GUILD

ELMINSTER'S CANDLEKEEP COMPANION



Discover new character options, seek adventure, and find treasure in this definitive guide to the Castle of Tomes



ELMINSTER'S CANDLEKEEP COMPANION

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Foreword

Well met, seeker after knowledge! For ye must be such, to peruse this tome regarding the greatest library in all Faerûn.

Oh, aye; there are cozier libraries, and much safer ones, for Candlekeep is home to some truly dangerous tomes, sentient and watchful and even ruthlessly awaiting their chances, but there are no better libraries.

Ye stand now in a paradise of minds—of creativity, of diligent observation and recordkeeping, of attentive lore written that ideas may outlive those who conceived or considered them.

Hearken to yon sonorous, reverent chanting. Hear ye the nigh-perfect unison, the voices rising and falling as they draw nigh, echoing betimes with that oddly deep, rich tone? That is the Endless Chant of Alaundo, the prophecies of the long-ago seer recited in an unending cycle until the First Reader interrupts in a descant solo to proclaim a prophecy fulfilled, and declaims it one last time ere the novices and senior chanters leading them resume the Chant with one less prophecy in the cycle.

As with dwelling close to busy forge hammers or temple bells, ye get so used to the Chant that it distracts ye not, after a tenday or so. So as it recedes into the distance and they stride on through this great stone fortress, come with me now.

We seek some of my favorite corners, where shelves hold tomes I return to for entertainment or comfort.

Like this one: Launtra's musings, formally entitled *My Lace, My Armor*. She's dust these two centuries and more, now, but in her day was a rare beauty and an even rarer mind, the daughter of a Cormyrean noble family who became the matriarch of a Waterdhavian one (the Greatgaunts and the Assumbars, if ye're keeping score). Here, read her wise words: "Anyone who thinks himself master of a situation or a guild or even a family is but a shallow thinker. Or in the case of my father, a proudly stoneheaded dolt." Slender her tome may be, but wit like that sparkles throughout it.

Or in this next alcove, this nondescript tome with the latches. *The Proceedings of the Cheesemakers of Berdusk*. Less than essential reading, ye say? Ah, but look here: "When dying, the dragon took wing over the rooftops of Scornubel, landing often to take human form and hide an enchanted ring here and a floating, enspelled gem there, concealing them beneath magic-confounding illusions of weathered stone given spell-strength with the wyrm's own blood—wherefore many of them have eluded searchers to this day, and bide there still."

Or this trio of tiny fit-in-thy-palm books, that—

Hold HARD! Take care! Yes, I know ye spotted the winking gems set along the spine of yon tome, but it is not unguarded! A mind-lance magic guards it, that—well, never mind what it'll do to ye! For our time together is done. I leave ye in the attentive care of the pages after this one.

If ye'd call on me, ask for...

Elminster of Shadowdale




A True and Accurate Map of the Library Fortress of
-Candlekeep-
The Castle of Tomes
Sea of Swords
1...The Arched Gates
2..... House of Rest
3..... The Hearth
4..... Granary Tower
5..... House of the Binder
6..... Stables
7..... Court of Air
8..... Emerald Door
9..... Necessariums
10..... Exaltation
11..... The Grove
12..... The Great Library
13..... The Vaults
14..... The Catacombs
15..... The Caves
Beneath the Library Fortress
To the Sword Coast
Way of the Lion
N
W
Sea of Swords
0 50 100 200 300 400 500
-Scale in Feet-
MAPS

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Welcome to Candlekeep

Yasmin Mountainblossom confidently *hikes along the beaten path of the Way of the Lion. The young scholar clutches a cloth-wrapped bundle of books between her crossed arms. Dozens of similar packages bounce and bob in the extravagant carriage just a few hundred paces ahead, though their contents differ tremendously; recipes of dishes served to Calimshan royalty, waterlogged schematics from the journal of a Lantanese inventor, and one astronomer's controversial musings on astral projection patiently await inspection by the purple-robed monks standing at the arched gates.*

As she focuses on the city-like complex of towers overlooking the Sea of Swords, Yasmin utters a brief prayer to Oghma, god of knowledge. "I have so many questions," she whispers. "Please let these gifts be worthy of some answers."

Candlekeep is the grandest repository of knowledge in all the Realms. The great fortress library rests on a volcanic crag along the Sword Coast, south of Baldur's Gate and west of the Coast Way via its own dedicated, yet well-traveled, road called the Way of the Lion.

Those who come to Candlekeep in search of knowledge are commonly referred to as supplicants. Most supplicants never make it past the front gates, for the price of entry is steep. Respected scholars, famous treasure hunters, and esteemed nobles have joined the ranks of countless supplicants turned away by the monks of the gate. However, every so often, a supplicant's gift is deemed worthy, and the purple-robed parleying monk awards them the title of "seeker," welcomes them inside the gate, and points them toward the Emerald Door.

As the largest collection of scrolls, books, and other texts in the Forgotten Realms, the Great Library is home to untold secrets and coveted information. It is the duty of the Avowed to respect, maintain, and protect its bountiful lore, no matter how inconsequential it may appear, for where there is knowledge, there are those who seek to use it for evil purposes.

Using This Book

Elminster's Candlekeep Companion aims to be the definitive guide to Candlekeep in Dungeons & Dragons fifth edition. Players and Dungeon Masters can use this book to create characters and adventures relating to Candlekeep and the knowledge it contains.

Chapter 1 provides new character options for creating Candlekeep-inspired characters.

Chapter 2 presents a general overview of Candlekeep, such as requirements for entry, major locations, and the monastic order known as the Avowed.

Chapter 3 includes an in-depth look at the Great Library of Candlekeep, its rules, and the books contained therein.

Chapter 4 details ideas for creating Candlekeep adventures, and includes an adventure by M.T. Black, for use in *Baldur's Gate: Descent into Avernus*.

Chapter 5 contains new magic items and spells found in Candlekeep and its vaults, including magical books, tomes, and grimoires.

Chapter 6 provides new monsters and NPCs, such as bookworms and Miirym, the Sentinel Wyrm.

Five Things to Know

Here are five things to know about Candlekeep:

1. ***Repository of Knowledge.*** Candlekeep is the largest, most complete library in Faerûn. Throughout its jumbled complex of interconnected towers lie books, scrolls, tomes, and other forms of literature covering every topic imaginable. Due to the diligence of the Avowed in maintaining and cultivating them, a great proportion of the works within Candlekeep are either the most complete example or the last remaining copy in existence.

   Each year, hundreds of supplicants journey to Candlekeep, hoping to find answers in the Great Library, afflicted with burning existential questions of purpose, the looming threat of an ancient evil, or simply an earnest, unshakable curiosity.
2. ***Selective Entry.*** Admittance to Candlekeep requires a seeker to donate an entrance gift: a noteworthy fragment of writing not already

in the possession of the monastery. Five purple-robed priests evaluate prospective entrance gifts while interviewing each supplicant at the arched gates of the fortress wall.

Despite the difficulty that comes with locating a suitable entrance gift, the effort pales in comparison to the benefit of accessing the wealth of information within the Great Library.

3. ***The Avowed.*** Candlekeep is inhabited and maintained by an order of monks known as the Avowed. Its ranks consist of cloistered scholars dedicated to the preservation of knowledge within Candlekeep above all else. Many of the monks are priests of Oghma, Deneir, Milil, and Gond, though the monks have been known to revere many gods while in service to the keep. Although many of the Avowed have studied magic, few are trained in spellcasting, with the exception of a handful of mages, clerics, and paladins. Nevertheless, any monk within the order would not hesitate to lay down their life in defense of the Great Library.
4. ***Neutral Ground.*** Candlekeep does not pass judgment on the outside world or participate in political affairs. The Citadel of Learning and its Avowed care not for the rise and fall of kingdoms, shifting governments, or claims to thrones throughout Faerûn. They are only concerned with the collection, absorption, and maintenance of lore. Most civilizations hold Candlekeep in high regard, though this respect is also earned, in part, by the slew of powerful archmages and Chosen of Mystra prepared to protect the library if necessary.

   Despite its robust defenses, Candlekeep is not immune to infiltration. The temptation presented by forbidden, forgotten, or otherwise inaccessible knowledge simply proves too great for some individuals. Rarely are such invaders of middling power; an intruder is either incomprehensibly foolish to challenge the Avowed, or they have honed their abilities for decades in pursuit of one targeted assault.
5. ***Prophecies of Alaundo.*** In 75 DR, the seer Alaundo arrived in Candlekeep, bringing with him an extensive collection of prophecies recorded in secret over a period of seventy years. Much to the surprise of the Avowed, Alaundo's writings were both far-reaching and impeccably accurate. One notable prediction that has come to pass is the creation of the Bhaalspawn during the Time of Troubles, which was foreseen in the following line:

> *White birds shall vanish from the North, and great evil shall die and be reborn.*

History notes Alaundo's death as 76 DR, just one year after the prophet arrived in Candlekeep, but his legacy continues to this day. Any seeker who steps into the Court of Air hears the echo of the Endless Chant, a constant recitation of the seer's prophecies by dedicated and venerable monks.

A Brief History of Candlekeep

Candlekeep was founded by two divinely inspired human clerics in the Year of the Stonerising, –200 DR. Some scholars incorrectly attribute Alaundo as the founder of the Sword Coast's library fortress, but the famous seer arrived nearly 300 years after the first stone was laid.

Called to Serve

Lavralauna Dree, Devout of Oghma, and Cadelyn Forostaland, Light of Deneir, received dream-visions from their deities which depicted the pair erecting a seaside tower to house precious books. The tower would act as a great archive, safeguarding the histories of Toril's civilizations—initially the societies of humans, elves, dwarves, gnomes, and halflings, though the list would continue to grow—from wars and other destructive forces. United under this godly pursuit and a devotion to knowledge, the two clerics fell in love and were later married.

The First Towers

Dree and Forostaland obeyed their gods and set to work on the construction of the first tower: a squat, massive cylindrical tower with a roof of overlapping slates. Unable to accomplish this task alone, the couple hired local gnome masons and halfling carpenters under Oskalar Mallowstone and Lalradree Haeldrin, respectively.

Before the tower was complete, two wealthy clerics of Milil arrived at the site.

Avraelra Taelen and Rorlra Delhauntle had received similar visions from their deity. Using their abundant coin, the pair persuaded the builders to begrudgingly erect a second tower beside the first, and link the two together. Subsequent requests for additional towers followed as worthy priests responded to omens sent by Oghma, Deneir, Milil, and later, Gond. Most of the gnome and halfling work crews, along with the Four Founders, lived out their lives at Candlekeep as they made further expansions to the ever-growing complex.

Bringing History to Life

Like many locations in Faerûn, Candlekeep's rich history spans centuries. However, imparting this information to the players in game can be a difficult task. As the characters explore Candlekeep, consider conveying its history through the following mediums:

The Avowed. The characters may hear an elderly monk recount their perspective of an event while mentoring a young, eager new student. Or a member of the Avowed might give a brief historical spiel while escorting new seekers to their quarters.

Tapestry. Writing comes in all forms in Candlekeep. The characters may pass a hanging tapestry which depicts part of the keep's history, prompting questions from a character or an Intelligence (History) check to recall the event.

Historic Site. Candlekeep has seen its share of destruction, some due to extraordinary magic unknown to even the most astute mages. An area of the fortress might radiate energy from the Calishite wizard attacks in 1181–1182. Or perhaps a plaque accompanies a stone from the first tower of Candlekeep, now worked into a new edifice within the Court of Air.

Notable Historical Events

In addition to its founding, Candlekeep has been subjected to a number of invasions, assaults, and infiltrations. These events heavily impacted the monastery and its members, resulting in changes to its procedures, defenses, and layout.

Calishite Wizards

In the Year of the Shieldtree (1181 DR), several bands of Calishite wizards attempted to infiltrate Candlekeep and steal secrets within its vault. They were destroyed or otherwise driven back, only to make a swift return in the Year of the Tomb (1182 DR). While the wizards were unsuccessful in their endeavor, their elaborate spells lead to the death of the silver dragon guarding the caverns beneath Candlekeep (for more information on Miirym, the Sentinel Wyrm, see chapter 2, "The Library Fortress").

The Iron Crisis

In 1368 DR, a warrior by the name of Sarevok Anchev attempted to fan the fires of war between Baldur's Gate and Amn. Sarevok was a leader within the mysterious Baldur's Gate merchant house, the Iron Throne. He was also a Bhaalspawn, one of many mortal remnants of Bhaal, the god of murder. Sarevok sought to bring financial ruin to other prevalent Baldur's Gate iron merchants and earn the title of Grand Duke, which he would use to officially declare war on Amn, hoping such devastation would propel him to godhood.

As part of his scheme, Sarevok visited Candlekeep a number of times, where he learned about his divinity and the existence of another Bhaalspawn known as Gorion's Ward. Sarevok then infiltrated Candlekeep along with a group of doppelgangers hired to frame, and later, kill Gorion's Ward, but he was ultimately unsuccessful. After Sarevok's death in Baldur's Gate, the doppelgangers on his payroll slowly vacated the Citadel of Learning.

Confrontation at Candlekeep

During the Second Sundering (circa 1484 DR), a tumultuous time of upheaval and restoration for the Forgotten Realms, a cult of Asmodeus assaulted Candlekeep to retrieve a foul scroll penned by the Lord of the Nine Hells himself. The scroll, which was stolen and hidden in the Great Library by Mystra, contained compulsion magic of immeasurable power. When Asmodeus learned of its whereabouts, he sent one of his Chosen, a blue dragon named Valraun, to penetrate the keep and fetch it. Valraun brought an army of humanoids, doppelgangers, and goblinoids to the keep. With the help of a sizable number of adventurers, the Avowed raised the Great Shield, a ward of incinerating white light that repelled the cult from Candlekeep before they could obtain the scroll.

Infiltration of the Avowed

Over the past twenty years or so, primarily in the decade leading up to 1487 DR, a slew of entities successfully infiltrated the ranks of the Avowed. This included gods, spies on behalf of their organizations (the Harpers, Moonstars, and Shadovar, among others) and powerful individuals such as the Seven Sisters. This corruption threatened the integrity of the Avowed, and thus, the entirety of knowledge contained within Candlekeep. Such subversions were dealt with swiftly—and often violently—upon discovery, leading to a swath of destructive infighting within the library fortress. As a result, Candlekeep underwent various physical changes during reconstructive efforts.

Candlekeep Today

Thanks to its wards, walls, and devoted defenders, Candlekeep has never faltered in its pursuit and defense of knowledge of all disciplines, whether they be deemed sacred or trivial by the rest of the world. As time took its toll on Candlekeep, descendants of the Avowed rebuilt it. Sadly, the original towers have entirely vanished, their stones worked into the foundation of the Great Library that stands today.

Interestingly enough, the collection and maintenance of wisdom has had little effect on daily life at the monastery. Though the Avowed have endless secrets at their disposal, most are simply absorbed and chronicled. Rarely do monks subject the contents of scrolls and other texts in the Great Library or its vaults below to any sort of experimentation. To Friends of Candlekeep and any seekers fortunate enough to pass through the Emerald Door on more than one occasion, the Citadel of Learning appears unchanged and undisturbed, like the many well-preserved writings in its collection.

From ***Observations of the Avowed***, attributed to Lorelai Grimdark

The Avowed have such a dedication to the preservation of knowledge that they'd see themselves flung off the tower of Exaltation before allowing a single drop of ale to defile the pages of a tome.



Candlekeep and Its Coat of Arms

Other Names: The Citadel of Learning, the Castle of Tomes, the Great Library
Population: 425
Government: Monastic Order
Defense: Magical wards, the Avowed, traps, the ghost of an ancient silver dragon
Organizations: The Avowed
Religions: Oghma, Deneir, Gond, Milil

The seal of Candlekeep appeared to the young seer Alaundo during a dream. While the gods Oghma and Deneir were discussing the future, Alaundo approached with a hunger for knowledge of what would come to pass. Oghma said to Alaundo, "If it is not written, and so known to others beyond memory, it happened not." Deneir then wrote the flaming sigil of Candlekeep in the air before Alaundo. When the seer awoke, the symbol was burned into his chest.

This divine sigil became the coat of arms of the library fortress, emblazoned on every banner, heraldry, and official letter. It also serves as a sign of protection within the keep, and is engraved on tokens that allow the Avowed to pass through secret passages and magically warded doors.



Chapter 1: Character Options

Candlekeep is a location with rich lore and history perfect for any aspiring adventurer. This chapter provides new subclasses for the bard, cleric, monk, and wizard. These archetypes are designed for players wanting to create characters with a strong connection to Candlekeep, prophecies, or academia.

Subclasses

Class	Subclass	Level Available
Bard	College of Destiny	3rd
Cleric	Prophecy Domain	1st
Monk	Way of the Avowed Preserver	3rd
Wizard	Academic Lore	2nd

Spell Sources

These subclasses include spells from several sources. Unless specified, a spell is from the *Player's Handbook*. Spells marked with * can be found in chapter 5, "Magic Items and Spells," and are either new to this book or reprinted from *The Blackstaff's Book of 1000 Spells*. Spells marked with XGE are from *Xanathar's Guide to Everything*. Spells marked with SCAG are from the *Sword Coast Adventurer's Guide*.

Bard: College of Destiny

Bards of the College of Destiny are gifted with prescient insights, allowing them to navigate the twisting roads of luck and fate. Their foresight emulates that of legendary heroes who could sense truths that have not yet come to pass.

By manipulating fortune and glimpsing the future, members of this college help their allies avoid harm and fulfill their true destinies. Traditionally, these bards wield bows and other ranged weapons, using their preternatural insights to aim with uncanny accuracy.

Bonus Proficiencies

When you join the College of Destiny at 3rd level, you gain proficiency with one skill or tool of your choice. You also gain proficiency with all ranged martial weapons.

Inspiring Prediction

Beginning at 3rd level, you inspire others by describing your visions of the future. When you give a creature a Bardic Inspiration die, that creature rolls the die immediately, recording the result, but does not lose the die when it does so.

When the creature later chooses to use the Bardic Inspiration die, it can either roll the die as usual, or choose to use the recorded result instead of rolling. Either way, the die is then lost.

Magic of Destiny

At 3rd level, you learn your choice of one of the following cantrips: *blade ward, guidance, intent laid bare*, jinx shot*, sword burst*[SCAG], *toll the dead*[XGE], *true strike, voice of battle**, or *vicious mockery*. You also learn your choice of one of the following 1st-level spells: *cause fear*[XGE], *comprehend languages, detect magic, detect evil and good, detect poison and disease, identify, misdirected mark*, prophesied strike**, or *speak with animals*. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Virtue of Prescience

At 6th level, the wisdom of your forethought grants greater protection to your allies. When an attack roll is made against a creature that has a Bardic Inspiration die from you, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the attack roll but before knowing whether it hits or misses.

Additionally, when a creature chooses to add a Bardic Inspiration die from you to its AC, it can choose to use the previously recorded result from your Inspiring Prediction feature, instead of rolling the die.

Unfolding Fate

At 14th level, when things unfold as you have foreseen, you can use your prophetic knowledge to make a devastating strike. When a creature rolls your Bardic Inspiration die or uses its recorded die roll from your Inspiring Prediction feature, you can use your reaction to make one ranged weapon attack. The attack inflicts extra damage equal to the creature's Bardic Inspiration die roll. If this attack targets a creature within 5 feet of the creature that rolled your Bardic Inspiration die, you have advantage on the attack roll.

From ***The Wandering Prophet***,
attributed to Slamas Vitroz
of Neverwinter

For days I followed the Cleric recording her teachings. Every now and then she'd strike down a young lad, claiming if they were allowed to live, they'd carry out great atrocities on the people. Many nights I pondered my actions, but the deed is done: the Cleric could not foresee her own demise.



Cleric: Prophecy Domain

This is the domain of fate, destiny, and prediction. Unlike most other divine domains, it is not always granted by a god associated with those particular phenomena. Instead, any deity that wishes to have a more direct voice among mortals can bestow upon a cleric the prophetic gifts provided by this domain.

While the power to foretell the future is great, it comes with a burden to bear as well. All these prophets have an affliction that is married to their unique boon, a physical metaphor for the double-edged nature of their oracular abilities. Clerics of other domains often refer to this affliction as a "thorn," and speak of it with reverence, as well with a quiet relief that they were not the one to receive such a gift.

Domain Spells

You gain domain spells at the cleric levels listed in the Prophecy Domain Spells table. See the Divine Domain class feature for how domain spells work.

Prophecy Domain Spells

Cleric Level	Spells
1st	*detect evil and good, prophesied strike**
3rd	*augury, find steed*
5th	*bestow curse, clairvoyance*
7th	*arcane eye, prescient sense**
9th	*commune, dream*

Bonus Cantrips

Starting at 1st level, you receive constant—and at times, overwhelming—insight from your prophetic gifts. You learn the *guidance* and *vicious mockery* cantrips. These count as cleric cantrips for you, but they don't count against the number of cleric cantrips you know. When you cast *vicious mockery,* instead of insults, you utter prophecies of punishment for the target's transgressions.

Bonus Proficiencies

At 1st level, you gain proficiency in the Insight and Religion skills.

Oracle's Burden

When you choose this domain at 1st level, you are granted preternatural insight, but at a difficult price. You have disadvantage on saving throws against exhaustion, and you must choose one of the following Oracle's Burden options, each of which includes both a hindrance and a blessing:

Choked Voice. You can never speak louder than a whisper. Except when you speak or sing as part of casting a spell or using a class feature, only creatures within 10 feet of you can hear your voice. When a creature you can see within 30 feet of you makes an attack, you can use your reaction to roll a d4, subtracting the number rolled from the target's attack roll.

Debilitating Ailment. An incurable illness depletes your physical fortitude. Your hit point maximum decreases by 2 when you gain this feature, and decreases by 1 again whenever you gain a cleric level. Once per turn, when you make an attack roll, you can roll a d4 and add the number rolled to your attack roll.

Sightless Vision. A milky film covers your eyes. To you, bright light is considered dim light, dim light is considered darkness, and you



can't see in darkness. However, you have blindsight to a distance of 30 feet.

Surprising Age. You are either very young or very old, as your calling to prophecy came during a season of your life outside the normal range of adventuring ages. Choose an ability score: Strength, Dexterity, or Wisdom. You have disadvantage on ability checks made with the chosen ability. When you cast a cleric spell of 1st level or higher that causes a creature to make a saving throw using the chosen ability, you can roll a d4 and subtract the number rolled from one target's first saving throw made against the spell.

Thorn in the Flesh. You have a supernatural wound that reopens when you exert yourself. Your walking speed can't be greater than 20 feet, and when you take the Dash action, at the end of that turn, you take magical piercing damage equal to your cleric level, which can't be reduced in any way. You add a bonus equal to your Wisdom modifier (minimum of 1) to all Strength and Constitution saving throws.

