft., Fly Speed 40 ft.), or a Medium cloud of mist (Speed 5 ft., Fly Speed 20 ft. [hover]), or it returns to its vampire form. Anything it is wearing transforms with

it.

While in imp form, the vampire's game statistics, other than its size and Speed, are unchanged.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless and can enter an enemy's space and stop there. If air can pass through a space, the mist can do so, but it can't pass through liquid. It has Resistance to all damage, except the damage it takes from sunlight.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the vampire can expend a use to take one of the following actions. The vampire regains all expended uses at the start of each of its turns.

Hellfire Strike. The vampire moves up to half its Speed, and it makes one Hellfire Claw attack.

Infernal Majesty. Charisma Saving Throw: DC 17, each creature in a 20-foot **Emanation** originating from the vampire. Failure: 9 (2d8) Psychic damage, and the target has the **Frightened** condition until the start of its next turn. Success: Half damage only. Failure or Success: The vampire can't take this action again until the start of its next turn.

Teleport. The vampire teleports up to 30 feet to an unoccupied space it can see.

VAMPIRE WARDEN

Stone-Skinned, Blood-Drinking Guardian

Habitat: Underdark, Urban; **Treasure:** Any

Vampires need trusted guards for their lairs, minions, and treasures. After all, vampire familiars don't live for long and are inattentive while sleeping or simpering. Monstrous servants are often too unpredictable or simply unreliable. To keep their lairs safe, some vampires create more durable spawn to serve as watchful guardians. These vampire wardens appear to have the same pallid flesh as most vampires but, through sheer force of will, can shrug off blows that might fell others. When most vampires would be destroyed, a warden turns to stone, heals itself, and is ready for service once again.

Ah, these stony-skinned prats: the insufferable watchdogs of vampirekind.

I once tried to play fetch with one of ours. It didn't go well.

—ASTARION ON VAMPIRE WARDENS

VAMPIRE WARDEN

Medium Undead, Neutral Evil

AC 18 **Initiative** +6 (16)

HP 190 (21d8 + 96)

Speed 30 ft.

		Mod	Save
Str	21	+5	+5
Dex	15	+2	+2
Con	18	+4	+8

		Mod	Save
Int	10	+0	+0
Wis	14	+2	+6
Cha	17	+3	+3

Skills Athletics +9, Perception +10

Resistances Necrotic

Immunities Exhaustion, Frightened

Senses Darkvision 120 ft.; Passive Perception 20

Languages Common

CR 10 (XP 5,900; PB +4)

Traits

Magic Resistance. The vampire has Advantage on saving throws against spells and other magical effects.

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

Running Water. The vampire takes 20 Acid damage if it ends its turn in running water.

Stake to the Heart. If a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the **Incapacitated** condition, the vampire has the **Paralyzed** condition until the weapon is removed.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Immobile Restoration. If the vampire drops to 0 Hit Points while it doesn't have the **Petrified** condition, it turns to stone, regains 50 Hit Points, and has the Petrified condition for 1 hour.

Actions

Multiattack. The vampire makes two Claw attacks and uses Bite or Guardian's Command.

Claw. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage plus 7 (2d6) Necrotic damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 16) from one of two claws.

Bite. *Constitution Saving Throw:* DC 16, one creature within 5 feet that is willing or that has the Grappled, **Incapacitated**, or **Restrained** condition. *Failure:* 7 (1d4 + 5) Piercing damage plus 7 (2d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount.

Guardian's Command. The vampire casts **Compulsion**, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15).

Reactions

Resilient Flesh. *Trigger:* The vampire is hit by a melee attack roll from an attacker the vampire can see. *Response:* The vampire reduces the damage it takes from the attack by 11 (2d6 + 4).

CHAPTER 3

ADVENTURES WITH ASTARION







**THE MANAGER OF RAT'S RUN, LIEF CLOUDSWELL, MAKES IT KNOWN THAT THE TAVERN IS A REFUGE FOR SAILORS
AND SCOUNDRELS ALIKE**

STARION HAS FREQUENTED SEVERAL SEEDY ESTABLISHMENTS DURING HIS TIME IN BALDUR'S GATE, BUT THE INN and tavern called Rat's Run was one of his favorite hunting grounds. Here, he hunted undetected, blending into the crowds of inebriated patrons and luring victims into darkened alleys. He'd drag these unfortunate souls back to Cazador's palace, where the vampire master would feast on the victims' blood.

This chapter provides all the tools you need to set adventures in Rat's Run. The details herein assume your game unfolds prior to the events of *Baldur's Gate 3* and that your players wish to adventure alongside Astarion. However, you can set your game in Rat's Run during any period, with or without involving Astarion.

RAT'S RUN ADVENTURES

This section presents short adventures in Rat's Run. In these adventures, characters should be Astarion's associates or infamous by reputation in the seedier parts of Baldur's Gate. The characters might be mercenaries, bodyguards, fixers, or other agents for hire. The characters needn't be wicked, but law-abiding citizens might find their ethics challenged by these adventures.

When encounters take place in locations with NPCs described in the "Rat's Run Locations" section later in this chapter, those NPCs take cover or run when combat breaks out. All encounters take place on Map: Rat's Run, found later in this chapter. Monster stat blocks referenced appear in chapter 2 of the Monster Manual.

If you'd rather create your own adventures involving Astarion at Rat's Run, roll on or choose from the Rat's Run Plots table to inspire your games.

RAT'S RUN PLOTS

1d4	Astarion ...
1	Realizes several regular Rat's Run customers have disappeared recently. The culprit is Celia (Medium Vampire Nightbringer), who is Cazador Szarr's enemy. Celia was once a human.
2	Wants to hire the gnome Braig Littletoe (Small Bandit) to source a powerful magic item Astarion believes will temporarily free him from Cazador's control.
3	Has hired a pair of human vampire hunters named Tarena and Tali (Medium Bandit Captains) to assassinate Violet. Unfortunately, Violet has discovered this plan and has turned the vampire hunters on Astarion.
4	Has lured too many customers to their death, and the manager of Rat's Run has placed a bounty on Astarion. Astarion visits the tavern with the characters and doesn't know the regulars plan to kill him.

FAMILY OUTREACH

Adventure for Level 3 Characters

Situation. Violet, the most recent vampire spawn in Cazador's "family," is trying to kill Astarion. Violet has sown the seeds of several plots to ensure Astarion dies at Rat's Run, which she knows he frequents. Violet awaits the results of her plan at Cazador's palace; she fears Cazador's wrath should Astarion's death be tied to her, so she won't try to kill him herself.

Hook. Astarion recognized Violet in disguise days ago and eavesdropped on her conversation with the leader of the Bloody Knives, a local gang. Astarion asks the characters to join him at Rat's Run and help him thwart the threat, as he assumes Violet is plotting his destruction at the tavern he frequents. Astarion (Medium **Vampire Spawn**) is willing to pay each character 150 GP apiece plus the promise of a future favor.

ENCOUNTERS

The adventure consists of these encounters. At your discretion, Astarion fights alongside the characters.

First Blood. Five human members of the Bloody Knives confront Astarion and the characters near the bar (area R2a) and begin combat. These include the leaders Bretta and Sorven (Medium, Neutral Evil **Bandit Captains**) and their lackeys, three **Toughs**. Other patrons scatter when the Bloody Knives begin combat.

If the characters capture any of these assailants, the foes admit Violet hired them. Violet told the gang members that she wishes to eliminate Astarion quietly without participating in the crime herself.

Ambush. A hooded figure slips a note into Astarion's hand. The note asks him to meet a friend upstairs. The courier, if accosted, reveals himself to be a human named Chase (Medium **Commoner**), who doesn't know the identity of the person who paid him 10

GP to deliver the note. After receiving the note, Astarion heads upstairs and beckons the characters to follow.

Lurking on the inn's walkway (area R6) are two **Fiendish Icons** and a **Helmed Horror**, all of which Violet stealthily brought from Cazador's palace. The monsters are attempting to pass as decor and ambush the characters when they enter the area. If the characters don't intend to go upstairs, the monsters head downstairs to fight them.

Final Foe. Two **Harvester Devils** lurk in one of the inn's rooms (area R9a). Summoned by Violet to ensure Astarion and any allies die, the devils creep out of their hiding place to fight. If the characters and Astarion are ambushed on the walkway, the devils join the fight on Initiative count 0 of the second round (losing Initiative ties). Otherwise, the devils head downstairs to confront the characters after the Bloody Knives fall.