Withered Hand. One of your hands is withered. You have disadvantage on any weapon attacks made with that hand and can't carry a shield with it. When you roll a 1 on a damage die for a cleric spell, you can reroll the die, and must use the new roll, even if it's a 1.

Channel Divinity: Prophetic Vision

Starting at 2nd level, you can use your Channel Divinity to receive a vision of the future. As an action, make an Intelligence (Religion) or Wisdom (Insight) check and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the recorded result. You must choose to do so before the roll. You can only use the roll once, and when you finish a short or long rest, you lose any unused roll.

Cryptic Advice

Beginning at 6th level, as a bonus action, you can give a piece of indirect yet insightful advice to a creature with which you share a language. Once during the next hour, when that creature makes an attack roll, saving throw, or ability check, it can recall your cryptic advice, choosing to reroll the attack roll, saving throw, or ability check, and gaining advantage on the new roll. The creature makes this choice after the roll, as soon as the DM declares whether the result is a failure. The creature must use the second result.

Once you have used this feature, you can't use it again until you finish a short or long rest.

Devout Strike

Starting at 8th level, once on each of your turns, when you deal damage to one or more targets, you can choose to deal an extra 2d4 damage to one of those targets. This extra damage is magical damage of the same type as the damage already being dealt to the target. At 17th level, the extra damage increases to 3d4.

Soothsaying

Starting at 17th level, by paying the price in your own flesh, you experience a powerful flash of magical revelation. As a bonus action, you can expend up to 5 Hit Dice, regaining a spell slot of a level equal to the number of Hit Dice expended.

In addition, the first time that you use this feature each day, you glimpse your destiny. Once before you finish a long rest, if you fail an ability check, attack roll, or saving throw, you can choose to succeed instead.

Monk: Way of the Avowed Preserver

A love of learning and lore unites all monks who follow the Way of the Avowed Preserver. Sworn to protect and curate books of all kinds, they practice silent reading as a form of meditation, especially treasuring those ancient writings through which they can share the thoughts of beings long departed. The Avowed cultivate habits of quiet study, learning to remain still as statues for hours and to move with noiseless precision.

Aspirants of this order usually feel more at home in the pages of an illuminated manuscript than they do in the society that surrounds them. Though most are content to live as humble researchers and scribes, knowledge is power; in lands where ignorance is enforced by law, Avowed are covert defenders of forbidden texts in hidden caches. To the wise monarch, sage, or general, Avowed Preservers are a precious source of counsel; to tyrants, false usurpers, and others threatened by truth, they pose intolerable danger.

Deeper Reading

Starting when you choose this tradition at 3rd level, you can quickly make a deep study of a particular book, absorbing lessons and insights from it for immediate application. When you finish a long rest, if you had access to one or more books during that rest and you were able to read at least 1 page, you can choose one skill or tool. You gain proficiency with the chosen skill or tool until the next time you finish a long rest.

In addition, you can choose one book you've had access to for at least one month and memorize the entire text of that book. This allows you to instantly recall any piece of information the book contains, speak or write out every word of the text from memory, reference the book as if you were looking at it even when it is not available to you, and remember exactly which page bears any specific portion of the text. You also perfectly recall any illustrations and their locations in the text, though accurately redrawing any such image may require artistic skill or an ability check.



Each time you gain a monk level, you can use this feature to memorize an additional book in this way, but only if your proficiency bonus has increased since the last time you did so. You can't use this ability to memorize magical writings (such as the text of a spellbook, a magical book like a *manual of gainful exercise,* a *spell scroll,* or a *symbol* spell). If the original text contains both normal writing and magical writing (such as a book with glyphs of warding in the corners of certain pages), you memorize only the nonmagical portions of the text.

Silent Scholar

At 3rd level, your many hours spent studying in silence have expanded your academic knowledge and taught you how to move and act noiselessly. You learn one extra language, and Wisdom (Perception) checks made to hear you have disadvantage.

In addition, your duties have taught you how to focus your ki to cast certain spells. You learn the *amanuensis*, control flames*[XGE], and *mending* cantrips, and you can spend 2 ki points to cast *comprehend languages, detect thoughts, silence,* or *zone of truth*. Wisdom is your spellcasting ability for all spells cast using this feature.

Step Between

At 6th level, navigating the protective magic warding the records you preserve has taught you occult secrets of space and movement. Whenever you take the Dash action, you can teleport to an unoccupied space that you can see, spending 1 foot of movement for every foot teleported, up to a total number of feet per turn equal to half your speed. As long as you have not yet reached this limit, you can teleport as many times as you wish during your movement.

If you are within 100 feet of a library or a hidden cache of records you've previously visited for at least 24 hours, you can teleport up to your speed, instead of half your speed.

If you have previously been in a space and seen it, you can teleport to it without currently seeing it, as long as you have enough movement to spend. When you try to teleport into a space you can't see, if that space is occupied, the DM randomly chooses one of the unoccupied spaces closest to that space and you arrive there. Monks of this level have usually walked every inch of the locations under their protection,

as both a meditative practice and preparation for use of this ability.

Once you reach 11th level in this class, when you teleport with this feature, you can spend 1 ki point to teleport even in locations where magic would normally prevent movement or travel using teleportation (such as an area bound by the Extradimensional Interference effect of a *hallow* spell).

Advanced Silent Scholar

At 11th level, you learn to cast additional spells with your Silent Scholar feature. You can spend 4 ki points to cast *counterspell* or *tongues,* 5 ki points to cast *dimension door,* 6 ki points to cast *hallow,* or 8 ki points to cast *true seeing*.

When you cast *counterspell* in this way, you can spend additional ki points to increase the spell's level. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 11th-level monk and use your Silent Scholar feature to cast *counterspell,* you can spend 5 ki points to cast it as a 4th-level spell. The maximum number of ki points you can spend to cast *counterspell* in this way (including its base ki point cost and any additional ki points you spend to increase its level) is equal to half your monk level (rounded down).

Five Stars Strike

At 11th level, you have become one of your order's foremost guardians of knowledge, mastering ancient scrolls that teach the Kara-Tur martial arts style known as the Five Stars. Once during each of your turns, when you hit a creature with a monk weapon or unarmed strike, you can use your bonus action to spend up to 4 ki points. For each ki point you spend, you make a melee attack against a different creature within 5 feet of you, with a separate attack roll for each target. Each attack is part of the same bonus action, but none of these attacks can be made against a creature you have already attacked this turn.

Student of Prophetic Scriptures

At 17th level, you learn to cast an additional spell with your Silent Scholar feature. By silently meditating for 1 minute and spending 13 ki points, you can cast *foresight,* targeting yourself only.



Wizard: Academic Lore

Your magical education was shaped by one of those rare and wondrous schools where magic is taught as part of an organized curriculum. Certain students have the privilege of pursuing the Art at Candlekeep, but Faerûn boasts other, more specialized institutions as well. You either attended one of these academies yourself or studied with a teacher who passed on their organized, pedagogical approach to magic. While you are adept at the practical use of magic, your focus is theory. Rather than specializing in a particular school of spells, you study the mechanics underlying all forms of wizardry, learning to adjust them at will. You are adept at mixing different elements from various works of magic to alter your casting. Even when in the field, you can reach back into your academy's eldritch archive to borrow spells and other effects.

Spellcasters of your tradition refer to themselves as loremasters, savants, or academicians. Some members of your arcane tradition look down on non-academic arcane casters as provincial bumpkins, often referring to them

as "hedge wizards" (and receiving derisive nicknames of their own in return). Yet more often, loremasters are eager to learn from and teach any spellcaster they meet, and their sheer enthusiasm for magical theory can be overwhelming. All magic users must understand the behavior of arcane energies and the mechanics of spellcasting, but for loremasters, greater comprehension of these details is an end in itself. They are easily excited and intrigued by new insights into the Art, regardless of whether they have any practical application.

Magical Theorist

At 2nd level when you choose this arcane tradition, you become proficient in the Arcana skill, if you aren't already, and your proficiency bonus is doubled for any ability check you make that uses the Arcana skill.

In addition, when you cast a spell that deals acid, cold, fire, lightning, necrotic, radiant, or thunder damage, you can choose one of those damage types. Any damage of the chosen type dealt by this spell instead becomes poison damage. When you change a spell's damage type in this way, if that spell does not already have a verbal component, it gains one for this casting.

Secrets of Dweomercraft

At 2nd level, your study of magical theory allows you to augment your casting with enhancements borrowed from other spells, known as *dweomercrafts*. Options for your dweomercrafts are listed at the end of this arcane tradition. A level prerequisite in a dweomercraft refers to wizard level, not character level.



At 2nd level, you gain three dweomercraft options of your choice. You learn one additional dweomercraft at 6th level, and again at 10th level, 14th level, and 18th level. Additionally, whenever you finish a long rest, you can choose one of your dweomercrafts and replace it with another for which you meet the prerequisites.

When you cast a spell of 1st level or higher, you choose whether to incorporate one of your dweomercrafts as part of the action used to cast it. You can only use one dweomercraft per spell.

Discern Enchantment

At 6th level, your breadth of arcane knowledge allows you to identify spells through magical interaction. Whenever you target a creature you can see with a spell of 3rd level or higher, if that target is affected by any other spells, you instantly know what those spells are.

Spellpool

Starting at 10th level, you can attempt to prepare a spell that is not in your spellbook by borrowing it from a magical reservoir called a spellpool. When you finish a long rest, you can attempt to borrow one or more spells, using an action to make a separate Intelligence (Arcana) check for each one. The DC equals 20 + the spell's level. Before you attempt to borrow a spell, you must know that the spell exists, and you must have at least one spell of the same level or higher in your spellbook. If the spell you are trying to borrow is not on the wizard spell list, the DC of the Intelligence (Arcana) check increases by 5.

On a failure, the spell you sought is not available to you until the next time you finish a long rest, but you can attempt to borrow a different spell. On a success, the spell you sought is available, and until the next time you finish a long rest, you can prepare that spell as if it were a wizard spell in your spellbook.

For each spell you successfully borrow from the spellpool, you must choose one spell of that level from your spellbook, loaning that spell to the spellpool for others to borrow. Until the next time you finish a long rest, you can't prepare

that spell, and if you had already prepared it, it's no longer prepared for you.

You can successfully borrow a number of spells from the spellpool equal to half your Intelligence modifier (rounded up). Once you finish a long rest, all spells prepared in this way return to the spellpool, and you must succeed on a new Intelligence (Arcana) check if you wish to retrieve a spell you previously borrowed.

Instant Preparation

At 14th level, you can recall obscure spells in time of need. You can use your Spellpool feature at any time, attempting to immediately prepare a spell by making an Intelligence (Arcana) check as a bonus action instead of an action, gaining advantage on the ability check.

On a success, you instantly prepare that spell, choosing one previously prepared spell of the same level or higher to remove from your prepared spells.

Once you use this feature to successfully prepare a spell, you can't do so again until you finish a short or long rest.

Schools of Magic

The teaching of spellcasting in schools is far from common. Candlekeep itself has a much larger purpose, seeking to preserve knowledge of all kinds, but the sheer depth of eldritch knowledge available there grants apprentices who do train at Candlekeep a considerable advantage. Yet Faerûn offers other institutions of magical education as well, including Waterdeep's Blackstaff Tower and Eltorchul Academy, the Lady's College of Silverymoon, the Neverwinter School of Wizardry (later part of Neverwinter Academy), Brixmarsh in Ylraphon, and Chessenta's Jedea Academy, as well as darker institutions like Undermountain's Dweomercore, and Sorcere in the drow city of Menzoberranzan.

Dweomercraft Options

Dweomercrafts are presented in alphabetical order. If a dweomercraft has a prerequisite level, it refers to your level in this class.

Bewildering Gesture

When you cast a spell that requires a saving throw, you can change the saving throw from its normal ability score to Wisdom. If the spell does not already have a somatic component, it gains one for this casting, as you perform a series of grandiose movements.

Burning Chant

When you use your Magical Theorist feature to change the type of damage dealt by a spell, you can change it to acid or fire damage (your choice) instead of poison damage.

Ensnaring Sign

When you cast a spell that requires a saving throw, you can change the saving throw from its normal ability score to Dexterity. If the spell does not already have a somatic component, it gains one for this casting, as you move your hands in a sharp grasping motion.

Fusillade Formula

Prerequisite: 10th level

When you cast a spell that deals damage, you can expend an additional spell slot of 1st level or higher to increase the damage dealt before you roll damage dice for the spell. The extra damage equals 2d6 + the level of the additional spell slot expended, and it only applies to one damage roll against one creature that took damage from the spell. You can expend additional spell slots to increase the number of targets that take this extra damage, expending one spell slot of 1st level or higher for each additional target of the spell that takes extra damage.

Howl of the Storm

When you use your Magical Theorist feature to change the type of damage dealt by a spell, you can change it to cold or lightning damage (your choice) instead of poison damage.

Overwhelming Tincture

Prerequisite: 6th level

When you cast a spell that causes a creature to make a saving throw to resist its effects, you can expend an additional spell slot of 2nd level or higher to choose one target of the spell and give it disadvantage on its first saving throw made against the spell.

Phosphoromancer's Incantation

Prerequisite: 10th level

When you use your Magical Theorist feature to change the type of damage dealt by a spell, you can change it to radiant damage instead of poison damage.

Resonant Syllable
Prerequisite: 6th level

When you use your Magical Theorist feature to change the type of damage dealt by a spell, you can change it to thunder damage instead of poison damage.

Telescopic Admixture
When you cast a spell that has a range of touch, or a range of 5 feet or greater, you can expend an additional spell slot of 1st level or higher to extend the range of that spell beyond its normal limit. If the spell has a range of touch, you make the range of the spell 30 feet. If it has a range of 5 feet or greater, you double the range of that spell.

Warding Reagent
Prerequisite: 10th level

When you cast a spell that requires concentration, you can grant yourself a bonus equal to half your Intelligence modifier (minimum 1) on all Constitution saving throws to maintain your concentration on that spell. In addition, while you are concentrating on that spell, if another creature's spell allows it to make an ability check to cause one of your spells to end or fail (as *counterspell* and *dispel magic* do), the DC for the ability check increases by 2.

Weakening Flourish
When you cast a spell that requires a saving throw, you can change the saving throw from its normal ability score to Constitution. If the spell does not already have a somatic component, it gains one for this casting, as you extend your hands in a quivering gesture.

Whispers of the Shadow Weave
Prerequisite: 6th level

When you use your Magical Theorist feature to change the type of damage dealt by a spell, you can change it to necrotic damage instead of poison damage.





Chapter 2: The Library Fortress

These things also I have observed:
that knowledge of our world is to be nurtured like a precious flower, for it is the most precious thing we have. Wherefore guard the word written and heed words unwritten—and set them down ere they fade… Learn then, well, the arts of reading, writing, and listening true, and they will lead you to the greatest art of all: understanding.
—Alaundo of Candlekeep

Candlekeep rests atop a long, rising crag of volcanic rock that juts out into the Sea of Swords, whose waves crash against the rocks below. The steep, purple-black cliffside beneath the keep houses its catacombs within a network of caverns dotted with glowing lichens. The Castle of Tomes, as some call it, is surrounded by a high stone wall with but one apparent entrance: an arched gateway constructed from lightning-repellent black metal of an alloy dating back to ancient Netheril. Enclosed within the fortress wall is a complex of interconnected towers so crowded and plentiful that no monk has ever been able to get an accurate count of them, as the towers and their many overpasses obscure one another—no matter the vantage point.

The name "Candlekeep" can be attributed only to the gods. Though some claim that it was bestowed by Alaundo or won in a contest by Deneir—god of literature and scribe of Oghma, whose holy symbol depicts a burning candle above an open eye—its story is one of divine inspiration. One morning, the Four Founders simply awoke with the name burning brightly in their minds. Whether it's the quiet dedication of the Avowed, the reverence of seekers reading in the House of the Binder, or the constant echo of the Endless Chant throughout its halls, to those welcome within its walls, Candlekeep is a sacred place.

This chapter provides an overview of Candlekeep, including means of entry, its major locations, and the Avowed.

Entering Candlekeep

Before a seeker can access the wealth of knowledge within the Great Library, they're first subjected to a brief but intense interview at the arched gates of the fortress wall. More importantly, they're required to make a donation to Candlekeep, which is inspected by five purple-robed members of the Avowed, the monks of the gate.

Seekers of Wisdom

Not all seekers are scholars. Though a studious academic may feel more comfortable pouring over ancient scrolls than a humble smith from the Dalelands, the gates of Candlekeep are open to all who can pay the price of entry and abide by its rules. In fact, a seeker does not even need to be literate, for the texts within the Great Library are written in every language and script imaginable, and no one could read them

all without the assistance of magic. Similarly, accommodations exist for those unable to see, such as bookmarks imbued with *magic mouth* spells which read a given text aloud.

With no equivalent lorehouse in all the Realms, seekers travel to the Castle of Tomes from all across Faerûn and the lands beyond. The Seeker Motivations table includes a variety of reasons a character might visit Candlekeep.

Seeker Motivations

d8	I've come to Candlekeep because...
1	Someone important to me suffers from a magical illness that has baffled the highest healers in the land. I've come to find a cure.
2	I've been denied my birthright and my name has been sullied. Somewhere in the Great Library lies undeniable proof of my lineage.
3	I'm an artist looking for inspiration. I already know all of the greats and their signature works. I'm here to unearth the ones that never saw the light of day.
4	I've trained under the best living teachers my discipline has to offer. Now it's time to learn from the masters who passed long ago.
5	I'm in the process of creating a spell, and it's proven quite complicated. If there's no equivalent in the Great Library, perhaps I can learn from the notes of similar experiments by other mages.
6	I've seen omens that suggest a prophecy is being fulfilled. This is the only place that I can truly confirm my suspicions before it's too late.
7	A looming threat is ready to rear its ugly head. It must have a weakness, and it must be stopped.
8	I'd like to join the ranks of the Avowed.

Monks of the Gate

Five monks stand outside of the arched black gates during the daytime to receive supplicants and determine whether their entrance gift is sufficient for admission. One of the five purple-robed priests approaches to greet and interview each supplicant, while the rest remain ready to cast spells, either to learn more about the supplicant or to defend Candlekeep from invaders in disguise. The role of parleying monk, as well as the other four members on gate duty, are assigned on a rotating basis. It's possible to encounter any member of the Avowed on a given day.

> From ***Entrance Gift, a Poem,***
> attributed to Liza Sildar of Daggerford
>
> *I seek the truth within these hallowed walls, to know my true surname. Please accept this entrance gift, or else my hope is slain.*

Monks of the gate are typically well-equipped, often carrying magical rings, *spell scrolls,* and *rods of absorption* tucked within their belts. The rotation of duty ensures that there is at least one monk capable of casting *comprehend languages* and *tongues* (customarily the parleying monk), another to alert the keep in the event of an emergency through spells like *dimension door* or *sending,* and one equipped to analyze the supplicant from a distance.

Dark Intentions

With a few exceptions, the Avowed generally take the position that no knowledge is evil. However, creatures sometimes are, so the monks of the gate often probe supplicants with *detect thoughts* spells to determine their true intentions. Candlekeep refuses entrance to those planning theft or harm to the collection, its inhabitants, or the fortress itself.

Admitted individuals capable of disturbing the status quo require more subtle attention. Those contemplating acts of war or assassinations of prominent figures are delicately steered away from texts pivotal to their success. Furthermore, Oghma and Deneir favor keeping those after knowledge alive when possible. A murderous king not actively causing destruction should be preserved if the tyrant happens to be an expert in some scholarly pursuit. If Candlekeep must take action, such as to avert a potentially cataclysmic event or stop a rising book-burner, the monks usually help a seeker aligned with their interests, rather than cause harm to a target directly.

Entrance Gift

Assuming the monks of the gate find nothing unsavory during a supplicant's interview, there is but one requirement for entry: a piece of literature not already contained in the Candlekeep collection known as the *entrance gift.* The term

"gift" is rather deceiving, as any supplicant that arrives at the arched gates without such a donation is swiftly turned away by the parleying monk, who receives and inspects each entrance gift. Supplicants often arrive with a multitude of books, scrolls, and scraps of writing in an attempt to increase their chances of admittance. Candlekeep has been accepting and preserving lore for nearly two millennia; finding a text not already included in its collection is surprisingly difficult!

The work's content must be noteworthy, rather than the informal, tea-stained writings of a supplicant (not so cleverly) attempting to hoodwink five of the most knowledgeable sages along the Sword Coast. However, the work need not be complete, magical in nature, or undamaged. In rare instances, the monks of the gate will accept a copy of text already contained in the Candlekeep collection, provided that it is more complete or in better condition.

Furthermore, the monks of the gate are largely indifferent in regard to the content of texts presented at the arched gates. Works are assessed primarily on the basis of condition, rarity, and originality. A plague herald's grimoire of vile curses is not met with a look of disgust or the sudden presentation of one's holy symbol and an accompanying rebuke. Rather, such a work is received with celebration and curiosity, so long as no equal already exists within the Great Library.

When a character's entrance gift is accepted, read or paraphrase the following on behalf of the parleying monk:

> Be welcome here, [name], so long as you treat books with the reverence they deserve, eschewing fire, damp, the torn page, and the removal of lore from the eyes of others. Cross the yard ahead of you to the green-hued door, and give your name to the Keeper of the Emerald Door. You'll be provided with food, a bath, quarters in which to sleep, and a moot with the monk who will escort you on your first visit to the rooms of the tomes.

The Entrance Gifts table contains example texts that may serve as donations to Candlekeep at your table.

Variant: Party Entrance Gift

To simplify adventures in Candlekeep at your table, you may consider allowing one entrance gift per adventuring party.

Friends of Candlekeep

Some individuals are allowed in Candlekeep without providing an entrance gift. Priests of Oghma, Deneir, Milil, and Gond, returning seekers (who have already paid their entrance gift), and a select few archmages—such as the Chosen—are deemed Friends of Candlekeep and do not have to surrender payment at the arched gates.

Entrance Gifts

d10	Book, Scroll, or Other Text
1	A book of family recipes from a distant land. You've never even heard of some of these ingredients, but the dishes sound delicious.
2	The waterlogged journal of a pirate who claims to have visited the stronghold of a storm giant king and queen in the Trackless Sea.
3	A rare edition or new version of an existing text.
4	A stack of old newspapers containing the handwritten last will and testament of a wrongly imprisoned Zakharan martyr.
5	A ledger detailing all the property within the hoard of the green wyrm Claugiyliamatar. The green-tinted, partially rotting scroll weighs over thirty pounds.
6	A children's book whose rhyme is secretly a coded clue to the true name of a planar evil.
7	A small book of local genealogies from the humble village where you were raised.
8	The missing page from the play of an aasimar bard on the trial of Asmodeus.
9	A magically preserved calligraphy notebook belonging to Raliteff, the Netherese wizard who penned the *illusory script* spell.
10	The writings of a cloud giant scholar and bean farmer. Included in his adventurous musings are scribblings regarding an enchantment that allows one to build solid structures atop clouds.