Conclusion. If Astarion survives the adventure, each character earns a bonus 400 XP. Once the characters are at least level 4, consider running an encounter with Violet (Medium **Vampire Spawn**) and one or more Harvester Devil or Fiendish Icon allies.

**Ever since she crawled out of her grave, my sniveling sister Violet has been
murderously jealous of me. She thinks I want to humiliate her at every turn.**

**It's laughable, but if she won't leave me be, I'll need to dig her a deeper grave—this
time, one she'll never leave.**

—ASTARION, SIBLING RIVAL

THE WAYWARD SON

Adventure for Level 12 Characters

Situation. Cazador, Astarion's vampire master, is fed up with Astarion's disobedience. The vampire plans to find Astarion, incapacitate him, and take him back to his palace for punishment.

Hook. Astarion (Medium **Vampire Spawn**) invites the characters to Rat's Run to socialize. Astarion then notices several disguised members of Cazador's "family" lurking among the crowd. Astarion suspects trouble and asks the characters to help protect him.

ENCOUNTERS

The adventure consists of these encounters.

Surrounded. While sitting at the bar (area R2a) with the characters, Astarion recognizes two **Vampire Wardens** from Cazador's palace. The wardens are blocking the public exit to Rat's Run. Certain that someone from the palace wants to kidnap him, Astarion sneaks upstairs to avoid the wardens until the trouble blows over.

If the characters follow Astarion, they must remain inconspicuous while moving with him toward a staircase to area R6. Each character makes a DC 13 Dexterity (**Stealth**) check. If the checks are successful, the wardens don't notice the group. On a failed check, the vampire wardens notice the group and begin combat.

No Safe Spaces. If the characters fight the wardens downstairs, the two **Speaker Devils** lurking upstairs hear the fray. The devils head downstairs and join the fight on Initiative count 0 of the second round (losing Initiative ties).

If the characters and Astarion make it upstairs without alerting the wardens, Astarion suggests picking the lock to one of the inn rooms (area R9c) to lie low inside. The doors are made of wood. The lock is Simple (1 action to pick) and Good quality (DC 15).

When the characters enter a room, the two Speaker Devils are hiding within and begin combat without hesitation. If the characters don't enter a room, the devils attack after 1 minute.

Angry Vampire. After the characters defeat the devils, they encounter Cazador (Medium **Vampire Infernal**) when they try to leave Rat's Run. The vampire is accompanied by two of his **Vampire Spawn**. If the characters reduce Cazador to 40 HP, the vampire promises to punish Astarion later, uses Shape-Shift to turn into mist, and escapes.

Conclusion. If Astarion escapes, he rewards the characters with a *Manual of Gainful Exercise*, and each character also earns a bonus 4,700 XP.

If the characters are killed or knocked unconscious, Astarion is subdued and brought back to Cazador's palace.

A particularly reckless breed of sailors frequents Rat's Run. To them, death lurks around every corner, whether it's on the stormy sea or here among an ocean of criminals. Some might say these sailors have a death wish—one I'm more than happy to fulfill.

—ASTARION, GRIM NAVIGATOR

ARTIST: ANDREA PIPARO



ASTARION'S MANY ENEMIES KNOW HE FREQUENTS RAT'S RUN AND MIGHT TRY TO AMBUSH HIM THERE

RAT'S RUN TAVERN AND INN

Rat's Run lies a stone's throw away from Gray Harbor in Baldur's Gate. A tavern and inn of questionable repute, this Seatower neighborhood establishment has been a home for centuries to rowdy crowds of sailors and those who prefer to ply their trades in the shadows. At first glance, Rat's Run is a disheveled place where shady elements loom large. Deeper down, the establishment is more sinister.

MYSTERIOUS LEADERSHIP

The staff members of Rat's Run include retired sailors as well as those working off debts to various overlords. The staff members report to a manager, who runs the establishment and is loyal to its mysterious owner.

REIGRA CLAWCROFT

For the past two hundred years, a **Rakshasa** named Reigra Clawcroft has owned Rat's Run. Reigra was once a fearsome pirate captain who took the guise of a tattooed tiefling. When she won ownership of Rat's Run from a drunken merchant, the rakshasa saw an opportunity to expand her power. She retired from privateering, intent on easier paydays.