Other Methods of Entry

For every seeker escorted to the Emerald Door, there are dozens (sometimes hundreds) turned away. Those who refuse to comply or attempt to forcibly enter are met with swift retribution by the monks of the gate, who typically include experienced fighters and mages, to say nothing of the magic items they carry.

For those clever enough to find them, there are a handful of ways to circumvent both the front gates and the magical wards of the library fortress, some unknown even to the Avowed (though if they *did* know of all such routes, they certainly would not divulge them). For example, there lies a specific area of magic near a small boulder outside Elturel, where if one utters the word "Aravandor" in precisely the right intonation as they pass through it, they will find themselves within the network of caves beneath Candlekeep. Rumor also has it that the former Blackstaff of Waterdeep, Khelben Arunsun, had a personal portal to Candlekeep in Blackstaff Tower.

Magical Wards

The front gates, the fortress wall, and countless other locations within Candlekeep are shrouded in a plethora of spells designed to prevent unauthorized entry, such as repelling any magic that allows creatures to teleport or pass through stone. Woven together by sages and layered on top of one another over centuries, the magical wards of Candlekeep make the library fortress impregnable to all but the most formidable intruders.

The Great Shield. In times of peril, such as the invasion by the Chosen of Asmodeus in 1484, the Avowed can erect a potent dome of force known as the Great Shield. According to the monks, the Great Shield repels all but air, water, and sound.

Preservation Wards. In addition to its defensive wards, some spells combat less obvious threats. For example, a mythal surrounding Candlekeep desalinates the air and water from the nearby Sea of Swords, while other wards within the Great Library repel moths and weevils and prevent mold from growing on old books.

Locations in Candlekeep

The library fortress and its many towers are home to hundreds of rooms—both secret and not, though none of them are ordinary—accessed via crooked walkways, winding passages, and doors connected by conjuration magic. The Avowed restrict most seekers to just a handful of areas, but few mind, as visitors tend to keep their noses buried in their books anyway. Some seekers, however, have been fortunate enough to explore Candlekeep more thoroughly.

Court of Air

The Way of the Lion leads to Candlekeep's front gates, which open to the eastern end of a spacious cobblestone courtyard nicknamed the Court of Air by the monks—for it's so empty, only air holds its court inside.

The courtyard is not without its share of foot traffic, however, as it contains several structures intended for visiting seekers. Its northern wall, for example, contains twelve court-facing towers called "necessariums" filled with reading nooks, studies, and soundproof audience chambers, where seekers may request, digest, and discuss books from the collection. These necessariums are discussed further in chapter 3.

Emerald Door

On the far side of the courtyard from the gates, set into the western wall, lies the Emerald Door, its green hues glowing with a subtle, cloudy radiance from within. The Keeper of the Emerald Door, typically a senior member of the Avowed, stands here at all times, officially welcoming new seekers during the day and arranging their accommodations through the use of runner monks. A seeker can only pass through the inner wards and truly access the Great Library

From Jilfice Fullbelly's
Culinary Conjurations, Vol. III

It's wise to start this recipe early in the day. Goodberries are nutritious, filling, and packed with flavor, but they spoil quickly! I serve goodberry pie at large gatherings with lots of hungry halflings who've never heard of leftovers.

by going through the Emerald Door. Thus, the duty of Keeper of the Emerald Door is critical to the integrity of Candlekeep, and the Keeper never leaves their post.

The Hearth

Toward the southern wall of the Court of Air stands the Hearth, a vast dining hall with a great circular fire pit in its center. Seekers come to the Hearth to socialize, relax, eat, and listen to the wondrous tales of the proprietor, Winthrop. As they eagerly share their research and converse, smoke rises from the central fire and smaller auxiliary fire pits through a series of holes in the ceiling and into the attic, which doubles as a smokehouse for fish and other well-seasoned meats. A small brass plaque on the floor near the central fire reads, "In memory of the Candlekeep Inn, where many an adventure began."

An arch-topped door connects the Hearth to a public bathing house, fed by a natural spring located in the caverns below. A door on the opposite side of the building leads to the seekers' assigned living quarters in the nearby House of Rest.

Lastly, the Hearth contains shrines to Deneir, Milil, and Gond in the form of simple rectangular rooms with the respective deity's symbol within. Oghma has his own temple within Candlekeep, the House of the Binder.

House of the Binder

Standing near the Hearth, Oghma's house of worship consists of a rectangular stone chamber approximately one hundred feet in length and sixty feet in width. Seekers faithful to the Binder are welcome to socialize and camp in this hall, which is generally more reverent than the Hearth.

Toward the end of the chamber, the illusion of hands spread with upturned palms radiates high above the floor. They present a large, glowing book, which bears no words. Stone reading tables encircle an altar engraved with a blank scroll, the device of Oghma. Writings left on the altar by worshipers as offerings mysteriously vanish.

House of Rest

After the Keeper of the Emerald Door officially welcomes a seeker, a runner monk escorts them to the House of Rest, where they are assigned a bunk in one of its comfortable, yet meager, rooms that can accommodate up to four seekers. Magic dampens sound in these quarters, quieting boisterous visitors and heavy snoring. The Avowed patrol the House of Rest at all hours to prevent theft or other trouble.

Near the House of Rest are the stables and granary. Should a seeker wish to visit their trusted mount or animal companion, they need only to amble to the eastern wall.

People of the Court of Air

At any given time, there are several dozen people in the Court of Air, some in the courtyard and others in the buildings on the south wall. The majority are seekers, but there are a few monks as well. Following are examples of individuals that might be found in the Court:

Nawra Stonedale (human), a lisping antiquarian from Waterdeep, researching her family history.

Mohana Ravenglen (human), a foppish academic from Neverwinter, writing a botanical history of the Sword Coast.

Valanthe Arnuanna (elf), an unfriendly mage from Evereska, seeking a powerful spell.

Farouk Hamaad (human), an albino historian from Calimport, researching the Spellplague.

Brother Duergath (dwarf), a kind and gentle escort monk.

Durant Brackenden (human), a destitute thief from Triboar, who hopes to join the Avowed.

Sister Fronicka (human), a gruff escort monk, charged with accompanying seekers from the Court of Air to various parts of the library.

Other monks who frequent this area include Sister Kynthia, Brother Matata, Brother Aethadiel, and Sister Rowena.

Great Library

The Great Library and its contents are described in chapter 3, "The Great Library."

Towers

The towers of Candlekeep mimic the spontaneous epiphanies of knowledge bestowed upon mortals—chaotic creation and inspiration. The immediateness of accumulating knowledge and rigorous study resulted in the unplanned construction of countless towers throughout Candlekeep. Each tower has its own personality, history, and purpose. What goes on in these towers remains a mystery to most, and woe

be unto those who stumble into a tower uninvited, only to find themselves confronted by arcane mysteries capable of driving them mad.

The sprawling, interconnected tower system of Candlekeep is entirely confusing and disorienting to those unfamiliar with Candlekeep. Just as a child is confused when knowledge is thrust upon them, so too are visitors when they traverse Candlekeep's complex tower network. However, through deep study and exploration of the tower system, one is able to learn and uncover the deepest secrets of Candlekeep and access the knowledge guarded within these walls.

Exaltation

Historians believe Exaltation, the tallest tower that dominates Candlekeep's skyline, is responsible for the preservation and continued existence of the library fortress throughout the ages. It is said that the first Gatewarden of the Avowed oversaw the construction of Exaltation prior to the development of Candlekeep's current defensive walls. Upon its completion, Exaltation was, and continues to be, lauded as one of the most sophisticated defensive fortresses ever constructed in Faerûn. For centuries, Exaltation served as a deterrent against the capable militaries and warlords desiring to raid Candlekeep's priceless artifacts and reservoir of knowledge.

Exaltation is rumored to be the reason Candlekeep became known as the "Castle of Tomes." Today, Exaltation houses the barracks utilized by the Avowed's acolytes and defensive forces, as well as a library dedicated to the study of warfare. A *scrying tapestry* (as described in chapter 5) hangs in the library of warfare, and is often used to make academic observations about distant battles as they are happening.

In addition, many of the rooms in Exaltation serve as spellcasting or alchemical chambers for volatile experiments. Powerful magical enchantments allow each room to manifest into its own unique habitat. This allows magic users and researchers to conduct their experiments in any type of environment they can imagine. A few select rooms serve as stables for aerial steeds, allowing discreet entry for "Friends of Candlekeep" visiting the library fortress.

Towers of Candlekeep

Traversing the tower system is extremely complex and requires months, if not years, of study to learn. Use the following roll table to describe towers that characters encounter while exploring Candlekeep:

d6	Tower Description	d6	Tower Description
1	Infernal Spire	4	Spire of Silvanus
2	Fyrentennimar	5	Balduran's Steeple
3	Jewel of the Styx	6	Candlekeep Confectionery

Infernal Spire. A tower constructed from avernium, a strange black alloy found in Avernus that glimmers a bright fiery red in moonlight. A short half-orc **warlock of the fiend** (see chapter 3 of *Volo's Guide to Monsters)* named "Gruxlug the Tiny" conducts occult rituals to summon devils. He spends countless hours discussing infernal knowledge and secrets with the devils before sending them back to the Nine Hells.

Fyrentennimar. This tower is formed within the hollowed-out remains of an ancient red dragon named Fyrentennimar. A powerful magic keeps the dragon's remains protected against decay. Along the ceiling are five taxidermied chromatic dragon heads, one for each color. An elderly dragonborn **mage** named Thava Norixius occupies this tower and is thought to be the most renowned scholar on dragons in all of Faerûn.

Jewel of the Styx. A pirate ship called the "Jewel of the Styx" sits atop the foundation of an old decaying tower. The twenty-person pirate crew remains bound to this ship as undead **wights**, including their captain, a female tiefling known as "The Infernal Duchess." However, after many hundreds of years in Candlekeep, the pirates developed a friendly nature and became staunch defenders of Candlekeep. If Candlekeep is ever attacked, the pirates fire their ship's sixteen cannons on enemies who dare threaten their new home.

Spire of Silvanus. Green vines and forest plants cover the stone bricks of this tower. Friendly creatures live throughout the "Spire of Silvanus" as Leuwin, a satyr **archdruid** (see chapter 3 of *Volo's Guide to Monsters)*, tends to the animals and plant life.

Balduran's Steeple. A tower with the heraldry and coat of arms for every major army from the last millennium. This tower serves as an armory for Candlekeep's defensive forces and a historical military museum.

Candlekeep Confectionery. The scents of cooked herbs and meats billow out of this tower dedicated to cooking the many exotic and spectacular recipes donated at the arched gates.

Caves

The volcanic crag upon which Candlekeep rests is a hard plug of black rock that was once the heart of a massive volcano. Over time, natural caves formed and expanded, due to the erosion from crashing waves and the constant drainage from water shafts and catch caverns carrying waste down into the Underdark. In addition to the wards of Candlekeep, which alert the monks of any intruders larger than rodents, a colony of myconids prevents drow, duergar, and other subterranean invasions. The slow-moving dung of the monks in the keep above fertilizes a thriving fungal garden, which the myconids fiercely defend.

Stores of food, drink, and "maybe useful someday" furniture exist in a few of the drier caverns. However, in recent decades, most storage has been relocated to the cellars under the Court of Air. With the exception of a handful of underground food gardens, the majority of Candlekeep's stores are now much closer to the kitchen, much to the delight of the cooks.

Catacombs

Unlike the naturally formed caverns, the catacombs were carved out by earth elementals at the direction of gnomes, dwarves, and humans in the days of Alaundo, who saw the need for graves and storage. Sepulchers depicting their inhabitants rest silently in modest chambers with smooth stonework.

Within the catacombs are water pools from which Candlekeep draws drinking and bathing water. Gargoyles atop rooftop basins and gutters collect rainwater, which is desalinated by the mythal before it passes through the water shafts to the pools.

Vaults

Rarely do daily operations require the original version of a text. In addition to transcribing copies of books for seekers (see chapter 3, "The Great Library"), both the Avowed and visitors work with copies on a regular basis to prevent others from tearing out pages or attempting to steal entire works. Visitors rarely notice this, as many of the copies are quite old, and fresh copies are often attributed to the pristine reputation of books within the collection.

The precious original books, both magical and mundane, are stored within a series of vaults located beneath Candlekeep's numerous towers. Each vault has two entrances, both of which are secret: a door located in the tower above it, and an emergency backup door linking the vaults to each other.

The vaults are well protected. Given the potential of the tomes within the vaults, the inner wards are among the strongest magical barriers in the history of Faerûn. As if the mythal and the vigilant members of the Avowed weren't enough, powerful guardians keep watch over the vaults, bound to defend their knowledge for all eternity (see chapter 3, "The Great Library," for more information on the guardians of Candlekeep).

Transition Locations

Most seekers don't see beyond the Court of Air and its buildings. In fact, many of them spend the entirety of their ten-day visit in the



reading rooms, only leaving their nooks to eat, sleep, and hopefully bathe. However, if a seeker is important enough (or clever enough) to progress beyond the Emerald Door, they may witness the stupendous and bewildering structures deeper within the library fortress.

A character cannot navigate the jumbled network of towers without passing through a transition location. Whether a room, walkway, or minor landmark, Candlekeep is full of amusing sights and faces. Consider rolling on the Transition Locations table to bring the Castle of Tomes to life during exploration.

Transition Locations

d4	Location	d4	Location
1	Landmark	3	Door
2	Bridge or Hallway	4	Room

Landmarks

d4	Landmark
1	The Howling Well echoes with the vast whispering of the Endless Chant due to currents of air moving within the rock. The stone well is illuminated by the orange glow of a permanent *dancing lights* spell.
2	A beautiful rock garden, known as the Grove, with cascading natural springs. At any given time, 1d4+1 **Avowed preservers** and 1d4 **seekers** (see chapter 6, "Friends and Foes") are engaged in a fervent discourse regarding the etymology of the word "avocado."
3	A peculiarly angled shipwreck balanced atop three towers. The towers are constructed around the long-forgotten masts of an even larger galleon. A gnome **skeleton** in pirate attire sweeps the deck of this galleon.
4	A grand colosseum with a bronze domed roof. A **loremaster wizard** within the Avowed instructs 1d8 **renowned scholars** (see chapter 6, "Friends and Foes") on a newly discovered spell (see chapter 5, "Magic Items and Spells," for possible spells).

Bridges or Hallways

d4	Location
1	This covered bridge traverses an immense, swamp-like fountain below. A group of 1d6+2 **pixies** part the plant overgrowth to ask if a character knows any good jokes.
2	Long ago, a seeker fled across this bridge with a stolen chronomancy tome. Attempting to flee by hastily reciting one of its spells, they trapped themselves here in an endless time loop.
3	The flags hanging from this stone bridge's Ionic columns are enchanted. The haughty champions depicted on the fluttering banners question pedestrians about their latest heroic deeds.
4	A long hall displaying art objects, lit by 1d10 floating **glowglobes** (see chapter 6, "Friends and Foes").

Doors

d4	Door
1	This talking brass door refuses to open unless it hears a juicy bit of gossip.
2	These twenty-foot-tall adamantine double doors are inlaid with giant runes. They're rumored to be pieces of the dragon-slaying colossus, the *Vonindod*.
3	By turning this crystalline doorknob, the wall opens to reveal a blue portal to a tower within the library fortress.
4	Pressing the correct sequence of engraved bricks along this arched stone hallway opens the iron portcullis ahead. The wrong sequence results in a second portcullis dropping at the other end, forming a cage.

From ***A Monk's Wanderings in the Moonshaes,*** author unknown

The glade held four statues: a fox, wolf, bear, and owl. When I made the sound of each, the standing stones transported me. I was no longer in the Moonshaes. I stood in the court of King Witchthorn, the dark fey king of faraway Kryptgarden Forest!

Rooms

d4	Location
1	The walls of this fieldstone storage room are lined with exotic spices in containers of all shapes and colors. No wonder the dishes in Candlekeep are so well seasoned!
2	A museum of nonmagical armor and weapons from all over Faerûn. There is a 10 percent chance that any given suit of armor or weapon is a suit of **animated armor** or a **flying sword**.
3	A music hall with an orchestra composed of near-transparent magical virtuosos. A bookshelf nearby contains songs by various composers. The orchestra plays any sheet of music that is placed in front of the conductor.
4	This bamboo-floored room contains a roped-off replica of the seer Alaundo's original hermit hut in which he wrote his prophecies. Some say those who write in it are inspired by Oghma and Deneir.

Downtime in Candlekeep

A seeker is permitted to stay at Candlekeep for ten days, during which time they may access the wealth of information contained within the Great Library (see chapter 3, "The Great Library," for rules on requesting specific knowledge). After this time, a seeker cannot return to Candlekeep for an entire month.

There are but two exceptions to the ten-day visitation policy. If a seeker is ill, injured, or otherwise unable to travel, the monks accommodate them until their condition improves, sometimes offering magical healing. Otherwise, the only way a seeker can extend their time in the Citadel of Learning is by pledging to join the ranks of the Avowed. While not a common occurrence, some seekers succumb to the temptation of learning once they've tasted the bottomless well of knowledge that is Candlekeep.

Downtime Activity: Researching in Candlekeep

Chapter 6 of the *Dungeon Master's Guide* outlines rules for downtime activities, which are expanded in chapter 2 of *Xanathar's Guide to Everything*. In addition to the options in those sources, you may choose this downtime activity while visiting Candlekeep.

Resources

To research in Candlekeep, a character must be admitted as a seeker and spend ten days studying the topic of their choice.

Resolution

The character makes an Intelligence check using a skill corresponding to their topic of study. Example subjects and their associated topics are located in the Research Topics table. At the DM's discretion, a character may use a different skill, such as making a Charisma (Persuasion) check to encourage a member of the Avowed to retrieve a special tome. Determine what a character learns using the Candlekeep Research Outcomes table.

Research Topics

Skill	Example Topics
Arcana	alchemy, liches and their phylacteries, oracles, portals and port keys, the eight schools of magic, onomancy, magical defenses and mythals, wild magic
History	ancient civilizations, modern civilizations, culture, wars, historical figures and their lineages, specific events
Nature	agriculture, beasts, dragons, harvesting, fey, giants, orcs, goblinoids, oozes, plants
Religion	celestials, the Chosen, devils, demons, Elder Evils, gods and their portfolios, planar cosmology, true names, undead

Candlekeep Research Outcomes

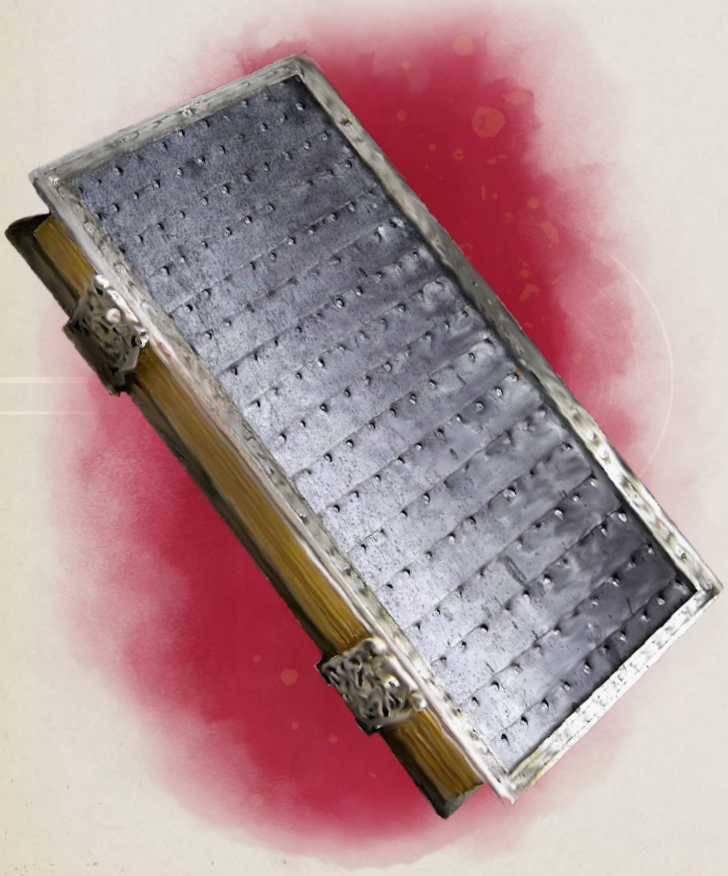
Check Total	Outcome
1–5	1 piece of lore and 1 benefit
6–10	2 pieces of lore and 1 benefit
11–20	2 pieces of lore and 2 benefits
21+	3 pieces of lore and 2 benefits

Each piece of lore is the equivalent of one true statement about a person, place, or thing. Examples include the location of a teleportation circle or the configuration of its sigils, the knowledge of how to destroy a certain magical artifact, a secret held by a character's archnemesis, and so on.

Bringing Downtime to Life

Downtime is more than an ability check. It's a chance for players to explore their characters and impact the narrative through individual pursuits. As DM, you can breathe life into downtime by taking a narrative approach. Perhaps a character wants to use Stealth to research, rather than a knowledge-based skill. Do they sneak into the inner rooms, looking for a specific tome? Perhaps they pass through a transition location detailed earlier in this chapter, or encounter a rival on their return to the House of Rest.

Similarly, you can inject research outcomes with storytelling and foreshadowing. If a character is researching the jungles of Chult, perhaps they come across a battered copy of a field guide penned by the explorer Artus Cimber, or a floating skull imparts a tale to a passing character. Instead of simply giving a character information from the stat block of the monster they are researching, maybe they discover the firsthand account of a hunter who encountered the beast years ago. Alternatively, you can let the player describe how their character learns a benefit or piece of lore.



As DM, you are the final arbiter concerning exactly what a character learns. For a monster or an NPC, you can reveal elements of statistics or personality. For a location, you might reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place. A character that inquires about the true name of the archdevil Zariel may instead return with that of her most trusted lieutenant.

In addition to lore, research in Candlekeep provides a character with one or two lasting benefits. A character can choose from the following benefits, which last for a number of weeks equal to their Intelligence modifier (minimum of 1). If a benefit grants a character a spell, they can cast it without expending a spell slot, but it requires the normal components. Their spellcasting ability for that spell is Intelligence.