To distance herself from her previous identity, Reigra now disguises herself as a stalwart human woman. The rakshasa has tasked the manager of Rat's Run with encouraging villainy from which Reigra stands to profit. Reigra lives in a palatial abode in the Upper City, though the rakshasa occasionally stays at Rat's Run on business or to check on her employees. When staff members report a problematic patron, sometimes Reigra takes it on herself to solve the issue—luring her victim into a shadowy alley, revealing her true nature, and consuming her prey.

Curious about the owner of Rat's Run? All I'll say is that kitty's got claws—the backward claws of a rakshasa, that is.

—ASTARION, SCANDALOUS REPORTER

LIEF CLOUDSWELL

For the past fifteen years, the manager of Rat's Run has been the goliath Lief Cloudswell (Medium, Chaotic Neutral **Pirate**). With emerald eyes and a heavy smattering of tattoos, Lief is a former sailor expelled from her crew for stealing from her shipmates. On the run from those seeking vengeance, Lief long ago made a deal with Reigra: The rakshasa protects Lief from her enemies, and in exchange Lief follows orders unquestioningly. Lief is gruff but outwardly kind; she has an especially soft spot for outlaws.

If your game takes place after the events of *Baldur's Gate 3*, another individual from the Rat's Run Managers table should oversee the establishment.

Rat's Run Managers

1d4	Name	Description	Stat Block
1	Kyral Blacksteel	Dwarf retired assassin's guild lieutenant; cruel	(Medium, Neutral Evil Assassin)
2	Dirk "Scarbow" Jenkins	Human retired sailor; sadistic	(Medium, Chaotic Evil Pirate)
3	Yerna Goldtooth	Orc retired pirate; joyful	(Medium, Chaotic Neutral Pirate)
4	Gerry Undretide	Black-scaled dragonborn retired sailor; wise	(Medium, Chaotic Neutral Tough Boss)

ROWDY WATERING HOLE

On the surface, all are welcome at Rat's Run. For sailors, Rat's Run offers fresher ale, tastier grub, and warmer beds than any ship. Despite the shadowy characters who often lurk in the tavern's snug booths, the camaraderie is tight knit at Rat's Run. For some wayward sailors, the regulars and staff at the establishment are the closest thing they have had to a family.

DEN OF VILLAINY

Underneath the veneer of Rat's Run, reality is harsh. Thieves, smugglers, racketeers, and other criminals see Rat's Run as a haven, and for good reason. Staff members warn any patron associated with law enforcement to leave and never return; those who defy these instructions become Reigra's victims.

Further, representatives of criminal organizations make regular payments of coins, valuables, or magic items to the establishment's manager. In exchange, staff members hide these patrons' wrongdoings, including holding smuggled goods in secret rooms, destroying evidence of crimes, and ensuring that no witnesses ever speak to the authorities. Each week, the manager gives these bribes to a hooded, ever-changing courier who, of course, knows nothing about their boss.

HAVEN FOR PREDATORS

The rampant criminality at Rat's Run means purses frequently disappear from drunken patrons, bar fights occasionally turn deadly, and sometimes individuals go missing and never return. For the latter reason, Astarion considers Rat's Run a diamond in the rough: a place from which he can lure victims to Cazador's palace and assume no one will care to investigate their disappearance. Astarion is also friendly with Roka, a tavern patron and kenku agent for the Guild (see area R2d in "Rat's Run Locations"). The vampire spawn occasionally hunts individuals Roka has designated for elimination.

TAVERN AND INN

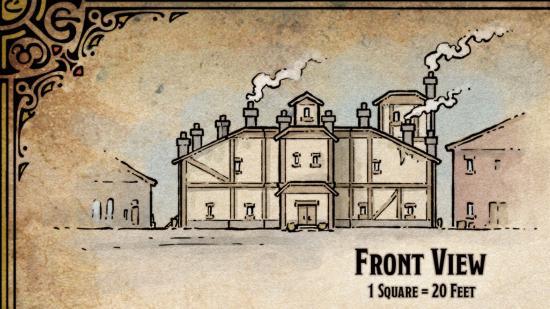
Characters can rent a room, order food, and buy a drink at Rat's Run.

INN

Characters who wish to rent a room must speak with the manager. They can be found at the main bar (area R2a) during the day and in the manager's administrative office or bedroom (areas R10 and R11) at night. A room costs 5 SP per day.

TAVERN

Ale, rum, whiskey, and wine are available all day from the main bar (area R2a) for 4 CP per drink. Meals are available for order during the day at the kitchen (area R3). Each meal costs 1 SP.

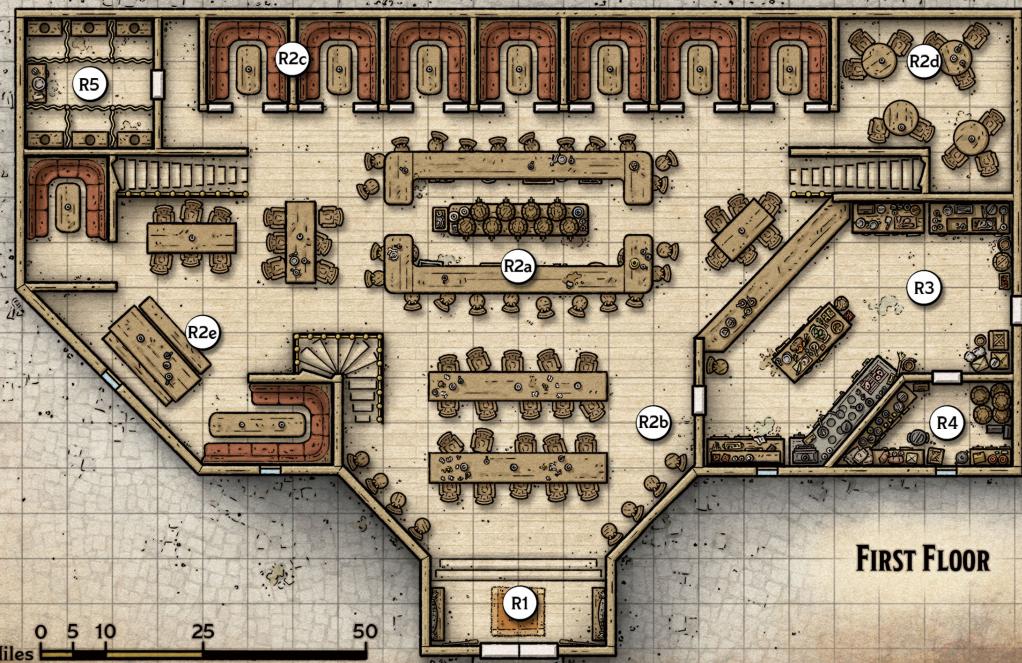


THIRD FLOOR



RAT'S RUN

1 SQUARE = 5 FEET



FIRST FLOOR

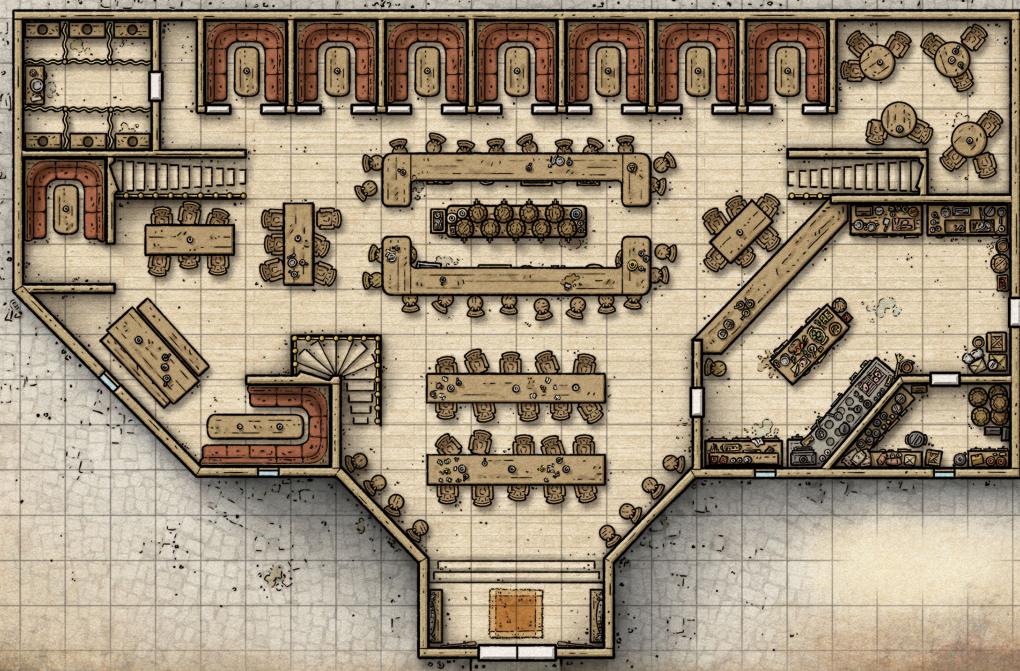
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Miles