Acolyte of the Avowed. Once per short rest, you can cast the *detect thoughts* spell (save DC 15). Additionally, you can cast the *legend lore* spell once per week.

Arcanist. You learn one cantrip of your choice from any spell list.

Dabbler. You gain proficiency in one skill or set of tools with which you are not already proficient. Alternatively, you gain proficiency in one type of armor or weapon.

Expert. Choose a skill in which you have proficiency. Your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Favored Foe. Choose a type of favored foe: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. You gain a +2 bonus to damage rolls against your favored foe.

Hunter. Once per long rest, you can cast either the *locate object* spell or the *locate creature* spell.

Prophecies of Alaundo. Once per short rest, you can cast the *augury* spell. Additionally, you can cast the *divination* spell once per week.

Student of Gond. Once per short rest, you can cast the *find familiar* spell. Your familiar takes the form of a clockwork companion.

Complications

Each visit to Candlekeep carries a 15 percent chance of complication, examples of which are on the Candlekeep Research Complications table.

Candlekeep Research Complications

d6	Complication
1	You accidentally learn a dark secret about someone you know or their ancestors.*
2	You release a being who was bound within the pages of a rare tome.*
3	You learn a commonly held belief is untrue.
4	Your actions cause you to be indebted to the library. This may require you to join the ranks of the Avowed or embark on an expedition on behalf of the library fortress (see chapter 4, "Candlekeep Adventures").
5	A hidden magic item reveals itself to you. It claims it can grant you great power.*
6	An ominous clue leads you to believe one of the prophecies of Alaundo is at hand (see chapter 4, "Candlekeep Adventures").

*Might involve a rival

Candlekeep Rivals

Chapter 2 of *Xanathar's Guide to Everything* outlines rules for creating specialized NPCs called rivals. Rivals may arise from complications during downtime, the pursuit of a shared goal, or the whim of the Dungeon Master.

The Candlekeep Rivals table provides a list of rivals that may arise from conflict during downtime in the Citadel of Learning. Keep in mind that memorable rivals incorporate a personal connection to one or more characters and their actions.

Candlekeep Rivals

d6	Rival
1	Inquisitive seeker researching the same topic
2	Esteemed author with an enormous ego
3	Cynical mage who is suspicious about the characters
4	Member of the Avowed who plans to break their oath to the order
5	Sage who acts as personal advisor to someone with considerable power
6	Wizard researching a magical phenomenon

The Avowed

The Avowed is an order of scholar monks dedicated to the preservation of knowledge and defense of Candlekeep. The majority of the monks are simple commoners, but their ranks also include a select few clerics, paladins, and wizards devoted to the pursuit of truth and knowledge. To understand the Avowed, one must understand their purpose and their hierarchy.

Becoming an Avowed

Those desiring to live life as an Avowed forgo all their possessions, dedicating what they own to Candlekeep prior to admission as an acolyte. Acolytes are stripped of their titles and given quarters in a plain barracks located at the base of Candlekeep's tallest tower, Exaltation. It is here that the Guide oversees the training of acolytes carried out by tutors, monks of various ranks and standing within the Avowed specializing in educational academia.

An acolyte's training lasts until they are accepted as a seeker in the Avowed. Training an acolyte consists of intense mental interrogation using the *detect thoughts* and *zone of truth* spells, along with physical training. Any acolyte found harboring nefarious or deceitful intentions during interrogation is cast out and permanently banned from Candlekeep.

Acceptance into the Avowed as a seeker requires the endorsement of five Avowed, as well as either one Avowed currently serving as a tutor under the Guide, or the Guide himself. Once accepted as a seeker, the acolyte undergoes a secret ritual completing their transformation into a seeker within the order of the Avowed.

> From ***Tome of the Dragon***,
> penned by Sammaster the Mad,
> fallen Chosen of Mystra
>
> *Death is not to be feared, but to be passed and surpassed. Beyond death lies cold reason and immortality in which power is all—as it should be.*

Hierarchy of the Avowed

The monastic order of the Avowed has a strict hierarchy. Their ranks, from lowest to highest, are as follows: seeker, scribe, master reader, great reader, first reader, and keeper of the tomes. Each rank has specific tasks and responsibilities crucial to the maintenance of Candlekeep.

Seeker

These low-ranking monks carry out the mundane, yet essential, tasks required for Candlekeep to operate as a hub of learning and knowledge. Such tasks include cooking, cleaning, manual labor, and fetching whatever monks of higher ranks desire for their studies. Seekers work twelve-hour shifts, and those who desire to ascend the ranks spend their remaining time each day devoted to study, so that they might one day prove themselves worthy of promotion to the master readers.

Scribe

These monks are responsible for copying existing books and for producing new books published by Candlekeep. As a scribe, monks hone their research and writing skills by drawing on existing lore, knowledge, and research on an existing topic, then use it to author all-encompassing tomes of knowledge on these subjects and publish them in the name of Candlekeep. These tomes serve as a means to export knowledge from Candlekeep to libraries all over Faerûn, while also providing a steady stream of revenue for the library fortress.



Master Reader

There are few individuals more knowledgeable in written or spoken languages and arcane phrases than master readers, sometimes referred to as Masters of Realmlore by sages and Heralds across Faerûn. It's rumored that master readers can read or hear a sentence and recall the author and title of any book in which this sentence appears.

The master readers debate and determine the true meaning of texts when there is a lack of consensus regarding its interpretation. Master readers are responsible for voting on promoting seekers to the rank of scribe. In addition, master readers carry out magical experimentations and quest for valuable tomes of knowledge scattered throughout Faerûn. It is rare, but possible, to cross paths with a master reader deep in a dungeon seeking a treasured tome.

Great Reader

There are never more than eight great readers at any given time. Great readers are chosen based on their merit and contributions to expanding the library of knowledge and lore within the walls of Candlekeep. In addition to serving as great readers, three great readers occupy additional offices of responsibility. These offices, in order from lowest to highest, are the Gatewarden, the Guide, and the Chanter.

The Gatewarden. The Gatewarden is responsible for the security and defense of Candlekeep. Their security force consists of five patrols made up of thirteen heavily armed and battle-tested Avowed. Four of the patrols are commanded by Watchers who lead their patrols all throughout Candlekeep. The fifth patrol is led by the Keeper of the Portal, selected by the Gatewarden to oversee the gate guards, pathways in the caves leading deep into the Underdark, and other magical and secret entrances into Candlekeep.

The Guide. The Guide is responsible for overseeing and developing the curriculum to train acolytes. They also manage Candlekeep's intricate tutoring program for monks of all ranks, which ensures the vast knowledge of Candlekeep and the secrets in its walls pass through each generation of Avowed.

The Chanter. The Chanter leads a march of Avowed and seekers through Candlekeep as they recite the endless chant of Alaundo's yet-to-be-fulfilled prophecies. Within the procession, there are three understudies of the Chanter, known as the Voice of the North, the Voice of the South, and the Voice of the East. Each understudy wears an emerald compass around their neck; these compasses are eternally pointed in the direction with which they are associated. By decree of Candlekeep, each Avowed must join this march to recite a minimum of nine of Alaundo's prophecies per day.

First Reader

It is said that the First Reader is the most charismatic, articulate, and knowledgeable monk within the Avowed. Their primary responsibility is to govern the Great Library and oversee the maintenance of all knowledge within Candlekeep. The First Reader is second only to the Keeper of Tomes—the two frequently have an antagonistic relationship, as the personalities that lend themselves to each position can easily lead to conflict.

From ***Oaths of the Avowed,***
recorded speech of Gatewarden Mykarthor

Duty, Honor, Knowledge. Those three sacred words reverently preserve our purpose, our dedication to turn from temptation, and the vital treasure that we safeguard from ever being lost. They are our battle cry to build heart when all seems lost, our charge to regain determination when all we've done seems for naught, and our oath to preserve knowledge when it is abandoned.

Keeper of Tomes

The Keeper of Tomes' word is absolute law in Candlekeep. Their edicts are recorded and enshrined in law, and can only be nullified if a future Keeper overturns or retires an edict. The Keeper is the only person allowed to wear robes of pure white within Candlekeep, and the color is forbidden for all others. It's the responsibility of the Keeper to govern the Avowed and Candlekeep to ensure the knowledge contained within is preserved for all eternity.





Chapter 3: The Great Library

Knowledge is power in and of itself. *Entire kingdoms have been leveled in response to a single sentence. Once ye understand that, ye'll see why the Avowed go to such great lengths to protect it from the rest of us.*

—Elminster

The title "the Great Library" is confusingly applied to a multitude of rooms and structures within Candlekeep, as well as the library fortress itself. Most accurately, the term refers to the collection of Candlekeep, the vaults and tome chambers within the towers, the reading rooms, and the halls that connect them.

During the Second Sundering, Candlekeep underwent a series of structural changes due to the fighting that took place within its walls. Shadovar, Moonstars, and other infiltrators exchanged devastating spells throughout the Castle of Tomes. Although much destruction took place around them, the towering necessariums stood with much resolve, and few original texts perished in such battles. When looking out the window of one of these cylindrical towers, the structures beyond may appear different than in ages past, but the reading rooms inside and, more importantly, the precious tomes below, were preserved by the grace of Oghma.

Library Organization

The various sections of the Great Library are often referred to with inconsistent terms, potentially causing confusion during your library explorations. The following definitions are used throughout this book to discuss the organization of knowledge in Candlekeep.

Necessariums

These twelve tall, cylindrical towers are located within the Court of Air. Each of the twelve necessariums contains a spacious reading room, open to all seekers. Above every reading room rests a spiraling balcony containing thousands of books, but these are only copies of texts; though each necessarium boasts an impressive collection, not every book in the Candlekeep collection is represented here.

The books stored in each necessarium are visible in the round reading room, but not accessible from within it. Glancing up from a reading room, the inner walls of the cylindrical tower can be seen lined with a spiral of curving floor-to-ceiling bookshelves all the way up to a skylight set into the necessarium's ceiling. However, this balcony of books can't be reached from the reading room itself; it's only accessible by the Avowed—or someone in possession of a sigil-engraved stone token bearing the sigil of Candlekeep. These tokens permit a monk to pass through a secret door located along the staircase between the necessarium and the outer wall of the tower itself.

Reading Rooms

The reading rooms, located in each of the necessariums, are wide, elegant spaces adorned with rare artwork, artifacts, and words of wisdom. Seekers recline in comfortable chairs, read and take notes at study tables topped with polished wood, or escape to cozy nooks bathed in magic designed to dampen sound and help the reader focus. Audience chambers are located nearby, where seekers can discuss research or speak with one of the Avowed, who are always close by. Seekers can request a book from an escort monk, but they are not permitted to take books outside of the reading rooms.

Inner Rooms

The inner rooms are heavily warded areas separate from the necessariums. These special rooms, located beyond the Emerald Door and the Court of Air, contain valuable books that are regularly consulted by the monks, though most of the powerful tomes in the inner rooms are monk-crafted copies of originals held in the vaults.

Tome Chambers

Books deemed less valuable than those in the inner rooms, but not intended for common access like the copies in the necessariums, are stored in secure rooms throughout the towers of Candlekeep. Visitors are occasionally permitted to consult texts here, but only under the supervision of at least two monks, due to destructive spells located in many spellbooks within the tome chambers.

Vaults

The vaults are hidden beneath eight of the twelve necessariums, with secret entrances that are nearly impossible to find. These impregnable chambers store irreplaceable originals of both magical and nonmagical books, many of which could alter the course of history if lost or stolen. The vaults are strictly off-limits to all but the most seasoned members of the Avowed—but when the fate of the Realms hangs in the balance, even these rules might be broken, allowing brave adventurers to enter.

From ***Doings of the Avowed of Candlekeep, Volume the Sixteenth***, by Jadred Thorntree of the Avowed, set down in the Year of the False Ghost (109 DR)

Then Maglos Nurwyrmdren spake as First Reader, stern and formal, insisting that the fire-wards be improved, so as not to lose to all Toril a single precious written word nor sigil. No spark must be suffered to exist, nor ignition kindle, even for an instant.

In this did old Noardren of the Great Readers support him, who added his own firm insistence that the wards should harbor new and stronger enspellings to thwart molds and mildews, lest they grow on vellum and parchment.

Ansaerl, the Keeper of Tomes, interjected to mock Noardren, saying that all sane and sensible children knew what was desired, but that to craft such new magics was easily spoken of, but far less easily accomplished.

Which was when one of the youngest Avowed, Sheelra Harrdragon, but newly come to the Keep from Zazesspur, spake up as firmly as her elders of higher rank, declaring she could craft such enspellings—and already had, and could demonstrate.

Some scoffed, some bade her eagerly to do so, and Maglos shouted them down in great wrath, warning that this inner chamber was no fit place to demonstrate any magic, girt all about as it were by shelf upon shelf of irreplaceable tomes. He then chastised Sheelra for not revealing her mastery of the Art before this time, but she coolly reminded him that she spake of it to one Maglos Nurwymdren and the Gatewarden upon her arrival, and could accept no blame for their belittling and not believing her claim.



Library Rules

Like any library, Candlekeep has policies regarding seeker behavior and the access and treatment of knowledge within its walls.

Obtaining Knowledge

A seeker is not permitted to walk among the tomes of the Great Library or remove books from their shelves at their leisure. Instead, seekers must request books from a member of the Avowed known as an "escort monk." An escort monk is assigned to a seeker upon entering a necessarium, though a disproportionate number of monks tend to gravitate toward the reading rooms of potentially troublesome seekers.

On rare occasions, the escort monk must retrieve an original book for a seeker, dutifully keeping it within sight until it is time to return it to its proper location.

Be Specific

When requesting a book, a seeker must be specific. By default, the monks retrieve more general and basic texts, slowly working their way to narrower subjects as the seeker fine-tunes their request. No more than three—or in exceptional cases, four—books may be requested at a time. With a seeker's visit limited to just ten days, the depth of knowledge they gain depends on the knowledge with which they arrive.

Special Access

The Great Library's restrictions can sometimes be lifted for honored individuals, such as:

- Certain Chosen of Oghma, Deneir, Gond, Mystra, and Azuth
- Rulers and heirs of rulers acting in their stead
- High-ranking clergy of good and neutral deities, especially those relating to knowledge (for example, Azuth, Helm, Ilmater, Lathander, Oghma, and Tyr)

Formerly, many powerful wizards enjoyed similar privileges, but after the infiltration of the Avowed toward the end of the fifteenth century DR and its ensuing destruction, the monks revoked much of this access.

Treatment of Books

Candlekeep's ultimate goals are that of collecting and preserving knowledge. The destruction, theft, or mistreatment of any piece of the collection—be it a book, tome, scroll, or other fragment of writing— is met with the strictest of punishments. The same fate awaits those who willfully bring destructive bookworms into the monastery or damage its towers with spells. This has come to be known across Faerûn as "The Rule of Candlekeep":

> Those who destroy knowledge, with ink, fire, or sword, are themselves destroyed.

Copying Texts

A wise sage once said, "The mind is for *creating* ideas, not holding them." The sheer volume of texts at a seeker's fingertips is both exhilarating and overwhelming. As a seeker requests increasingly interesting and useful texts, the temptation to take notes grows. Note-taking is permitted in both the audience chambers and reading rooms, though most seekers are too enraptured by their books to use precious time jotting down information. It is expressly forbidden for any visitor granted access to the tome chambers, inner rooms, or vaults to take notes.

With a few exceptions, a patron can commission the Avowed to produce a copy of a piece of writing within the Candlekeep collection, ranging from individual sentences



to entire works. The minimum fee for this service is 100 gp, but the monks have been known to give steep discounts to less-wealthy seekers hoping to leave the keep with fragments of lore.

Works of the Avowed

In addition to charging for copying services, Candlekeep generates income through the annual release of a small book credited to the collective members of the Avowed. Written by experts in their field and stamped with the sigil of the greatest lorehouse in all the Realms, these annual releases are highly anticipated by collectors and scholars alike. Each book costs between 50 gp and 100 gp and typically includes essays, articles, and excerpts of other works related to a singular topic. The initial price at the keep may seem shocking, but these works can fetch a much higher price when resold in other markets.

Variant: Training Manual

Chapter 8 of the *Player's Handbook* includes rules for learning a new language or tool proficiency through training. At the DM's discretion, you can introduce the following variant rule.

Training Manual. While in Candlekeep, you can purchase a copy of a special training manual penned by expert scholars within the Avowed. A training manual costs 250 gp and focuses on one language or tool proficiency of your choice. If you spend 48 hours over a period of 6 days or fewer studying the manual's contents and practicing its guidelines, you gain proficiency in the language or tool proficiency for which the manual was written.

After the proficiency is gained, you must keep the manual in your possession for occasional review. If it's ever out of your possession for 5 days or more, you lose any proficiency gained by a training manual. You can only benefit from one training manual at a time.

Protecting Knowledge

Privileged seekers who progress beyond the Emerald Door notice an increasing level of security not seen within the Court of Air. Several towers house works deemed sacred by the Avowed, and many contain magical books and items. These areas are heavily guarded by traps, spells, and creatures—both living and otherwise. The deepest sections of the Great Library are accompanied by the greatest defenses and most potent surprises.

Guardians

The Avowed regularly patrol points of entry into the Great Library and the vaults, but the monks aren't the only creatures guarding the collection.

Enlightened Guardians

Shortly after Candlekeep was founded nearly two millennia ago, the dwarves and gnomes constructing the library fortress used elementals to dig the tunnels that would later become the catacombs. The elementals were surprisingly obedient within Candlekeep, enlightened in service of Oghma, Deneir, and Milil. Once the work was done, a handful of these guardians remained in Candlekeep, determined to protect the collection.

The smooth stone of each enlightened guardian is inscribed with phrases from books within the Great Library, said to be their favorite works. These gentle giants enjoy quietly reading under the light of glowglobes, but they will not hesitate to remind an intruder of their chaotic roots.

Miirym, the Sentinel Wyrm

The caverns, lower passages, and vaults of Candlekeep are guarded by the ghost of a silver dragon named Miirym. The wyrm was bound to protect the Citadel of Learning by Candlekeep's First Reader, Torth, a powerful archsorcerer who died fifteen years into his twenty-year binding spell. Despite the death of both Torth and the silver dragon, Torth's spell remained, and so did the undying force of Miirym the Sentinel Wyrm along with it. For more information on Miirym, see the adventure in chapter 4, "Candlekeep Adventures."

Warding Magic

The wards of Candlekeep are not simply a magical dome placed over the library fortress. This mythal, created and fine-tuned by generations of experienced mages, permeates every tower, passageway, and room throughout the library fortress. Like other defenses, the wards are concentrated around areas with important and irreplaceable original texts worth more than a king's ransom.



Preservation Wards

These gentle, yet critical, wards are designed to prevent the degradation of books through natural means or clumsy accidents. The enemy of most tomes is not a thief or fire-breathing dragon. Moisture, brown mold, and the accidental tip of an ill-placed candle pose far greater risks.

Thankfully, the spread of nonmagical flames, fungi, and mold is near-impossible in the library fortress due to the preservation wards. Even salt is repelled by the wards—with the exception of a pinch sprinkled over a monk's warm dinner! Though seemingly insignificant when compared to the Great Shield, the preservation wards are the reason the books of Candlekeep have stood the test of time.

Defensive Wards

The defensive wards prevent unauthorized entry into and movement within the keep, whether by physical or magical means. Certain passages and doorways contain alarm spells, while another mythal prevents magic that would allow one to see or pass through walls, such as *meld into stone* or *mold earth*. Illusory wards conceal secret pathways known to the Avowed, as well as causing certain tomes to appear as other less valuable books to those who would try to steal them.

As the name suggests, the defensive wards also mitigate any damage from would-be invaders. Historically, the wards have endured hurling boulders, potent spells, and the onslaughts of dragons.

Glyphs

When the wards aren't enough, the Avowed enlist more specialized magic through glyphs and runes throughout the keep. Certain sigils affixed to doors prevent entry without a special token carried by the Avowed, while others trigger binding magic when a creature attempts to open certain powerful tomes without first disarming them.

Traps

Not long after its founding, divinely inspired worshipers of Gond arrived in Candlekeep. Among them were talented inventors and crafters, bringing smithing skills and clockwork contraptions from faraway lands. When it came time to implement safeguards, these scholars leapt at the chance to exercise their creativity. Hundreds of mechanical traps exist in the inner rooms, cleverly devised so as to never damage a single page when incapacitating an intruder.

Books of Candlekeep

Characters visiting the library fortress will no doubt desire to select and read a book. The Books of Candlekeep table includes nonmagical books located in the Great Library. Magical books abound beyond the Emerald Door and can be found in chapter 5, "Magic Items and Spells."

Books of Candlekeep

d100	Book Title	Book Description
1–4	*The Flowing Light of Divinity*	A majestic rose, gold, and violet–colored tome bearing the symbol of a rising sun. Details the origins and rites of the Order of Lathander. This tome is written in Common.
5–8	*Clamors and Expeditions*	A black leather book with severe water damage. The few undamaged pages that remain detail an expedition to Chult. This book is written in Common.
9–12	*Praktikal Mekaniks*	A book made of metallic clockwork parts. This book only opens every other lunar cycle and locks ten hours later. It contains instructions for creating clockwork golems and has no credited author. This book is written in Gnomish.
13–16	*Treasure Tales of the Sword Coast*	A tattered dark brown book containing the exploits of Blackguard One–Eye, the notorious pirate. It contains a map and several potential treasure locations. This book is written in broken Common.
17–20	*A Bestiary of Faerûn*	A book made of treated manticore hide that lists beasts and animals throughout Faerûn. This includes a list of the animals detailed in appendix A of the *Monster Manual,* "Miscellaneous Creatures," though not their game statistics. This book is written in Common.
21–24	*Philosophical Poems*	A plain white book contemplating the esoteric nature of "being" in a series of poems. This anonymously authored book is written in Orcish.
25–28	*The Sword Coast and the North*	A plain leather–bound book that details locales of the Sword Coast and the North, as seen through the eyes and recollections of many different travelers. This book includes all the information found in chapter 2 of the *Sword Coast Adventurer's Guide,* "The Sword Coast and the North." This book is written in Common.
29–32	*Juvenile Amusements*	A cobalt book written by Amaz Lerune, a ten–year–old child, detailing their visit to a festival in Neverwinter. This book is written in Common.
33–36	*Larloch's Musings on the Nature of the Weave*	This tome consists of thin sheets of marble held together by gravitational magic. It recounts the archlich Larloch's speculations on the Weave, Mystra, and her Chosen, who he believes capable of shaping spells from the Weave without material components. The book also details encounters with Weaveghosts, Mystra's servitors who now exist as bodiless sentiences within the Weave. This book is written in ancient Netherese.
37–40	*The Lays of Sarlgon the Tall of Thay*	A tome made of pure ruby. Written by Sarlgon the Tall of Thay, it details several secret entrances to Thay and ways to defeat the nation. Sarlgon claims they are the rightful ruler of Thay, and swear to return from their exile one day with a conquering host. This book is written in Elvish.
41–44	*Volo's Guide to Monsters*	A crimson tome bearing the face of an illithid on its cover, written by Volothamp Geddarm. This tome contains all the lore found in *Volo's Guide to Monsters,* though not game statistics. This book is written in Common.
45–48	*The Grimoire of Slaadi*	A black tome made from the hide of a death slaad. This tome provides the lore of slaadi found in the *Monster Manual,* though not game statistics. This tome is written in Slaad.
49–52	*The Land of Calimshan*	An ornate book with golden trim detailing the history and culture of Calimshan. This book contains all the lore found in chapter 2 of the *Calimshan Adventurer's Guide,* "Calimshan Described," available on the Dungeon Masters Guild.

d100	Book Title	Book Description
53–56	*Amarune's Almanac: The Underdark*	A dark brown leather–bound book, written by Amarune Whitewave, detailing locations in the Underdark. This book contains all the lore found in the "Locations" section of *Amarune's Almanac: The Underdark*, available on the Dungeon Masters Guild.
57–60	*The Roots of Modern Society*	This pocket–sized emerald guide has a dirt–covered root as its bookmark. It's an introduction to practical botany, including wild and cultivated plants of Faerûn and their uses in agriculture, medicine, economy, and the arts.
61–64	*The Malady Codex*	This manuscript rests in an isolated glass container. During his final days, a quarantined plague doctor detailed the origins, symptoms, and cures of eleven deadly diseases. This codex contains all of the lore found in *The Malady Codex*, available on the Dungeon Masters Guild.
65–68	*The Cambeeleon*	This magnificent tome has sixty–six pages made of burnished electrum and a cover of polished abalone shell, edged with gold. The original author is unknown, though thought to be connected with the "Mad Mage." It contains dozens of rare spells, some otherwise unknown in Faerûn.
69–72	*The Quest of the Eldritch Rod*	A purple metallic rod that, when touched by a warlock, opens up into a book. It describes the location of an ancient warlock artifact and is written in Infernal, Abyssal, and Celestial. One must know all three languages to comprehend the full meaning of the text.
73–76	*Maglament's Musings: The Blood War*	A deep red leather–bound tome filled with lore on the Blood War. This describes the eternal battle on the River Styx between demons and devils in Avernus. This tome is written in Infernal.
77–80	*To the Abyss and Back*	A golden book with silver trim and a symbol of balanced scales resting on a warhammer. This tome is written by Ser Thandor and details the story of Ser Vindictus, an angel of Tyr trapped within a temple of Orcus. This tome is written in Celestial.
81–84	*Ashmadai Codex*	A fiery red tome with a pentagram emblazoned on the cover, detailing the Ashmadai, a cult of Asmodeus, and their links to the Red Wizards of Thay. The tome explains the political workings of the Nine Hells. This tome is written in Infernal.
85–88	*Ecology of Bloodmuck*	A leaf–green book bound by bamboo that details the wildlife surrounding Bloodmuck. Specifically, this book details the Bloodmuck Swamp and mentions that a young black dragon has made a lair deep beneath the swamp. This tome is written in Elvish.
89–92	*The Onomancer's Ledger*	This adamantine tube contains a black scroll whose orange letters glow like magma on volcanic rock. It lists the true names of a handful of extraplanar creatures who have meddled with Toril in the past.
93–96	*Fragment of the Nether Scrolls*	The legendary *Nether Scrolls* described the fundamental theory of magic and led to the foundation of the mighty Netherese empire. In the vault in Candlekeep, there is but a fragment of a single chapter regarding the creation of magic items—one of the most valuable and well–guarded items in the castle.
97–100	*The Book of the Silver Thlon*	A stack of papyrus pages sewn into a black leather binding. This workbook of the much-feared archmage Asmiak contains research notes, memoirs, and a number of spell variants found nowhere else.



Chapter 4: Candlekeep Adventures

This chapter describes how to create your own adventures in Candlekeep, provides a large collection of adventure seeds, and includes an alternate Candlekeep scene written by M.T. Black for *Baldur's Gate: Descent into Avernus*.

Adventures in Candlekeep

Adventures in Candlekeep, a location like no other in Faerûn, require fundamental differences in their narrative structure. Below are some considerations when creating adventures in Candlekeep. It's important to note that these considerations do not apply to Friends of Candlekeep.

Entrance Gifts. Adventurers require an entrance gift to obtain access to Candlekeep. What do the characters offer as their entrance gift? How did they obtain it? Chapter 2, "The Library Fortress," explains the importance of entrance gifts in Candlekeep.

Length of Stay. Once entrance is granted, seekers are given 10 days to stay in Candlekeep, affecting the scope of adventures within.

Candlekeep Is Not the Destination. Adventurers visit Candlekeep seeking answers. The keep is seldom, if ever, the final destination of an adventure. Of course, like anything, there are exceptions to this rule.

Crafting a Candlekeep Adventure

Candlekeep is the most comprehensive hub of knowledge in Faerûn. Any adventuring party seeking answers or knowledge to help them on their journey might find themselves in Candlekeep. You can roll on the following tables or use them as inspiration as you craft unique adventures to serve as interludes during your campaign's overarching plot.

Adventure Introductions

First, select an adventure seed from the Adventure Introductions table. These introductions are modular, allowing you to implement them at your table with ease.

d12	Introduction
1	Cursed Entrance Gift
2	Mysterious Broker
3	Unfriendly Competition
4	The Red Door
5	Expedition
6	Page Master
7	Into the Far Realm
8	Missing Child
9	Pipyap's Vile Adventure
10	Volo's Guide to Alaundo
11	Death of an Avowed
12	The Cult of Candlekeep

Cursed Entrance Gift. A monk inspects the party's entrance gift and begins convulsing upon touching it. The monk dies a horrible death, and the characters are apprehended by the remaining four monks and accused of bringing a cursed item to Candlekeep.

Mysterious Broker. The characters are approached by a hooded figure in Candlekeep, who claims to have acquired a forbidden text that can help on the journey. They offer to meet the characters at midnight to broker a deal for the text.

Unfriendly Competition. A Red Wizard of Thay laughs at the sight of the characters, and makes it clear they intend to find knowledge that can prevent the characters from accomplishing their goals.

The Red Door. Once inside Candlekeep, a hidden door, made of red steel with strange etchings, slowly opens before the characters. A beautiful, ethereal voice beckons them inside.

Expedition. A monk approaches the characters and asks them to acquire a rare text from a dangerous ruin.

Page Master. While walking through Candlekeep, a floating book opens up before the characters and teleports them to a story within its pages.

Into the Far Realm. A gnome wizard approaches the characters and offers to pay them to be part of their experiments in one of the towers of Candlekeep. The wizard claims they've discovered a way to teleport creatures into and out of the Far Realm.

Missing Child. A distressed seeker approaches the characters and asks for help finding their child. The seeker claims their child wandered off and is lost deep within Candlekeep's catacombs. If any monks are asked about this seeker's claims, they respond that this particular seeker has no child.

Pipyap's Vile Adventure. Pipyap, an evil-looking imp with an enormous belly, approaches the characters and asks for their help. He wants help finding what he calls the *Tome of Celestials,* which is locked away in a forbidden section of Candlekeep. The book Pipyap is actually looking for is the *Book of Vile Darkness.*

Volo's Guide to Alaundo. Volothamp Geddarm bumps into the characters and conveys a tale of Alaundo's hidden tower within Candlekeep. Inside Alaundo's tower are the "Trials of Alaundo." Anyone who survives these trials is granted immense knowledge and power.

> From ***The Arcane Teaching of Blessed Oghma,*** by High Cleric Ronagarr
>
> *For a most unusual temple, seek a crater-lake with an island in the Spine of the World Mountains, north of Mirabar. A priest of Oghma maintains the temple amid a strange ruin resembling the body of a hammerhead shark. The priest claims it fell from the stars.*

Death of an Avowed. The characters come across an Avowed monk's dead body in Candlekeep. A ruby-encrusted dagger is thrust in the monk's back.

The Cult of Candlekeep. A talking painting on the wall informs the characters it's seen several mysterious figures in black robes roaming Candlekeep at night. The painting believes these black-robed wizards are conducting occult rituals in the caves beneath Candlekeep.

Adventure Climaxes

To conclude the adventure you need an inspiring climax! The following Adventure Climaxes table ensures you and your players are engrossed in a magnificent story in Candlekeep.

d12	Climax
1	It Came from the Far Realm
2	The Enemy Within
3	The Candlekeep Experiment
4	Through the Mirror
5	Offer from the Shadowfell
6	Into the Abyss
7	A Friendly Face
8	The Trials of Candlekeep
9	An Inside Job
10	What Makes a Friend
11	Red Wizards Check Out
12	The Old Ones Cometh

It Came from the Far Realm. The villain opens a portal to the Far Realm. Alien creatures begin to pour through unless the characters close the portal and stop the villain.

The Enemy Within. The characters uncover the identity of the villain; they've been posing as a friendly NPC in Candlekeep. The party has

only moments to act before the villain carries out their final plan.

The Candlekeep Experiment. The entire journey in Candlekeep has been one big experiment. Several monks are found recording every movement and decision the characters make. They refuse to let them go until they finish their final test... a fight to the death with a red dragon.

Through the Mirror. The characters discover they are in an alternate demiplane of existence. The only way back to their home plane is to confront and defeat a mirror copy of themselves.

Offer from the Shadowfell. Suddenly, the characters enter the Shadowfell and are confronted by an evil fey creature seeking knowledge within Candlekeep. It offers them great power in exchange for the characters bringing it forbidden knowledge locked away in Candlekeep.

Into the Abyss. A source of evil presents itself in the form of an ancient tome. It communicates with the characters and asks to be sent into the Abyss—or else it shall destroy every book in Candlekeep.

A Friendly Face. An NPC from a character's past presents themselves and informs the characters that the secret to immortality is hidden deep within Candlekeep. In reality, this NPC is now a vampire and seeks to turn the characters one by one.

The Trials of Candlekeep. The characters are confronted with a set of ancient trials. Failing these trials leads to death, success leads to forbidden knowledge.

An Inside Job. Everything thus far has been an elaborate diversion devised by skilled thieves seeking to steal valuable books and treasures from Candlekeep. The characters have moments to stop the thieves and their devious plot.

What Makes a Friend. The Avowed of Candlekeep created a ruse to test the characters and their intentions. They present the characters with a final puzzle; if the characters succeed, they are deemed Friends of Candlekeep.

Red Wizards Check Out. The Red Wizards of Thay acquire several ancient books in Candlekeep with the knowledge they need to grow their influence throughout Faerûn. The characters must steal these books or defeat the Red Wizards before they are allowed to leave Candlekeep.

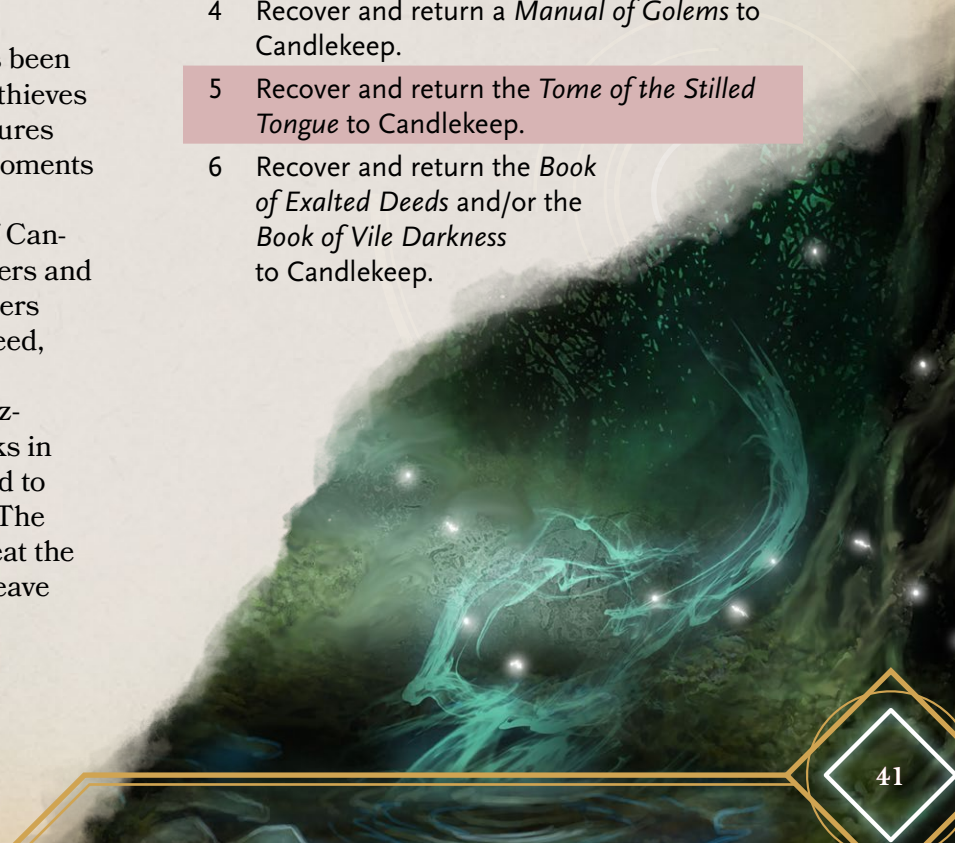
The Old Ones Cometh. The characters discover an ancient cult, devoted to the Elder Evils, that intends to summon the Great Old Ones to Faerûn. Having acquired the knowledge they needed in Candlekeep, this cult is conducting their final ritual deep within the catacombs and must be stopped before the ritual is complete!

Lore Seeker Expeditions

Candlekeep not only buys books, but even sponsors adventuring groups and lore seekers to undertake expeditions across Faerûn to procure particular tomes for the monastery's collection. Candlekeep does not condone book theft, but the monks tend to turn a blind eye and not inquire too deeply about a book's origins. Use the below tables to create expeditions seeking legendary books on Candlekeep's behalf for use in your campaign. First roll on the Lore Seeker Expeditions table to determine the goal of the expedition. Then roll on the Expedition Leads table to determine the contacts who can guide the characters to the book's location.

Lore Seeker Expeditions

d6	Expedition Goal
1	Recover and return a Tome *of Understanding* to Candlekeep.
2	Recover and return a *Tome of Leadership and Influence* to Candlekeep.
3	Recover and return a *Tome of Clear Thought* to Candlekeep.
4	Recover and return a *Manual of Golems* to Candlekeep.
5	Recover and return the *Tome of the Stilled Tongue* to Candlekeep.
6	Recover and return the *Book of Exalted Deeds* and/or the *Book of Vile Darkness* to Candlekeep.



Expedition Leads

d6	Leads
1	**Calimshan.** Hasem Darvish, the Vizier of the Wizard's Ward in Calimport, reportedly knows where this book is kept.
2	**Neverwinter.** The recently ousted Open Lord of Waterdeep, Dagult Neverember, sent a letter to Candlekeep informing them of this book's existence. He claims he has more information and is willing to share details in person.
3	**Port Nyanzaru.** Wakanga O'tamu, a merchant prince and arcane spellcaster, claims a recently uncovered tomb in Chult holds this book. He's requested assistance to recover the book so it can be safeguarded in Candlekeep.
4	**Baldur's Gate.** Nine-Fingers Keene, the current leader of the Guild, sent a note to Candlekeep. She believes this book is being used by the Cult of the Dead Three.
5	**Thay.** A Harper spy in Nethwatch Keep knows where this book is currently located.
6	**Skullport.** Strange news is spreading throughout Waterdeep. Rumors run rampant, claiming that the Xanathar Guild either has, or knows, where this book is.

Create rewards for these expeditions commensurate with the level of danger each is likely to hold. Use this time to develop rewards that cater to the motivations of the characters at your table. Candlekeep has a vast reservoir of rewards and magic items at its disposal to offer as payment for successfully accomplishing an expedition. It's also possible that these books can be found alongside other magical items and artifacts of immense value.

From *Tales of the Order of the Violet Drake*, by Swordcaptain Cedrick

Breaking into the prison city of Wheloon? Our Order learned how. First, copy the diagrams below to emulate the prison tattoos all prisoners must bear. Second, look for the statue in the city wall of a lady that never creates a shadow. On a night with a full moon, her shadow appears and the portal opens.

Prophecies of Alaundo

The prophecies of Alaundo provide endless adventure hooks for your campaigns. The Endless Chant includes vague strings of unfulfilled prophecies you can use to plant adventure seeds or overarching plots within your campaign. Even if characters are simply visiting Candlekeep, they might overhear a prophecy without any context, only later coming to understand its true meaning. If the characters become involved with any prophecies of Alaundo, Candlekeep is sure to offer their assistance to the characters. Some examples of Candlekeep's assistance might include giving characters access to secret knowledge, or helping them divine additional details from the prophecy given the new context brought to light.

Unfulfilled Prophecies of Alaundo

Below are a few unfulfilled prophecies of Alaundo for use in your campaigns.

d12	Prophetic Words	d12	Prophetic Words
1	Fire and Steel	7	The Flames of Winter
2	The Child Savior	8	The Great Reckoning
3	Those from Beyond	9	Queen of Death
4	The Daughter of Blood	10	Deity Unknown
5	The Ascension	11	Time of Champions
6	The Living Dead	12	The Dancing Princes

Fire and Steel. The steel shall cut deep while the fire burns bright. In the end, the tower shall fall.

The Child Savior. A godless army shall descend upon the land and bring forth strife. The child shall reign victor, then die in green flames.

Those from Beyond. The Great One shall make themselves known before the champions of shared blood lock them away for all eternity.

The Daughter of Blood. A bloody massacre shall engulf that land and she shall rise to face it. The father will kill that which he bore and reclaim the throne. Bhaal will be pleased.

The Ascension. The seas will dry as a lost kingdom rises to the heavens. None shall witness the fall of the one.

The Living Dead. The dead shall live and the living shall wallow in death. Only the heart of rubied fire shall bring balance to the land once more.

The Flames of Winter. When ice covers the land and the great frost sweeps, an army of wyrms shall bring forth warmth.

The Great Reckoning. Flames shall consume the land in the days of reckoning. Only with the iron rod shall evil be defeated and the lands freed.

Queen of Death. A thousand years of lightning will bring the queen up from her depths to die the longest death.

Deity Unknown. A great one dies, reborn a god, unbeknownst to themselves except in their greatest hour of need.

Time of Champions. Only the riders of the scaled beasts pave the way to victory against those that travel through time.

The Dancing Princes. The divine shall smite the unholy while the faceless princes dance in the dark. With the sunrise come the tears.

Baldur's Gate: Descent into Avernus Director's Cut

The following material is written by an author from another plane of existence named M.T. Black, for use in *Baldur's Gate: Descent into Avernus*. Use this sacred text to enhance the Candlekeep portion of that adventure. When running *Baldur's Gate: Descent into Avernus,* you can use the following material in lieu of the "Sylvira Savikas" section in chapter 1 of the adventure.

Meeting with Sylvira

An evil-looking **imp** with an enormous belly finds the characters wherever they are in Candlekeep. Upon finding the characters he shouts, "Aha! At last, I've found you!"

Pipyap the Imp

The imp is called Pipyap, and Sylvira Savikas bound him to her service some months ago. He assists in some of her more dangerous experiments, as well as helping with mundane chores, such as answering the door.

Assuming the characters don't kill him on sight, he leads them through Candlekeep, up a tower, and into a small antechamber with several wooden doors and an archway leading to a set of stone stairs.

The doors go to Sylvira's bedchamber, study, drawing room, and library.

To the Lab

Pipyap leads the characters through the archway and up the stone stairs. These wind 30 feet up and around the empty interior of the tower before terminating at the sturdy wooden door that leads to the laboratory. Pipyap opens the door, announces the characters, and ushers them in to meet Sylvira Savikas.

Sylvira Savikas

In the "Sylvira Savikas" section of chapter 1 in *Baldur's Gate: Descent into Avernus*, make the following changes.

Thavius and the Puzzle Box. No change.

Gargauth and the Shield. Sylvira asks the characters to bring the shield with them to the Crisis Conclave she convenes the following day (see the "Invitation to the Crisis Conclave" section below).

Poster Map of Avernus. Do not run this section.

Roleplaying Pipyap

Pipyap is both chatty and grumpy. When asked to do something, his response might include, "Pipyap do this! Pipyap do that! Nobody asks poor Pipyap what he wants to do, oh no!"

Killing Pipyap. Sylvira uses extraordinary magical powers to bind Pipyap into her service. In his early days at Candlekeep, Pipyap died several times by accident. One such time, he tried to fly out a tower window while drunk on ale. His wings didn't function properly in his drunken state and he fell 200 feet to his death, *splat!* Sylvira has since taken steps to ensure that if he dies, he becomes instantly reincarnated in her bedchamber. Pipyap has reincarnated in Sylvira's bedchamber twenty-two times since the magic was placed upon him.

If the characters kill him, he simply reincarnates in the bedchamber and seeks them out once more.

Invitation to the Crisis Conclave

After the characters are done speaking with Sylvira, she invites them to attend a Crisis Conclave the following morning.

> "You have brought dire news to Candlekeep. I must gather the wisest among us to convene a Crisis Conclave. Rest tonight, for this may be the last night you're afforded such a luxury."

In the meantime, Sylvira invites the characters to browse her library, though Pipyap monitors the characters to ensure they do not mark, damage, or steal any of the tomes. The books are mostly on infernal lore, and anyone studying them can discover information such as that contained in chapter 2 of *Mordenkainen's Tome of Foes*. Each section requires a separate successful DC 14 Intelligence (Investigation) check and one hour of study to reveal. Using this time to study helps prepare the characters for the challenges they'll face in Avernus.

Crisis Conclave

The next morning, Pipyap greets the characters with a delicious breakfast he personally prepared. He makes sure the characters know how hard he worked on cooking it.

After breakfast, Pipyap takes the characters back to Sylvira's lab. He grumbles as he sets up a number of chairs in a circle. In the center of the circle is a wooden table with the puzzle box (if the characters gave it to her), as well as an azure crystal in an iron tripod. A large and sturdy chest sits nearby.

Sylvira walks into the room, asks the characters to place the *Shield of the Hidden Lord* on the wooden table (if they have it), and invites each character to stand by a seat. She asks them to remain standing until the First Reader arrives and takes his seat.

The Conclave Introduced

A few minutes later, the members of the Crisis Conclave begin to arrive. There is a blur and a *whoosh* as they teleport into the laboratory and stand by their seats. Sylvira announces them each by name and title. All remain standing until the First Reader comes and takes his seat.