RAT'S RUN(DM-VERSION ABOVE, PLAYER-VERSION BELOW)



RAT'S RUN

1 SQUARE = 5 FEET



GENERAL FEATURES

Hundreds of years old, Rat's Run is built from weathered wooden timbers reinforced with red brick. Its floors are made of grimy wood. The building's other features are described below:

Ceilings. On the first and second floors, the establishment's ceilings are 15 feet high. Ceilings on the third floor are 8 feet high.

Doors. As a 24-hour establishment, Rat's Run features first-floor front and side doors that are always unlocked. Interior doors on the first floor are always unlocked. Doors on the second-floor inn are made of wood and locked. Locks are Simple (1 action to pick) and Good quality (DC 15).

Lighting. On the first two floors, most areas are lit with *Continual Flame* spells placed on sconces shaped like ship figureheads. Areas R12 and R13 on the third floor are unlit.

RAT'S RUN LOCATIONS

Rat's Run consists of a tavern and kitchen on the first floor, an inn on the second floor, and hideaways on the third floor.

The following locations are keyed to the Rat's Run map.

R1: ENTRYWAY

Splintered oars, frayed ropes, and torn sails adorn these walls, along with writing scribbled in chalk. Steps lead down into a hall from which the din of carousing sailors echoes.

This entryway is decorated with nautical equipment the patrons of Rat's Run have donated over the years, along with graffitied messages. Phrases in Common include "Scalawags live here" and "No law but the sea's," as well as other choice declarations and illegible scribbles.

Security Guards. At night, two humans work as security guards at Rat's Run. Ferock and Deitre Grensworth (Medium **Toughs**), who are married, sit on the benches that flank this area.

Ferock and Deitre deny entry to anyone who is visibly a member of any law enforcement organization, claiming the establishment is full even if it's not. The guards fight any creature denied entrance that tries to enter the main hall (area R2), calling to other staff members and friendly sailors for help if needed. If a brawl breaks out in the main hall, Ferock and Deitre join the fray after 1 minute and attempt to quell the violence.

During the day, Ferock and Deitre are off duty. They typically can be found eating and drinking in the main hall or sleeping in an unoccupied inn room (area R9).

R2: MAIN HALL

Rough-and-tumble sailors make merry in this sprawling hall, whether it's at the large, central wooden bar or at the large tables arranged around it. Private booths populated with quieter, dark-cloaked individuals surround the hectic clientele.

Open at all hours, the main hall is a key gathering spot for sailors in Baldur's Gate and a prime location where criminals discuss shady deals.

R2a. The bar is well stocked with dozens of varieties of ale, rum, whiskey, and wine of varying quality. Individuals drown their sorrows on the stools around the bar, while more boisterous groups use to the east and west.

The primary daytime bartender is the gruff goliath Lief Cloudswell (Medium, Chaotic Neutral **Pirate**), who also rents rooms in the inn upstairs to customers. Lief carries a key to the lockbox in area R10 and to her drawer in area R11. At any time, if Lief suspects anyone is an agent of the law, she instructs them to leave. She shouts for help from Ferock and Deitre, both in area R1, if anyone gives her too much trouble.

At night, Lief retires to her administrative office or bedroom (areas R10 and R11). The evening bartenders are two dwarf sisters, Sera and Grenda Stonecrusher (Medium, Chaotic Neutral **Bandits**), who are cheerful and unwaveringly loyal to Lief.