Members of the Crisis Conclave

Melanthios, First Reader of Candlekeep. A cool-headed male human in a white cassock. He speaks little but listens intently.

Rafiq, Keeper of the Emerald Door. An aged, white-haired male human in an emerald green cowl. He is friendly but quiet.

Jingfei, Great Reader of Necromancy. A fierce adolescent female human in a red cassock. She is the youngest person ever to become an archmage.

Traxigorican, Great Reader of Evocation. An otter dressed in a tiny red cassock. Years ago, he was a male halfling and was permanently polymorphed into this otter form, but he still remains a powerful wizard.

Explodemius, Weaponsmith of Candlekeep. An enthusiastic male gnome artificer in a red cassock. Explodemius is known for crafting experimental weapons and mechanical traps.

Serasriel, Gatewarden of Candlekeep. A female elf dressed in a purple cowl. She is affable, though skeptical.

Milbi, Great Reader of Divination. A scatter-brained elderly female dwarf, wearing a red cassock, who has been predicting doom for years. She is feeling rather vindicated now.

Questioned by the Conclave

When everyone is seated, Sylvira says:

> "Members of the Conclave, welcome! I'm confident you've all read the report I prepared last night, so there's no need to recap matters now. The city of Elturel waits in Avernus as we speak. We must act and save the city and its citizens from being damned to eternal suffering as newly recruited souls in the Blood War.
>
> "Here are the adventurers that have risked so much to uncover these disturbing tidings. Please, question them as you wish."

Several members of the Conclave question the characters. Use events from your campaign to frame these questions. Below are a few examples:

- Rafiq listens quietly and eventually asks questions to the characters that are least talkative during the conclave ("Why do you

remain silent, what do you have to say about the fate of Elturel?", "Is there anything you've observed that the other might not have?", etc.).

- Jingfei asks impossible questions about the Cult of the Dead Three they encountered ("Exactly how many cultists were there?", "Are you sure they are no longer a threat to Baldur's Gate?", etc.).
- Traxigorican asks if the characters are capable of defeating devils more powerful than the ones they've encountered ("What devils have you faced thus far?", "What makes you think you can defeat devils more powerful than the ones you've faced?", etc.).
- Explodemius asks about using the *Shield of the Hidden Lord* as a weapon ("Have you used the shield?", "Do you have the willpower to withstand temptation and harness the shield's powers for good, a weapon against evil?", etc.).
- Serasriel asks questions about the characters' bravery and tactics leading them to Candlekeep ("Why did you confront Duke Vantham-pur?", "Did you know she was in league with Zariel?", etc.).
- Milbi doubts the characters' abilities and urges them to look elsewhere for heroes ("You believe you can stop the Nine Hells? Nonsense, you are no hero; we are doomed without true allies!", "Have you heard of Artus Cimber or Drizzt Do'Urden? We need them, not you!", etc.).
- Melanthios wants to understand the characters' motivations ("What is it you desire?", "Why did you risk your life bringing this information to our attention?", etc.).

The Quest

After the Conclave finishes questioning the characters, there are a few moments of silence, then everyone in the Conclave tries to speak at once.

"Quiet!" says the First Reader, standing up. His face is ashen, his voice steady. "Elturel has fallen. Zariel has claimed it, along with all of its people. The city is no more—it has gone to Avernus. Sylvira, you are the expert in these matters. What can be done?"

Sylvira stands up and says, with slightly trembling voice, "Someone needs to travel to Avernus and nullify the pact Thavius Klegg made with Zariel long ago. The Companion above Elturel is the fulfillment of this pact. Therefore, if it is destroyed, Elturel is freed from damnation in Avernus!"

"This is the most hazardous journey imaginable," says the First Reader. "Who would dare undertake it?"

And as if the prophet himself willed it, the Endless Chant of Alaundo begins to reverberate throughout the room. At first a whisper, it grows into a symphony of chanting, "The bearers of the Hidden Lord will descend into hell and free the chained city from the grasp of the Lady of Broken Light!"

When the chanting subsides, the First Reader walks toward you and proclaims, "Alaundo has spoken. It seems that fate and the gods have placed this great undertaking in your hands. I believe in my heart that you are more likely to succeed than anyone else, the prophet has foreseen it. But we will not send you off without help."

The Conclave members immediately direct their attention to the characters. Alaundo's prophecy is about the characters, since they are the bearers of the *Shield of the Hidden Lord*.

If the characters ask how they can destroy the Companion, Sylvira informs them that powerful magic, perhaps in Avernus itself, can destroy it. Another possibility is to convince Zariel to nullify the pact herself, or to confront her and force her to end the pact.

Gearing Up

Explodemius eagerly walks over and flips open the large chest. It is full of magical equipment. In addition to several silver swords, axes, and maces, the chest contains one each of:

- Map of Avernus (More information about how to use the map can be found in chapter 3 of *Baldur's Gate: Descent into Avernus*)
- *Bag of beans*
- *Dimensional shackles*
- *Folding boat*
- *Necklace of adaptation*
- Five *potions of healing*

Give the list to the players and have them divide the items as they wish. Explodemius earnestly explains how each device operates, while also demanding a detailed field report.

How to get to Hell

"This is all very well," says Jingfei, the child archmage. "But how will they get to Avernus? And how will they find Elturel once they get there? Avernus is enormous."

The entire room turns and looks at Milbi, Great Reader of Divination. She blushes a little and says, "A certain localized sympathetic convergence operates in these cases. Therefore, the best way to enter Avernus is via the original gate the Hellriders used over a hundred years ago—it is most likely to bring them out into the city."

"I thought that gate was destroyed," says Jingfei.

"Not so," says Milbi. "The Grand Conjurer of Elturel was unable to close it, so he disguised it instead."

"And do you know where this gate is?" asks Sylvira.

"I do not! But there is someone in Candlekeep who does know."

"Who?" everyone asks.

"Miirym!"

There is silence, and the next moment, everyone is making excuses. "I'm really too busy to speak to her," "I have a class to teach," "My cassock could really use a wash."

Company of Devils

"Look at the puzzle box!" cries Traxigorican, the otter.

The puzzle box begins shaking and rises in the air as smoke pours from the mouth. A dark, twisted horn begins emerging, and a moment later the box has disgorged ten enormous **horned devils**.

Chaos follows as the Conclave scatters, and then the air is full of fire and spells. Several devils smash through a window and head to other towers, even as more are expelled from the box. A low, throbbing horn begins blowing elsewhere in the keep.

Sylvira turns to the characters and screams:

"Go to my library! Find *Elminster's Candlekeep Companion,* open it to chapter 2. Do it now! Pipyap, go with them!"

If the characters hesitate, Sylvira continues to order them to leave. As they go out the door, they see the lab is now on fire, and several battle monks have teleported in and are fighting the devils. Through broken windows, they see other parts of Candlekeep are now ablaze.

Pipyap leads them down the stairs and into Sylvira's library.

Sylvira's Library

Ancient codices and scrolls fill the bookshelves that line this small enclosed room. Finding the *Elminster's Candlekeep Companion* requires a successful DC 17 Wisdom (Perception) check.

Chapter 2 of the book describes the caverns below Candlekeep. Anyone looking at the page for a few moments is transported to Miirym's Cave.

Unwelcome Intruder

Just as the characters start searching the library, Sylvira says to them telepathically, "Hurry! One of the fiends broke through and is on its way down!"

A horned devil is clumsily making its way down the steps, the stairwell being too narrow for it to fly down. It reaches the library in three rounds and attacks whoever it finds in there.

Miirym's Cave

After opening *Elminster's Candlekeep Companion* to the right chapter, the characters find themselves standing in a wide tunnel. Irregularly shaped stalactites hang from the ceilings, and small, crystalline mineral deposits line the walls.

There is a faint silvery light up ahead. If the characters advance toward it, the light recedes, and they hear a telepathic voice, which is female, resonant, and playful:

"Ah, some visitors! It has been such a long time since I've had anyone to talk to. Such a very, very long time.

"Who were the last ones? Ah, the drow, of course. Was that months ago, or years? I do lose track of time, you see. And they weren't very talkative, drow tend not to be, you know. It was all, 'swords drawn, charge into battle' with them. It made it terribly hard to carry on a conversation, though I did try.

"You, on the other hand, look much more loquacious. How about you start by telling me a little about yourselves. No need to hurry—we have all the time in the world."

This is Miirym, a spectral silver dragon that haunts the caves beneath Candlekeep, protecting them from intruders. She is invisible, though she often uses her magic to manifest as a glowing silver light. In battle, she appears as a pair of enormous spectral jaws.

Miirym is terribly lonely and talks to anyone who comes into the cave, even to enemies who are trying to destroy her. She is a typical chatterbox and enjoys extended digressions. It is not possible to hurry her.

Miirym's Story

After learning about the characters, Miirym insists they listen to her story as she creates a powerful illusion that shows events of the past. The illusion illustrates the following:

- She was once a silver dragon with her lair near Baldur's Gate. *"Properly speaking, I lived near a little hamlet called Ulgoth's Beard, but I don't suppose you've heard of that."*
- She hunted over all the lands between the Sea of Swords and the High Moor, traveling south as far as the Cloud Peaks, and north as far as Mount Helimbrar. *"I loved flying beneath the blue sky!"*
- Hundreds of years ago, she was hunting near Candlekeep when she accidentally fried a group of traveling scholars—and even worse, inadvertently destroyed a collection of irreplaceable books. *"I thought they were a group of aurochs!"*
- A powerful archsorcerer named Torth was First Reader at that time. To punish Miirym, he sentenced her to spend twenty years in the caverns beneath Candlekeep, protecting the fortress from underground attacks. *"Don't you agree that seems a bit harsh?"*
- Torth died fifteen years later, before he could free Miirym from her bondage. *"A bit of an oversight on his part!"*
- Torth's magic binding Miirym was so powerful that no other mage could undo it. *"I must admit, that fellow did know how to cast a spell."*
- After spending hundreds of years patrolling the caverns of Candlekeep, Miirym herself died. *"That was a joyful day, let me tell you."*
- However, Torth's magic reached even beyond the grave, and Miirym found herself resurrected in her current form. *"To say it was a rude shock is an understatement."*



- She longs to regain her body and fly beneath the blue skies again. *"I long for the days when I flew high in the heavens, everything seemed much more beautiful then."*

Miirym's Information

Miirym does indeed know the location of the hellgate on the Fields of the Dead. A bearded devil who escaped from the battle with the Hellriders told her all about it. *"He was one of the best friends I ever had, we spent years talking together. Actually, I probably did most of the talking. Silly fellow impaled himself on a stalagmite."*

The hellgate is disguised to look like a grove of trees. The illusion is maintained by a duskwood tree in the middle of the grove. To reveal the hellgate, the tree must be destroyed.

Miirym's Assistance

Miirym knows the Fields of the Dead intimately and can *teleport* the party to the vicinity. When the characters are ready, Miirym teleports them as promised. Just as they disappear, she remembers to mention an important detail. *"Oh, and I think there might be a guardian of some sort there."*

From ***Brixmarsh: Towards a Unity of Magical Pedagogy***, by Salvar Brix, wizard of Mulmaster and Ylraphon

Candlekeep has ever been a friend to other institutions of scholarship, especially those teaching the Art of magic. Aganazzar, Grimwald, Ilyykur, and Presper, the Neverwinter School of Wizardry's four founders, trusted the Castle of Tomes with many of their institution's grimoires and relics after the unfortunate incident with the Red Wizards. Cadderly Bonaduce himself, Chosen of Deneir and friend to Gorion, brought you lore from the Edificant Library. The Lady's College of Silverymoon, where I trained as a wizard, is your close ally to this day.

Hoping to earn such amity for Brixmarsh, our own humble school of spellcasting, I offer this text of our curriculum. True, some say 'tis folly to locate our academy in Ylraphon. Yet the Crowngold herself, renowned mage and our first professor, names remoteness our strength. Students may contemplate the Art in peace, undistracted by the bustle and drama afflicting larger towns!

Gate to Hell

The characters are teleported to the Fields of the Dead, a land of undulating grassy hills just to the north of the River Chionthar. There is an expansive and picturesque grove of trees close by, but nothing else of interest.

Unicorn Grove

If the characters enter the grove, a voice speaks to them telepathically:

> "Well met, strangers! All who enter this grove with benevolent intentions are most welcome. The fruit here is good for eating, and the spring water is good for drinking. You may stay here and refresh yourselves for as long as you wish.

"There is but one law in this place. At the center of the grove is a sacred hickory tree. Please do not approach this tree, as to do so is death."

The voice does not speak again unless the characters approach the center of the grove. Wild apples and strawberries are easily found, and there is a small natural spring as well. The fruit and water both seem unusually refreshing.

Unexpected Guardian

If the characters walk to the center of the grove, they find a clearing with a stout old hickory tree in it. A **unicorn** with creamy flanks and a lustrous tangerine mane steps in front of them. The telepathic voice says sternly:

> "Come no further. Strong magic compels me to attack anyone who threatens this hickory tree. Please leave now."

The unicorn tells the characters a little bit of her story if they ask respectfully, though she refuses to share her name, responding with, "You may call me 'Unicorn' or even 'Uni' if you wish."

She was born in another world and grew to maturity there. About a century ago, she was summoned here by a mighty conjurer, who also placed a permanent *geas* on her, compelling her to protect the hickory tree with her life. She listens sympathetically to the characters' story but attacks fiercely if they try to harm the tree.

The hickory tree has AC 13, 50 hit points, and vulnerability to fire and slashing damage.

Gate Revealed

If the hickory tree is destroyed, the entire grove evaporates, revealing an immense, bowl-shaped crater nearby. There is a long, jagged crack at the bottom of the crater, glowing silver. Sulfurous fumes rise from the crack.

If the unicorn is still alive when the hickory tree is destroyed, she faints from shock. When she revives, she finds herself released from the *geas,* and thanks the characters sincerely before teleporting away.

Lulu the Hollyphant

Before the characters descend the crater, they see a small golden shape flying toward them. As it gets closer, they see it is a 2-foot-long elephant with golden fur and shining white wings.

She greets the characters in her squeaky voice, introducing herself as Lulu, a **hollyphant** (see appendix C in *Baldur's Gate: Descent into Avernus* for her stat block). Lulu conveys the importance of Zariel's sword as a means to saving Elturel; Lulu can't recall specifics, she "just knows." Lulu tells the characters the following about herself:

- She was once the close companion of the angelic being called Zariel.
- When Zariel assembled the army of Hellriders to assault Avernus, Lulu was opposed to the plan but agreed to assist.
- Once in Avernus, Lulu fought bravely beside Zariel, but the Hellriders betrayed them, retreating through the gate and sealing it.
- Zariel was captured by the forces of hell and Lulu had to flee.
- Before Zariel fell, she entrusted her sword to Lulu and another to hide. She knows they hid the sword, but cannot recall who helped her hide it or where it was hidden in Avernus.
- Lulu recalls that Zariel's sword is immensely powerful, capable of destroying anything. She believes the sword can aid the characters on their quest to free Elturel.
- Most of Lulu's memories are gone, but she doesn't know why.
- She eventually found herself in Faerûn once again and decided to return to this place, the site of the gate, looking for a way back to Avernus. She did not know how to reveal the gate, however.
- She pleads to join the party, promising she can provide them with much helpful knowledge about Avernus.

Reference the "Lulu the Hollyphant" section in chapter 1 of *Baldur's Gate: Descent into Avernus* for more information on Lulu and her memories.

Roleplaying Lulu

Lulu is a **hollyphant**, a celestial creature originally from the plane of the Beastlands. She spent many years as the close companion of Zariel.

Trait. I have a positive take on everything.

Ideal. Friendship. There is nothing more important than the bond between close companions.

Bond. Zariel is my dearest friend, and I would do anything to save her.

Flaw. I often don't see things as they really are, and replace reality with visions of flowers, rainbows, and doves in flight. I unconsciously do this to combat the awful things that I have gone through. It has been agonizing to watch Zariel turn into a fiend, and I still struggle to accept it. I often make excuses when confronted with her wickedness.

Through the Gate

The slopes of the crater are easy to scramble down, and the hoofprints of the Hellriders are still visible in the dirt, magically preserved by the Grand Conjurer's illusory veil.

The crack at the base is human height, and nothing can be seen through it except an iridescent silver light. Stepping through the crack causes a creature to be teleported to Elturel in Avernus, including Lulu the hollyphant and any other characters with the party. When the group arrives in Elturel, begin "Arrival in Elturel," in chapter 2 of *Baldur's Gate: Descent into Avernus*. Disregard and remove any mentions of Traxigor; this alternate chapter does not include him.

Milestone

After traveling through the gate to Elturel, the characters advance to level 5.





Chapter 5: Magic Items and Spells

This chapter contains new magic items and spells found in Candlekeep, including magical books, armor, weapons, tomes, and wondrous items located in the Great Library.

Magic Items

These magic items supplement those presented in chapter 7 of the *Dungeon Master's Guide*. Items that require attunement by an arcane spellcaster can only be attuned by a spellcaster that learns or prepares spells from the artificer, bard, sorcerer, warlock, or wizard spell list.

Magic Item Descriptions

This section presents a selection of magic items in alphabetical order. See the *Dungeon Master's Guide* for the rules on using magic items.

Aganazzar's Bookcase

Wondrous item, very rare (requires attunement)

This bookcase forces any would-be thief to work much harder for the haul. The first fourteen of these were created a thousand years ago for Neverwinter's School of Wizardry by the wizard Aganazzar. Half of the original bookcases were later donated to the monks of Candlekeep.

Any book or other item left on one of this bookcase's shelves for at least 24 hours gains fire resistance, and to any creature other than you, its weight is multiplied by ten. These effects end when an item has been more than 5 feet from the bookcase for 24 hours. You can perform a 1-minute ritual that grants a creature of your choice access to the items on the bookcase; for them, the items do not increase in weight. This effect lasts for 24 hours or until you end it as a bonus action.

In addition, the flying and burrowing speeds of any creature within 30 feet of the bookcase becomes 0.

Attunement to the bookcase requires a long rest instead of a short rest, and being attuned to this item doesn't count against the number of magic items you can attune to.

Angelsteel Shield

Armor (shield), very rare (requires attunement)

This fine circular steel shield, embossed with gold, is engraved with a symbol of a crown over a kingfisher, with a rose and sword beneath. It grows in power as you grow in prowess, and flickers with light that flows out at times, helping defend your allies. An adventurer who grew up in Candlekeep as the ward of the sage Gorion gave this otherworldly item to the Avowed. It had been left behind by a trio of knights brought from another plane by the power of the Planar Sphere, a magically crafted fortress in Athkatla. While holding this shield, you gain a bonus to AC equal to half your proficiency bonus. This bonus is in addition to the shield's normal bonus to AC.

Additionally, the shield has 3 charges, and it regains all expended charges daily at dawn. As a reaction when a creature within 5 feet of you fails a saving throw or is hit by an attack,

you can expend 1 charge to grant that creature a bonus to its saving throw or to its AC against the triggering attack, possibly causing the save to succeed or the attack to miss. The bonus the creature gains is equal to your proficiency bonus. Once you expend a charge, you can't do so again for 1 minute.

Arcanist's Glasses

Wondrous item, rare (requires attunement)

These spectacles of unknown origin have ruby lenses set in platinum wire frames. While wearing these glasses, you gain the following benefits:

- You have advantage on Intelligence (Arcana) checks, as well as on Wisdom saving throws made against illusion spells.
- You understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. These glasses don't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.
- You can use an action to cast the *detect magic* spell. If you remove the glasses, the spell ends.

While you wear these glasses, the lenses focus your sight on things that are close to you. Everything farther than 30 feet away from you is lightly obscured, and everything farther than 60 feet away is heavily obscured.



Boots of Other Paths

The Blackstaff's Book of 1,000 Spells

Wondrous item, legendary (requires attunement by a spellcaster)

This thick book, etched in silver and bound with night-blue leather, was created by the first Blackstaff, Khelben Arunsun, to educate future generations of mages. There are multiple copies of the book; the one in Candlekeep's collection was a gift from Lady Laeral Silverhand, Open Lord of Waterdeep.

If you can attune to this book, you can use it as an arcane focus. While holding it, your spell save DC and spell attack bonus each increase by 3, and you gain a +3 bonus to Intelligence (Arcana) checks.

When found, the book contains every spell in *The Blackstaff's Book of 1,000 Spells* from the Dungeon Masters Guild (or any collection of spells the DM chooses). If you're a wizard, you can also use it as a spellbook.

The margins of this book appear blank to any creature that's not attuned and doesn't know its command word, though the spells themselves are visible. While touching the book, you can use a bonus action to speak its command word and reveal notes scribbled throughout the book's margins, which remain visible until you stop touching the book. Every note written on the pages of this book magically appears on all other copies. The notes include every piece of lore from *The Blackstaff's Book of 1,000 Spells,* written by leading archmages such as Laeral, Mordenkainen, Elminster, and even the lich Acererak—accompanied by gossip about other spellcasters.

Boots of Other Paths

Wondrous item, uncommon

These fine leather boots lead you down paths you wouldn't normally take. The product of one wizard's attempt to maximize her potential for taking challenging paths, these boots disappointed their creator in the end, but have proven useful to other wearers, who always come by them unexpectedly.

These boots have 4 charges. You can expend one charge as a bonus action to take the Dash action. When you do so, until the start of your next turn, your movement is unaffected by difficult terrain, and your speed can't be reduced by spells or other magical effects. The boots regain 1d4 expended charges each day at dawn.

Brixmarsh Cloak

Wondrous item, common

This night-blue cloak of crushed blue velvet bears silver runes on the hem, and on the right shoulder, a heraldic rendering of two towers—the symbol of Brixmarsh, a failing school of magic foolishly built on the outskirts of the Flooded Forest. These cloaks were originally created for that school, in ambitious numbers far higher than its eventual enrollment, but are now issued by the Avowed to apprentices studying under masters of the Art.

The cloak has a pocket that magically stretches to hold a single book weighing 7 pounds or less. While in the pocket, a book is protected from all moisture and its weight is reduced to one-tenth of normal, though its shape can be clearly seen bulging through the outside of the cloak. For 1 hour after a book is removed from the pocket, its pages shed a faint pale-blue light—just enough to read it by.

Candle of Tomorrow

Wondrous item, uncommon

The secret of creating these silver candles is kept by four churches, those of Oghma, Deneir, Selûne, and Savras. The clergy of all these deities have agreed to keep their methods confidential.



Candle of Tomorrow

When you light this candle, which requires an action, you specify the duration of its effect, ranging from 1 minute to 24 hours. When you do so, each willing creature within 10 feet of the candle vanishes, along with the candle, for the length of time you chose. For the duration, other creatures can't perceive, interact with, or affect the target in any way, and the target is unaware of its surroundings.

When the effect ends, each target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. No time passes for the creature between the time of its vanishing and when it returns, and it's in exactly the same condition as when it vanished. Unlike those it caused to vanish, the candle is lost forever.

Egg of Death

Wondrous item, uncommon

This apparently empty eggshell feels cold to the touch. It was invented by dragonborn sorcerers in Abeir, the twin world of Toril, as part of their covert insurrection against the dragons of Melabrauth who enslaved them. Since the Spellplague, many of their descendants now dwell in Tymanther, where they create *eggs of death* for espionage in their nation's war against Unther.

As an action, you can break the egg to call forth a corpse identical to what you would look like if you suddenly died, which appears in a space of your choice within 5 feet of you. The corpse is absolutely real, flawlessly passes detailed examination, and registers no traces of magic to suggest its source. Once the corpse appears, the egg is destroyed.

Many scholars believe the body comes from an alternate timeline wherein you truly died. Fate took one path in your own timeline, and a different, fatal one in the other, but the corpse is absolutely yours. The effects of resurrecting the body (if any) are left to the DM's discretion.

Exchequer's Ledger

Wondrous item, uncommon

This book, filled with ever-changing mystical entries, rests on a simple wooden desk. The ledger was taken from a dragon's hoard along with the desk it's attached to, and the two can't be separated. The ledger appears blank while it's moving, but once it's remained stationary for 24 hours, the ledger's pages display a detailed list of entries describing each object

within 60 feet plus an educated estimate of its monetary value. If an object is a book, the entry also includes its title, author, number of pages, a brief summary of its condition ("pristine," "water-stained," "incomplete," etc.), and a rough estimate of what year it was created. The ledger does not note whether or not any particular object is a magic item.

While you are touching this ledger, you can use an action to consult its pages and instantly learn the summed monetary value of all objects accounted for by its current list. You instantly know if the total has changed in any way since the last time you consulted the ledger, but not when or by what means.

Expeditious Tome

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by an arcane spellcaster)

This thick book, bound in gray leather, has blank pages, framed with strange writing. Most tomes of this type have been found in Undermountain, created by various impatient apprentices of the mad archmage Halaster Blackcloak, who frequently find their ritual castings interrupted. However, certain spellcasters among the Avowed of Candlekeep know the secret of creating an *expeditious tome* as well.

If you can attune to this book, you can use it as a spellbook and an arcane focus. While holding the tome, your spell save DC and spell attack bonus each increase by the amount determined by the item's rarity. In addition, you can reduce the casting time of a spell you cast as a ritual by 5 minutes. Once this property is used, it can't be used again until the next dawn.

Fugacious Stone

Wondrous item, uncommon

When held, this unassuming pebble sometimes appears to vanish or duplicate itself for a split second, but when you look again, it's still there, just one pebble, as it was before. *Fugacious stones* are the collateral damage of learning chronomancy. As wizards experiment with manipulating time by sending objects into the future and summoning items from the past, that magic spills and spreads. Even those who carefully control arcane energy cannot prevent small amounts of magic from splintering off such time-transformed objects, leaving specks of matter that coalesce to form pebbles unstuck in time. Some theorize that *fugacious stones* aren't actually destroyed when used. Rather, they are flung to a far point in time where they can be found and used again.

You can use an action to throw this stone at a willing creature within 60 feet of you. The stone instantly flies to the chosen target, and then the stone and the target both vanish. For the next minute, other creatures can't perceive, interact with, or affect the target in any way, and the target is unaware of its surroundings.

At the start of each of your turns, roll a d4. On a roll of 4, or after the target has been gone for 1 minute, the target immediately reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. No time passes for the target between the time of its vanishing and when it returns, and it's in exactly the same condition as when it vanished. The *fugacious stone* does not return; it is lost forever.

Library Tree

Wondrous item, rare

These magnificent, sentient trees serve as living bookshelves, cradling dozens of books in their branches, held in place by smaller, curving shoots of leafy wood. A whole forest of such book-bearing plants was created on another plane to preserve the lore of a dying civilization. The plane-wandering mage known as the Crowngold has given the monks of Candlekeep a whole copse of such trees. Faerûn's only other specimens grow at Brixmarsh, a failing school of magic on the lawless frontier near the rebuilt Dragon Reach port of Ylraphon.

Nature spirits within the trees care for and maintain their books, and their sentience animates the limbs to foil any attempt to remove a book without observing proper protocols. A book taken from the *library tree*'s branches against its wishes is damaged beyond the point of readability.

Two short branches closer to the ground hold an open magical ledger, along with a well of ink and a quill. An Avowed monk, or a seeker of knowledge bearing their secret seal of approval, can borrow a book by writing its title, along with their own name and the date. After doing so, the tree releases the requested book.

If the tree doesn't contain a copy of the requested book, but that title is available elsewhere in the Great Library, the tree grows a new copy of the book for the borrower. In this

10-minute process, the tree extrudes a cover from its bark, creates and inks pages from its own sap and tender heartwood, and uses its fibers to bind a living book. This book can live for up to a month if it is given daily water and sunlight, after which it withers away and becomes unreadable. If the *greater restoration* spell is cast upon a living book before it withers, it thereafter lasts indefinitely, as long as it has daily water and sunlight.

If you spend 10 minutes reading a book from the tree, you can gain advantage on one Intelligence check relating to a subject detailed in the book.

Magic Tome

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a spellcaster)

This simple leather-bound book bears a distinct aura of arcane energy. If you can attune to this book, you can use it as a spellcasting focus. If you're a wizard, you can also use it as a spellbook. While holding the tome, your spell save DC and spell attack bonus each increase by the amount determined by the item's rarity. In addition, when you score a critical hit with a spell attack, the critical hit deals extra damage equal to your proficiency bonus + the level of the spell.

Potion of Clarity

Potion, uncommon

After you drink this potion, during the next hour, you can reroll one ability check with advantage. You choose to do so after the roll is made but before the DM declares whether it succeeded or failed. This cyan liquid is always cool and refreshing, and tastes like fresh water.

Rod of Flame Extinguishing

Rod, rare (requires attunement)

As an action, you can touch this rod to a burning object or surface and instantly extinguish nonmagical flames that fit within a 5-foot cube.

The rod also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Absorb. You cast the *absorb elements* spell.

Dampen. When a creature or object you can see takes fire damage, you can use your reaction to grant all creatures and objects of your choice within 15 feet of you resistance to fire damage, including against the triggering damage, until the end of your next turn.

Quench. As an action, you cause the rod to spray a flame-retardant foam in a 30-foot cone. The foam instantly extinguishes all magical and nonmagical flames in the cone, including those caused by alchemist's fire or spells such as *fire shield* and *wall of fire*. The foam is otherwise harmless and evaporates after 1 minute.

Scrying Tapestry

Wondrous item, rare

These 10-foot-square tapestries were first made by the Imaskari Artificers in the sodden twilight of their lost empire. Recently, a Moonsea cult worshiping a being known only as the "Heir of Orcus" (believed to be the rebellious progeny of that loathsome demon lord) has collected five of these tapestries, for use in some inscrutable scheme. Rumors say the cultists now have their eye on a sixth tapestry, which currently hangs in Exaltation, the first and tallest of Candlekeep's towers.

While within 10 feet of a *scrying tapestry* you can see, you can concentrate your thoughts on



Rod of Flame Extinguishing

a location you've seen before (as if concentrating on a spell). After 10 minutes, the *scrying tapestry* creates a silent invisible sensor at that location. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

For a duration of up to 10 minutes, as long as you maintain concentration, the tapestry's surface depicts images and emits sounds from the sensor's location, just as if the tapestry were an open window on the target. After the duration, the tapestry retains the last image it displayed until it's used again.

After this tapestry is used to scry on a location, it can't be used again for 1 hour.

Seal of Candlekeep

Wondrous item, common

This thumbprint-sized crimson wax seal bears the sigil of Candlekeep. Customarily, these seals are placed on entrances, such as the heavy stone doors leading into the vaults. When a seal is broken, it makes a loud popping sound, audible from as far away as 200 feet. Any attempt to reheat the wax to tamper with a seal causes the color to change from crimson to a luminescent green.

Seals of Candlekeep typically come on paper strips containing 1d6+3 adhesive seals.

Selfsame Bones

Wondrous item, very rare

The bones of a finger much like your own have been lacquered together into one beckoning curl. When you break them, the bones release the magic of your own past. As a bonus action, you can summon a duplicate of yourself from an alternative timeline. This duplicate appears in an unoccupied space you can see within 15 feet of you. It is the same size as you, and it occupies its own space, but it is an object, not a creature.

The duplicate is not fully in phase with your reality, making it appear translucent and insubstantial, but otherwise it looks just like you, even possessing phantom copies of all your items and equipment. The duplicate has the same AC as you, 1 hit point, and immunity to all conditions. If it makes a saving throw, it uses your ability modifier for the roll. If your duplicate is ever more than 30 feet from you at the end of your turn, it is destroyed. You can use your duplicate in the following ways:

- On your turn, you can move the duplicate up to 30 feet in any direction—horizontally, vertically, or diagonally, even into the air (no action required).
- As a bonus action, you can spend 15 feet of movement to teleport, magically swapping places with your duplicate.
- When you take the Attack action on your turn, any attack you make with that action can originate from your space or the duplicate's space. You make this choice for each attack.
- As a bonus action, you can make one extra melee attack from the duplicate's position.
- When a creature that you can see within 5 feet of your duplicate moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the duplicate's space.

Your duplicate lasts for 1 minute, then vanishes as if it had never existed. It vanishes early if you dismiss it as a bonus action, if it's reduced to 0 hit points, or if it's ever more than 30 feet away from you at the end of your turn. When the duplicate vanishes, the fragments of the finger bones you broke to summon the duplicate also disappear forever. Selfsame bones are usually acquired in sets of 5 or 10.

Staff of the Arcane Artisan

Staff, very rare (requires attunement by an arcane spellcaster)

This staff has 10 charges. While holding it, you know the *create item** and *mending* cantrips, and you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *stone shape* (1 charge), *animate objects* (2 charges), *fabricate* (2 charges), or *demiplane* (10 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Timeless Tome of Chronos

Wondrous item, legendary (requires attunement by a wizard capable of casting 9th-level spells)

Bound in shining, gold-embossed leather that always looks brand new, this book is one of 4 grimoires originally created by the Netherese chronomancer Jeriah Chronos, and it enables you to further manipulate the boundaries of

time. If you can attune to this item, you can use it as a spellbook and an arcane focus.

While holding the tome, your spell save DC and spell attack bonus each increase by 3. In addition, you can use the tome to cast *time stop* without using a spell slot. When you cast the spell in this manner, you take 1d6+1 turns in a row, instead of 1d4+1. Once the tome is used to cast *time stop,* it can't be used to do so again until the next dawn.

The Archsorcerer Torth

Centuries ago, the First Reader of Candlekeep was the archsorcerer Torth, whose power rivaled that of the era's greatest archmages. It's arguable that no mortal has done more to defend Candlekeep than Torth, though he accomplished the greater part of this both accidentally and posthumously, through his binding of the silver dragon Miirym.

To this day, though many a puissant mage has attempted to undo Torth's spell, the dragon's now-undead spirit remains bound to defend the Castle of Tomes. Pitying Miirym's fate, the Avowed wrote up a tome describing the situation and recording all they knew of Torth and his spells. A copy of this tome lies in Torth's casket, buried with his bones and staff in a crypt beneath the keep.

In life, the archsorcerer was well known for a deep and driving curiosity, which not only motivated his loyalty to Candlekeep, but inspired a long period of extraplanar exploration. He also sought to recover much of the magical learning of lost Netheril. Due to his research, Candlekeep houses a large collection of the writings of Jeriah Chronos, the Netherese wizard credited by many as the first real practitioner of chronomancy, or time magic.

Drawing from the body of Jeriah's work, Torth created magic items to aid in Candlekeep's defense. In addition to the legendary *Torth's dilatory armor,* he conducted time magic experiments that created a diverse arsenal of *weapons of chronal omission.* Some are in the hands of the monks or trusted Friends of Candlekeep, but most were stowed within a secret room within the Great Library. During an attempted theft by agents of the Red Wizards of Thay, the details of how to find the hidden passage leading to this armory were lost.

When found, this spellbook contains 10d4 wizard spells chosen by the DM, one of which is the *time stop* spell. (At the DM's choice, it might contain the 25 prepared spells from the archmage in the *Monster Manual).*

Torc of the Younger Self

Wondrous item, very rare (requires attunement)

Legends speak of Queen Omarosa, a legendary ruler who guided her realm to prosperity during her reign, making decisions that combined the wisdom of age with the passion and idealism of youth. Historians debate the actual location of her kingdom, but the tales say that after Omarosa's death, this torc was looted from her tomb.

This plain bronze necklace grants you a +1 bonus to all saving throws, and it has 5 charges. It regains 1d4 + 1 charges each day at dawn. While wearing it, you can expend 3 charges as an action to spend one or more of your Hit Dice and regain hit points, as if at the end of a short rest. When you do so, you regain hit points using the highest number possible for each Hit Die.

You can also expend one or more charges as an action to cast one of the following spells, targeting yourself only: *lesser restoration* (1 charge), *remove curse* (2 charges), or *greater restoration* (3 charges).

You can also expend 3 charges to perform a 1-minute ritual to communicate with the spirit of yourself from an earlier time of your choice. The spirit has no substance, but you can see and hear it, and it can see and hear you. In all other respects, it is the person you were at the time you chose, and it approaches you with that perspective. The spirit remains for 10 minutes before vanishing, allowing you time to converse with it. If you remember the right time in your own past to call on the spirit, you can question yourself while important knowledge was still fresh in your mind, potentially gaining advantage on an Intelligence check on that subject. The spirit's time with you is separate from your actual younger self's place in time, and your younger self retains no memory of the conversation.

Torth's Dilatory Armor

Armor (plate mail), legendary (requires attunement)

This pristine bronze and silver plate mail, charged with the magic of chronomancy and



Torth's Dilatory Armor

etched with sigils, was created by the archsorcerer Torth. He did so by repairing ancient plate mail from the Netherese city of Undrentide and empowering it with new enchantments, intending it to be worn by a great defender of Candlekeep. However, it wasn't until the late twelfth century—well after Torth's death—that the Avowed awarded it to Angrid Stormbright, a gold dwarf paladin of Berronar, who helped protect the Great Library from attacks by Calishite wizards. When Angrid passed away after a long career, her sons chose to return her armor to the monks, who once again seek a worthy guardian to wear it.

While wearing this armor, you gain a +3 bonus to AC. This armor doesn't impose disadvantage on Dexterity (Stealth) checks or have a Strength requirement.

This armor has 5 charges, which allow you to displace damage you take into the near future, though eventually it all catches up to you and the armor at once. When you take damage while wearing this armor, you can use your reaction to expend 1 charge. You gain 2d10 + 10 temporary hit points, which take as much of the triggering damage as possible. However, 1 minute after you gain these temporary hit points, you take necrotic damage equal to the number of temporary hit points you gained. This damage can't be reduced in any way.

Once you take necrotic damage from this armor, you can't use any of its charges for 10 minutes. During that time, the breastplate's magical bonus to AC decreases by 1, and it appears corroded and worn, its bronze etching covered with a green patina of verdigris. At the end of the hour, the armor's appearance and AC bonus return to normal.

In addition, when you make a saving throw against a spell, you can use a reaction to spend 3 charges to throw yourself forward in time. You automatically succeed on the saving throw, resolving any effects, then instantly vanish into nothingness. Until the start of your next turn, other creatures can't perceive, interact with, or affect you in any way, and you're unaware of your surroundings. At the start of your next turn after vanishing, you reappear where you were or in the closest unoccupied space; for you, no time has elapsed between the time of your vanishing and your return, and you're in exactly the same condition as when you vanished.

The armor regains 5 expended charges at dawn. If you expend the armor's last charge, roll a d20. On a 1, one minute after you expend the armor's last charge, the armor corrodes so severely that its magical bonus to AC decreases by 1 until it is repaired by a smith skilled enough to make a full suit of plate mail. Repairing it consumes 1,500 gp worth of fine metals.

Weapon of Chronal Omission, +1, +2, or +3

Weapon (any one-handed melee weapon), rare (+1), very rare (+2), or legendary (+3) (requires attunement)

This weapon sometimes appears to lag behind where you move it, or to lead your swing by scant inches. You gain a bonus to attack and damage rolls made with this magical weapon, determined by the weapon's rarity.

This weapon has a number of charges equal to its bonus to attack and damage rolls. Once during each of your turns, when you hit a creature with an attack using this weapon, immediately after the attack is resolved, you can expend 1 charge, attempting to send the creature forward through time. The creature must make a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a successful save, the creature is out of phase with time, and it can't take reactions until the end of its next turn. On a failed save, the creature completely vanishes until the end of your next turn. During that time, other creatures can't perceive, interact

with, or affect it in any way, and it is incapacitated, can't move or speak, and is unaware of its surroundings.

When the creature reappears, no time has passed for it, and it's in exactly the same condition as when it vanished. It returns to the space it previously occupied, or to the nearest unoccupied space. The creature's reappearance cannot be delayed or prevented by any means.

In addition, whenever you score a critical hit with this weapon, you can choose to either deal an extra 1d8 force damage with that critical hit, or regain 1 expended charge for the weapon.

Once you expend one of the weapon's charges, you can't do so again for 1 minute. The weapon regains any expended charges daily at dawn.

Sentient Items

The Great Library is frequently visited by adventurers in search of lore, who bear all manner of relics, but sentient treasures have a will of their own. Few wish to remain hidden in a vault or spend years as objects of study, and they tend to find their way back out into the world. Regardless of how long they stay, however, many sentient items pass through the gates of Candlekeep.

Rules for sentient items (and the conflicts they sometimes wage with their "owners") appear in chapter 7 of the *Dungeon Master's Guide*. The item described here was last seen not far from the Castle of Tomes.

Albruin

Weapon (longsword), legendary (requires attunement)

This sword is made from an alloy of steel and electrum, with a blade plated in sterling silver, but it has no marks of workmanship that reveal its origins. Compared to most longswords, *Albruin* is somewhat broader in blade, but only that and its silver plating betray its unique nature. Only in telepathic communication with a would-be wielder does the sword make its name known, and even then it speaks little of its past.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and deal an extra 1d4 magical slashing damage to any target it hits.

Sentience. *Albruin* is a sentient chaotic neutral weapon with an Intelligence of 17, a Wisdom of 10, and a Charisma of 17. The weapon has hearing and darkvision out to a range of 60 feet, and it can speak, read, and understand Common, Elvish, Thieves' Cant, and Undercommon, and can communicate with its wielder telepathically. While you are attuned to it, *Albruin* also understands every language you know.

Spellcasting. *Albruin* has 15 charges. While holding it, you can expend 1 or 2 of its charges to cast one of the following spells from it, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability: *comprehend languages* (1 charge), *cure wounds* (1 charge, or 2 charges to cast as a 2nd-level spell), *protection from poison* (2 charges, self only), or *see invisibility* (2 charges). Spells cast in this way require the normal casting time and components. The blade regains all expended charges each day at dawn.

Personality. In its telepathic communications, the sword betrays the heart of a scamp, boundless curiosity, and a taste for mischief. Though it has little taste for notoriety, it enjoys the immediate accolades of heroism, and has little patience for wielders who shy away from glorious deeds. It prefers to be wielded by those who travel widely across Abeir-Toril or, even better, to worlds beyond. It is not often talkative, but grows more loquacious when traveling through interesting locales such as ancient ruins or seldom-explored caverns.

Elminster, who was once called upon to examine the blade while it was in the Dalelands, notes that *Albruin*'s nondescript appearance and strong-willed sentience allow it to frequently disappear and seek new wielders.

If *Albruin*'s wielder refuses opportunities for adventure, threatens to settle down in one place, fails to intervene or defend helpless innocents, or otherwise starts to live a boring life, a conflict between *Albruin* and its wielder occurs at the next dawn. The sword refuses all use of its spells to wielders who displease it in these ways, at least until they start being interesting again.

History. The sword was originally forged by the long-dead Surdee, that famed smith of icebound Glister, who worked ore fresh from the mines above the city on the edge of the glacier. Yet the errant half-drow prince of Dambrath who commissioned *Albruin* never received the boon companion he sought. Instead, the sword

convinced one of Surdee's smiths to spirit it away, and its adventures began.

Albruin spent decades in Cormyr, most of them miserable, as it became a seldom-used royal heirloom passed down the line of kings. After a halfling thief stole it in the mid-13th century, the thankful sword ended up in Wheloon, then disappeared for decades before finding its way to a noblewoman of House Uskevren in Selgaunt. After her disappearance, it passed through the hands of an Eastingreach sellsword, a prince of Telflamm, a fleeing looter in Impiltur, brigands in the Dalelands, a banelich in Zhentil Keep, and a mercenary general in what is now Raven's Bluff. For some years in the early 1300s, a towering warrior rumored to be a werebear, called Basalin, wielded the blade in defense of his village. It protected Basalin from the poisons of the giant spiders that plagued the area and allowed him to see the invisible Red Wizards who commanded them.

By 1368 DR, *Albruin* was carried by Simmeon, a former adventuring companion of the necromancer Kryll; by 1369, the drow mage Rarvilin Strathi had it; by 1370, it was in the hands of one of the wards of the sage Gorion of Candlekeep, though tales differ as to whether this ward was Imoen, Abdel Adrian, or someone else. The tiefling bard and Harper Sälia, raised in Candlekeep and familiar with the lore of the sword, claims to have seen a stranger carrying it at the Friendly Arm Inn on the Coast Way between Baldur's Gate and Candlekeep, just after resurrection of the god Bhaal in 1482.

Artifacts

Candlekeep guards many tomes of inestimable value, among which are unique items of incredible power. In addition to artifacts such as the *Book of Exalted Deeds* and *Book of Vile Darkness* contained in chapter 7 of the *Dungeon Master's Guide*, you may find the following items inside the library fortress.

Grimlore's Grimoire

Wondrous item, artifact (requires attunement by a wizard)

This book is named after Grimlore, a wizard of great aptitude who embarked on a realms-spanning quest to rid himself of his mortality. In his pursuit of the necromantic arts, Grimlore took on many qualities of the soulless undead he kept in his company, earning the title of the Deathless One.



Grimlore's Grimoire

Unburdened by thoughts of his personal impermanence, Grimlore was free to immerse himself in an unending quest for knowledge. As a pale master with control over the dark arts, he sought to expand his understanding of the remaining schools of arcane magic.