R2b. These long tables are reserved for patrons who wish to play cards, dice, or other games of chance. A regular, fast-talking patron known as Palm-Slicer (Small **Mage Apprentice**) runs games of Three-Dragon Ante here every day. A halfling, Palm-Slicer's real name is Finkus Berrybranch. Unknown to the other staff members, Palm-Slicer is in Lief Cloudswell's private employ and informs the manager of all rumors he hears.

R2c. Thin, sliding wooden doors allow patrons in each of these booths a measure of privacy. Criminals, many of whom are high-ranking members of powerful outfits, often meet here to discuss illegal deals.

The shifty gnome fenceBraig Littletoe (Small **Bandit**) uses this area as his base of operations. Although not part of a larger organization, Braig has fenced valuable and embarrassing spoils for some of the most prominent players in Baldur's Gate. Braig knows powerful secrets and is willing to ally with anyone who will protect him from his enemies.

R2d. This collection of small tables is a favorite gathering place for members of the Guild, a powerful criminal organization in the city. Every day, the elegant but taciturn **Kenku** Roka Glimmerbeak enjoys an ale and a meat pie from their reserved table in the corner. Roka delivers messages to Guild operatives and entertains those who wish to contact the elusive Guildmaster as well, though only the worthiest messages make it to the leader.

R2e. The table and booths here are more comfortably furnished than the rest of the main hall. Ship captains often relax here, the corner offering a minor buffer from the hall's rowdy sailors.

Behind the closed doors of the main hall's private booths, you'd be shocked how easily I can entice fools into wandering home with me. I always promise they'll experience the feast of a lifetime—and I always deliver.

—ASTARION, MORBID MAÎTRE D'

R3: KITCHEN

The main hall is separated from the kitchen by a wide, low bar, behind which aproned staff busily prepare meals. A chalkboard hung over the bar reads "Meat pie, fish stew, peas with mash: 1 SP each."

Patrons line up along the bar here to order food from the kitchen. Staff members place cooked meals on the bar, where patrons pick them up.

Staff. The head cook is Heska "Biggles" Tusktooth (Medium **Pirate**), an orc with a wide grin and a commanding voice. Biggles carries a key to the cabinet in area R4.

Helping Biggles as assistant cooks are Darius Winters (Medium **Commoner**), a talkative tiefling; Alexia Bonderbath (Medium **Bandit**), a no-nonsense human; and Filona Truescale (Medium, Chaotic Neutral **Bandit**), an effusive dragonborn. If the kitchen is slow, Biggles sends her assistant cooks into the main hall to take food orders, run drinks to tables, or do other tasks as Lief sees fit.

Treasure. The cabinets in the northeast corner hold pots, pans, baking trays, utensils, and other kitchen equipment. In addition, there are six butcher knives that function as **Daggers**.

The shelves below the central prep table holds cooking supplies, including three candles and three different containers that function as a **Vial of Acid**, **Alchemist's Fire**, and **Oil**. On the table is an enchanted knife that functions as a **+1 Dagger**.

R4: PANTRY

Boxes and jars of ingredients line the walls. In a corner next to stacked kegs of ale and shanks of salted meat, a tall cabinet is padlocked.

These shelves contain flour, sugar, spices, lard, salted meat, and other bulk ingredients.

Treasure. As a **Utilize** action, a character can try to pick the padlock using **Thieves' Tools**, doing so with a successful DC 15 Dexterity (**Sleight of Hand**) check. On a successful check, the cabinet opens, revealing three **Potions of Healing** and a purse with 50 GP in it.

R5: PRIVIES

Running the lengths of this small enclosure are tattered black curtains, behind which are holes in the floorboards used as privies. A small wash basin abuts the room's west end.

These privies connect to the city's sewers. At nightfall each day, a staff member wipes down the wash basin and each makeshift stall.

R6: INN WALKWAY

This narrow, wooden walkway provides access to the inn's guest rooms. A railing made of narrow slats separates this floor from the main hall below.

This upper-floor walkway is accessible from the main hall (area R2) via three sets of stairs.

R7: SPACIOUS INN ROOMS

This spacious, wooden-paneled room contains a fireplace, bed, desk, chair, washing basin, trunk, and closet. Rumpled curtains frame a window to the south.

These rooms are more comfortable than the inn's others. Lief reserves them for patrons who command respect or who are in her good graces.

When Reigra infrequently spends the night at Rat's Run, the rakshasa occupies one of these rooms.

Secret Door. Each of these rooms has a secret door hidden behind the wooden panels in the south wall. A character in one of these rooms can take the **Search** action and make a DC 15 Wisdom (**Perception**) check, finding the secret door on a successful check. Behind each door lies a narrow, wooden corridor (area R8).

R8: SECRET CORRIDOR

Near the center of the ceiling in this narrow wooden corridor is a five-foot-square gap. A ladder leading from the ground up into the gap leans against the wall.

This claustrophobic space is empty save for the ladder, which leads to area R13.

R9: INN ROOMS

Brick-and-wood walls encase this modest room, which contains a bed, trunk, washing basin, and fireplace. A small window is devoid of affectation.

Lief rents these rooms to anyone who will pay and seems unbothered by any shady affairs they might witness.

R10: ADMINISTRATIVE OFFICE

A wooden sign hung on this room's door reads "Private! Keep out!"

Lief handles the organizational affairs of Rat's Run from this office. She also stores bribes from criminals here.

At night, the manager works on paperwork or sleeps in her bedroom in area R11. She keeps the door locked while she's in here. During the day, the room is unoccupied and locked.

Treasure. On the desk are records related to the inventory, room reservations, and staff payroll.

Inside a desk drawer, a lockbox holds bribes for Reigra that a courier hasn't yet retrieved. As a **Utilize** action, a character can try to pick the lock using Thieves' Tools, doing so with a successful DC 20 Dexterity (**Sleight of Hand**) check.

The lockbox contains the following:

310 GP

One amethyst worth 100 GP

Three pure black onyxes worth 50 GP each

Spell Scroll of **Blur**

Spell Scroll of **Color Spray**

Spell Scroll of **Fear**

Wand of Fireballs

R11: MANAGER'S BEDROOM

Tucked into this small, wood-paneled room is a modest but comfortable bed with a drawer built into its frame. An ornate wooden wardrobe and washing basin, each carved with nautical-themed designs, are nestled in the corner.

These are Lief's personal quarters. The wardrobe contains assorted, nondescript clothing.

Secret Door. Behind wooden paneling in the west wall is a secret door. A character in the bedroom can take the **Search** action and make a DC 15 Wisdom (**Perception**) check, finding the secret door on a successful check. Behind the door lies a staircase leading up to area R12.

Bed Frame Drawer. The bed frame drawer is locked. As a **Utilize** action, a character can try to pick the lock using Thieves' Tools, doing so with a successful DC 20 Dexterity (**Sleight of Hand**) check.

Treasure. The drawer contains Lief's personal savings: a purse with 500 GP in it. It also contains a *Potion of Vitality*, a personal gift a patron gave Lief in exchange for protection from Luskan assassins.

R12: ATTIC

Wooden storage crates are stacked in groups throughout this low-ceilinged attic. A thin layer of dusts covers all but the northeasternmost stack of boxes. Discarded nautical equipment sits along shelves to the northwest, while grime obscures the view out of the southern window.

This attic serves as storage as well as a convenient hiding spot for smuggled goods. Most of the boxes contain supplies for the tavern and inn, such as furniture repair tools, extra metal flatware and cutlery, bed linens, and cleaning implements. The northwest shelves bear tattered sails, fishing nets, and other donations Lief eventually plans to display in the establishment's entryway (area R1).

Dustless Boxes. The northeast boxes are labeled in bold capital letters as containing flour. Inside the boxes are cotton drawstring sacks with similar labels. However, inside each sack are carefully wrapped paper packages containing a rare and beautiful variety of basilisk scales used for decorating high-end clothing. The boxes contain thirty packages altogether, and each package contains 2 pounds of scales and is worth 15 GP.

Lief is hiding these basilisk scales, stolen from an import ship that originated from Waterdeep, for a high-ranking human member of the Guild, Jhera Gothill (Medium, Neutral Evil **Assassin**). Jhera is a regular at the first-floor tavern, where the stern woman meets with unscrupulous sea captains.

R13: HIDEAWAY

This tiny room has a rumpled bedroll and pillows strewn across its wooden floor, which contains an opening to the second floor below.

This area serves as a hideout for individuals who need a place to lay low while avoiding enemies or the authorities. No one is staying here now; the bedclothes are left from a previous tenant.

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