Grimlore's Grimoire represents Grimlore's countless years of studying the arcane schools of magic, penned in the Rotten Tongue; a language created by Grimlore to communicate with the undead creatures in his cohort.

To attune to the grimoire, a creature must first learn to speak the language of the Rotten Tongue by drinking from the River Styx (exposing itself to the river's effects, as described in chapter 2 of the *Dungeon Master's Guide*). The creature must then spend 40 hours reading and speaking with the grimoire before it can begin to grasp the tome's contents.

Random Properties. *Grimlore's Grimoire* has the following random properties, determined by rolling on the tables in the "Artifacts" section in chapter 7 of the *Dungeon Master's Guide*:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Increased Intelligence. After you learn to read and speak the Rotten Tongue and spend the requisite amount of time studying the grimoire, your Intelligence score increases by 2, to a maximum of 24. You can't gain this benefit from the book more than once.

Bequeathment of Perspicacity. Grimlore meticulously crafted the spells contained within this grimoire under utmost secrecy; working toward a time when his magnum opus was ready to bestow on the multiverse.

If you can attune to this book, you can use it as a spellbook and an arcane focus. While holding the tome, your spell save DC and spell attack bonus each increase by 3. When found, the book contains every spell in *Grimlore's Grimoire* from the Dungeon Masters Guild (or any collection of necromancy spells the DM chooses, always including the spell *Grimlore's shadowgrasp**, presented in the Spells section of this chapter). You can prepare spells from the grimoire as if it were your spellbook, but the spells can't be copied or transferred from the grimoire to another spellbook or scroll.

Sentience. To aid in the propagation of the information contained within, Grimlore bound the soul of his most trusted servant, Bixmodeus, into the tome, giving the book sentience.

Grimlore's Grimoire is a sentient, neutral evil item with an Intelligence of 16, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet. The grimoire communicates with its wielder through speech in the Rotten Tongue.

Personality. The grimoire's purpose is to spread the knowledge contained within to spellcasters throughout the multiverse. Whether used for good or evil is of little concern.

Destroying the Grimoire. The grimoire resists any attempt to remove its contents. To tear out a page, a creature must make a DC 25 Strength (Athletics) check. On a success, it's able to remove the page, but takes 2d12 psychic damage and suffers 1 level of exhaustion. A page removed in this way reconstitutes after 1d10 days with all writing intact.

The only way to truly destroy the grimoire is to place the grimoire in a boat with 50,000 gp worth of rare incense, set it all ablaze, and send the burning boat down the River Styx. If allowed to travel down the river undisturbed for 10 days, the grimoire succumbs to the flames and is destroyed.

The Revelation of the Apocalypse

Wondrous item, artifact

This pearl-white tome with dried blood stains on its cover contains a prophecy detailing the end of the mortal world, written in the foul language known as Dark Speech. Whoever reads any part of this book dies a horrible death in 1d12 days, unless someone else reads the book during that time, then the newer reader dies within 1d12 days. This pattern continues indefinitely. There is no known way to destroy the tome.

Dark Speech. While you carry *The Revelation of the Apocalypse,* you can use an action to open the book and recite words from its pages in Dark Speech. Each time you do so, you and every evil creature within 15 feet of you take 1d12 psychic damage, while each non-evil creature within 15 feet of you takes 4d12 psychic damage.

Random Properties. *The Revelation of the Apocalypse* has the following random properties, determined by rolling on the tables in the "Artifacts" section in chapter 7 of the *Dungeon Master's Guide*:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Revelations of Damnation. If you reference the strange charts and diagrams in this tome while making an Intelligence check, you gain advantage on the roll if the check is related to cults, prophecies, the undead, or evil gods.

Skull of Alaundo

Wondrous item, artifact

The Avowed claim that Alaundo's skull was stolen shortly after he was laid to rest in the catacombs of Candlekeep. Since that time, the Avowed have funded expeditions to retrieve it, fearing that it might fall into the hands of the illithids of Oryndoll, or others who wish to use it for nefarious purposes. Conspiracy theories surface from time to time, claiming that the true *Skull of Alaundo* is still locked away and guarded within the walls of Candlekeep. Whatever the case may be, only the Keeper of Tomes and the First Reader are likely to know the truth about this priceless relic.

Random Properties. The *Skull of Alaundo* has the following properties, determined by rolling on the tables in the "Artifacts" section in chapter 7 of the *Dungeon Master's Guide*:

- 1 minor beneficial property
- 1 minor detrimental property
- 1 major beneficial property
- 1 major detrimental property

Sentience. The *Skull of Alaundo* is a sentient neutral item with an Intelligence of 20, a Wisdom of 18, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet.

The *Skull* can read and understand all languages, and can communicate with its wielder telepathically.

Personality. The *Skull of Alaundo* communicates telepathically in soft cryptic whispers and always speaks of the future as if it is revealing a prophecy.

The *Skull* craves information and believes there is no such thing as forbidden or evil knowledge. It is willing to pursue knowledge at any cost; anyone who denies it knowledge is seen as a threat.

While you possess the *Skull*, if you go three days without reading at least one book, a conflict between you and the Skull occurs at the next sunset (reference chapter 7, "Sentient Magic Items" in the *Dungeon Master's Guide* for information on conflicts).

Sage Advice. When you spend 10 minutes consulting with the *Skull of Alaundo*, conversing about scholarly matters and likely future occurrences, for 1 hour afterward, you gain advantage on all Intelligence checks that include your proficiency bonus.

Powerful Divination. The *Skull of Alaundo* has 6 charges and regains 1d4 expended charges daily at dawn. While holding the stone, you can expend 1 of its charges to cast the *legend lore* spell, 3 of its charges to cast the *true seeing* spell, or 6 of its charges to cast the *foresight* spell.

By using the *Skull* to cast *legend lore,* you communicate directly with the creature that identifies itself as Alaundo, and it shares its knowledge with you. The creature can't lie to you, but the information it provides is often cryptic or vague. The same applies to any spellcaster that casts the *speak with dead* spell on the skull, resulting in a cryptic conversation with "Alaundo." Only a *wish* spell is capable of revealing the true identity of the creature who calls itself Alaundo.

Destroying the Skull. The *Skull* must be returned to its creator, who can destroy it by touch.

The Skull of Alaundo

The Avowed and the vast majority of scholars believe the skull is truly that of Alaundo. However, prior to the skull being lost, Elminster paid a visit to Candlekeep to see the *Skull of Alaundo* for himself. It is said he discussed arcane matters and lore with the skull for an entire month. When Elminster was done talking with the skull, he informed the Keeper of Tomes that he does not believe the skull to be Alaundo's. Elminster's contention is that Alaundo yet lives, and has traveled to an alternate plane of existence, seeking powerful knowledge that shall one day save Faerûn from destruction.

Elminster has further surmised that the Skull must either be Alaundo's attempt to continue providing assistance to those seeking help, in the hopes of preventing tragedy from befalling the Realms in his absence, or the work of a powerful and mysterious entity claiming to be the dead prophet.

Spells

Candlekeep contains lost magic. Whether erased, forgotten, or forbidden outside its walls, the library fortress harbors spells coveted by mages who know of their existence or witnessed their arcane fury firsthand. Many of the magical effects included here are used by spellcasters among the Avowed to maintain and defend the Great Library. Others are simply rare spells found in some of the many grimoires collected within Candlekeep's walls.

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

Artificer Spells

Cantrips (0 Level)

amanuensis (transmutation)
create item (conjuration)
jinx shot (enchantment)
mystical debris (conjuration)
phantom scribe (transmutation)
stolen step (necromancy)
teleport object (conjuration)
voice of battle (enchantment)

1st level
Aganazzar's amanuensis (transmutation)
inquisitor's meditation (divination, ritual)

2nd level
Gorion's sacrificial ward (abjuration)
Quivaelyn's wind stepping stance (transmutation)

3rd level
Torth's temporal ward (abjuration)

4th level
Ilyykur's mantle (abjuration)

Bard Spells

Cantrips (0 Level)
amanuensis (transmutation)
create item (conjuration)
intent laid bare (divination)
jinx shot (enchantment)
phantom scribe (transmutation)
teleport object (conjuration)
voice of battle (enchantment)

1st level
Aganazzar's amanuensis (transmutation)
herald's call (enchantment)
inquisitor's meditation (divination, ritual)
misdirected mark (illusion)
prophesied strike (enchantment)

2nd level
Gorion's sacrificial ward (abjuration)

3rd level
no more lies (enchantment)

4th level
prescient sense (divination)

6th level
read object (divination, ritual)

Cleric spells

Cantrips (0 level)
amanuensis (transmutation)
intent laid bare (divination)
voice of battle (enchantment)

1st level
prophesied strike (enchantment)

2nd level
Gorion's sacrificial ward (abjuration)

3rd level
no more lies (enchantment)

5th level
Grimwald's greymantle (necromancy)

Druid spells

Cantrips (0 level)
create item (conjuration)
intent laid bare (divination)
mystical debris (conjuration)

1st level
Imoen's icy terrain (evocation)

2nd level
Quivaelyn's wind stepping stance (transmutation)

3rd level
no more lies (enchantment)

4th level
prescient sense (divination)

Paladin spells

1st level
foretold smite (divination)

2nd level
Gorion's sacrificial ward (abjuration)

3rd level
no more lies (enchantment)
Torth's temporal ward (abjuration)

Ranger spells

1st level
Imoen's icy terrain (evocation)
inquisitor's meditation (divination, ritual)
warning shot (enchantment)

2nd level
Quivaelyn's wind stepping stance (transmutation)

4th level
prescient sense (divination)

Sorcerer spells

Cantrips (0 level)
amanuensis (transmutation)
create item (conjuration)
intent laid bare (divination)
stolen step (necromancy)
teleport object (conjuration)

1st level
Imoen's icy terrain (evocation)
inquisitor's meditation (divination, ritual)

2nd level
firescythe (evocation)
Grimlore's shadowgrasp (necromancy)
Quivaelyn's wind stepping stance (transmutation)

3rd level
shockwave (evocation)
Torth's temporal ward (abjuration)

4th level
Ilyykur's mantle (abjuration)
prescient sense (divination)

5th level
Grimwald's greymantle (necromancy)

6th level
read object (divination, ritual)

9th Level
Elminster's effulgent epuration (abjuration)

Warlock Spells

Cantrips (0 Level)
amanuensis (transmutation)
intent laid bare (divination)
jinx shot (enchantment)
stolen step (necromancy)
teleport object (conjuration)

1st Level
Aganazzar's amanuensis (transmutation)
inquisitor's meditation (divination, ritual)
Larloch's minor drain (necromancy)
warning shot (enchantment)

2nd level
Grimlore's shadowgrasp (necromancy)

4th level
Ilyykur's mantle (abjuration)

5th level
Grimwald's greymantle (necromancy)

6th level
the Crowngold's rune of reflection (abjuration)

7th level
Larloch's lunar lunacy (illusion)

8th level
barbed construct (conjuration)

Wizard Spells

Cantrips (0 Level)
amanuensis (transmutation)
create item (conjuration)
intent laid bare (divination)
mystical debris (conjuration)
phantom scribe (transmutation)
stolen step (necromancy)
teleport object (conjuration)

1st Level
Aganazzar's amanuensis (transmutation)
Larloch's minor drain (necromancy)
Imoen's icy terrain (evocation)
inquisitor's meditation (divination, ritual)
Symrustar's shocking sphere (evocation)

2nd Level
firescythe (evocation)
Gorion's sacrificial ward (abjuration)
Grimlore's shadowgrasp (necromancy)
Quivaelyn's wind stepping stance (transmutation)

3rd Level
shockwave (evocation)
Torth's temporal ward (abjuration)

4th Level
Ilyykur's mantle (abjuration)
prescient sense (divination)

5th Level
Grimwald's greymantle (necromancy)

6th Level
the Crowngold's rune of reflection (abjuration)
read object (divination, ritual)

7th Level
Larloch's lunar lunacy (illusion)

8th Level
barbed construct (conjuration)

9th Level
Elminster's effulgent epuration (abjuration)



Spell Descriptions

New spells are presented here in alphabetical order.

Aganazzar's Amanuensis

1st-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: S, M (a quill, a stick of wood, and an entire animal hide, cleansed and cured, all of which are consumed in the casting)
Duration: Instantaneous

Using this rare old spell, you choose one book within range and add a dozen pages to its end.

The pages are blank on both sides (adding space for 24 pages of writing or illustration) and made of the same material as the other pages (if the book has pages made of different materials, you choose which ones to match). This spell can make pages of paper, parchment, vellum, or other common substances, but if the book's existing pages are made of exotic or expensive materials (such as pages of beaten gold), any new pages added by this spell are composed of a mundane substitute chosen by the DM.

At the same instant that the spell adds the new pages, it poises an ink-dipped quill above them, floating in the air and ready for writing. The quill ceases to hover after 1 minute, or sooner if a living creature touches it. The ink on the quill is deep black and of high quality, but once it is used up, the spell does not replenish it.

This spell can be cast repeatedly on the same tome, expanding it as much as the caster desires.

Despite this spell's name, it does not write for the caster. However, it is frequently combined with other spells such as *phantom scribe* or the similarly named *amanuensis* cantrip, which can both inscribe the enchanted pages in various ways.

Amanuensis

Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (any kind of blank paper)
Duration: Concentration, up to 10 minutes

You choose any nonmagical writing you can see within range and it is magically copied onto blank paper you are holding. This spell copies 250 words per minute and creates a perfect duplicate of the original. It does not translate the text or make it clearer.

Illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a glyph of warding) are not copied by this spell. If the original text contains both normal writing and magical writing or illustrations (such as a letter with a glyph of warding or a drawing in one corner), only the normal text is copied.

You must provide blank paper or a similarly suitable material for the spell to copy the text onto. If a blank sheet is filled with copied text, you must cast the spell again with a new blank sheet of paper to continue copying more text.

Barbed Construct

8th-level conjuration

Casting Time: 1 minute
Range: 90 feet
Components: V, S, M (a small knot of inscribed barbed wire)
Duration: Concentration, up to 1 minute

You hurl a small knot of inscribed barbed wire, which grows and springs to life, attacking your foes and protecting you from harm. A magical construct appears in an unoccupied space that you can see within range. The barbed construct uses the statistics for a shield guardian, except it doesn't have the Spell Storing trait, its fist attack deals piercing damage, and the amulet to which it's bound appears as a temporary glowing tattoo around your neck until the spell ends. The construct disappears when it drops to 0 hit points or when the spell ends.

The barbed construct obeys any verbal commands you issue to it. Roll initiative for the construct, which has its own turns. If you don't issue any commands to the construct, it defends itself from hostile creatures and uses its Shield reaction to protect you, but otherwise takes no actions.

Create Item

Conjuration cantrip

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

From thought, you create matter, equipping yourself with a simple implement you need. You summon one piece of adventuring gear worth

2 gp or less which you can hold in one hand, and which must weigh less than 10 pounds.

If the item is more than 10 feet away from you at the end of your turn, the spell ends. This object can simulate the effects of a tool that requires proficiency, but it can only be used to make one ability check for a task that takes 1 round or less, after which time the spell ends. Anyone who holds the item or examines it closely can tell it is not real.

When the spell ends, the item disappears.

The Crowngold's Rune of Reflection

6th-level abjuration

Casting Time: 1 action
Range: Self
Components: S, M (a glove you are wearing)
Duration: 8 hours

You trace a powerful protective rune on the back of your glove, leaving a ward in the form of a glowing symbol that can reflect a spell back at its caster. For the duration, whenever a creature you can see hits you with a spell attack, or whenever you fail a saving throw against a spell cast by a creature you can see, you can use a reaction to raise your gloved hand that bears the rune, forcing the caster to make an Intelligence saving throw. On a successful save, you can cause the caster to reroll the spell attack that hit, or you can reroll the failed saving throw. The second roll must be used. On a failed save, the caster suffers all of the effects of that spell attack or failed saving throw, and you suffer none, just as if you had never been targeted with the spell attack or forced to make the saving throw at all.

Whenever a spellcaster fails its Intelligence saving throw against this spell, roll a d8. If the result on the die is higher than the level of the triggering spell (or the level of the spell slot used to cast the triggering spell, if it was cast at a higher level than normal), the ward on your glove remains active and this spell continues for the duration. If not, this spell ends at the end of the turn.

At Higher Levels. When you cast this spell using a spell slot of 8th or 9th level, you roll a d12 instead of a d8 to determine if the spell ends early when a creature fails its saving throw against it.

Elminster's Effulgent Epuration

9th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You select a creature within range, and nine small silvery orbs spring into being, hovering around the creature and granting it strong magical protection. On your turn, as an action or a bonus action (your choice), you can transfer the orbs (and their protection) to another creature within range.

When the protected creature makes a saving throw, or when it's targeted by a spell attack, it can expend one of the orbs as a reaction to gain advantage on the saving throw or impose disadvantage on the spell attack. If the protected creature chooses, it can instead use its reaction to expend two of the orbs, automatically causing the spell attack to miss or the saving throw to succeed. This choice can be made after the spell attack or saving throw is rolled, but before the DM declares whether the rolled hit, missed, succeeded, or failed. Expended orbs fade away. Once all nine orbs are gone, the spell ends.

This spell only protects the creature that currently has the orbs hovering around it. Other targets caught in a spell's area are affected normally.



Firescythe

2nd-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a miniature scythe carved from flint)
Duration: Instantaneous

You conjure an enormous, flaming scythe at a point you can see within range. As you do, you give a warning to creatures of your choice within 10 feet of that point. A creature can choose to immediately fall prone (no action or reaction needed) or to ignore your warning.

Immediately after any creatures you chose have responded to your warning, the fiery scythe sweeps through the air in a 10-foot-radius circle centered on that point. You choose the orientation of that circle, a two-dimensional plane, which you can choose to place above the heads of prone creatures. Each creature in the circle must make a Dexterity saving throw. A creature takes 3d6 fire damage and 3d6 magical slashing damage on a failed save, or half as much on a success.

The fire from this spell ignites unattended objects within the circle the scythe passes through, but the objects don't take slashing damage.

This spell is often credited to the infamous archmage Manshoon, founder of the Zhentarim, but it is actually the creation of his former apprentice, the half-drow noblewoman Myrin Darkdance.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the fire damage increases by 1d6, plus an extra 1d6 for every two slot levels above 3rd, and the magical slashing damage increases by 1d6 for every two slot levels above 2nd.

Foretold Smite

1st-level divination

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your prophetic vision of the perfect moment to strike causes your attack to deal an extra 2d6 psychic damage to the target. Additionally, you roll a d20 and record the result. The next time an attack roll is made against the target before the end of your next turn, the attacker can choose to replace the number rolled on the d20 for its attack roll with your recorded result, and the spell ends.

Gorion's Sacrificial Ward

2nd-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bone or skull)
Duration: 8 hours

You sacrifice your own vitality to grant protection and health to another creature. When you cast this spell, you touch another creature and instantly spend one or more of your current Hit Dice, up to a number equal to the level of the spell slot used to cast this spell. You don't



regain any hit points when you spend Hit Dice in this manner, instead imbuing the target with your life.

Once before the spell ends, when the target takes damage, it can use its reaction to reduce that damage by an amount equal to 5 times the number of Hit Dice you chose to spend in the casting of this spell. After it reduces damage in this way, the spell ends.

Grimlore's Shadowgrasp

2nd-level necromancy

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a floating hand of shadow in an unoccupied space that you can see within range. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the shadowy hand. On a hit, the target takes 1d12 of necrotic damage and must succeed on a Wisdom saving throw or be frightened of you until the end of its next turn.

Until the spell ends, as a bonus action on each of your turns, you can move the shadowy hand up to 20 feet and, if you choose, repeat the attack against a creature within 5 feet of it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dealt by the hand increases by 1d12 for every two spell slot levels above 2nd.

Grimwald's Greymantle

5th-level necromancy

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a skull)
Duration: Concentration, up to 1 minute

You touch a skull and cause it to glow with a silvery grey radiance. Until the spell ends, you can use your action to throw the skull at a creature you can see within range. Make a ranged spell attack. On a miss, the skull returns to you instantly, and you choose whether it appears in your empty hand, in a container you're carrying, or at your feet. On a hit, the skull's radiance is transferred to the target, and the target can't regain hit points for the duration. Once you hit a creature with the ranged spell attack for this spell, you can't do so again for the duration.

Herald's Call

1st-level enchantment

Casting Time: 1 bonus action
Range: Self (30-foot cone)
Components: V, S
Duration: 1 round

You call out to gain the attention of creatures around you. Each creature of your choice in a 30-foot cone originating from you that hears this call must succeed on a Wisdom saving throw or its speed is halved until the end of its next turn. If any affected creature within the area currently benefits from a spell that increases its speed, all of that spell's effects on that creature are suppressed until the end of your next turn.

Ilyykur's Mantle

4th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (an uncut diamond worth at least 50 gp)
Duration: Concentration, up to 1 minute

You cloak yourself in a luminous aura which completely covers you, conforming to the contours of your body and protecting you against hostile magic. For the duration, you have advantage on saving throws against spells, immunity to the charmed condition, and resistance to lightning, psychic, and thunder damage.

When you cast this spell, you can choose one Tiny creature within 5 feet of you (such as a pet or familiar). Until the spell ends, the chosen creature gains all the same benefits you gain from this spell.

Imoen's Icy Terrain

1st-level evocation

Casting Time: 1 action
Range: 20 feet
Components: S, M (a ball of ice)
Duration: Concentration, up to 1 minute

You surround the ground around a point you choose within range with a treacherous patch of ice that freezes and hampers your foes. Each creature in a 10-foot square centered on that point must make a Constitution saving throw, taking 2d4 cold damage on a failed save or half as much on a successful one.

The area becomes difficult terrain until the spell ends. For the duration, when a creature enters the spell's area or starts its turn there, it must make a Dexterity saving throw. On a failed save, it falls prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 2d4 for each slot level above 1st.

Inquisitor's Meditation

1st-level divination (ritual)

Casting Time: 1 action
Range: Self
Components: V
Duration: 8 hours

You create a magical memory palace, a mnemonic device that focuses all the information in your mind and allows a sudden flash of future insight. Once during the duration, when you make an Intelligence check or Wisdom check, you can choose to gain a +5 bonus on that roll. You make this choice after you see the roll, but before the outcome is determined. When you do so, the spell ends. This spell ends early if you cast it again, or if you are reduced to 0 hit points.

Intent Laid Bare

Divination cantrip

Casting Time: 1 action
Range: 5 feet
Components: V, M (a weapon)
Duration: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack.

On a hit, the target suffers the attack's normal effects, and its moment of pain gives you an opening to search your target's mind, sensing its immediate intentions. Until the spell ends at the start of your next turn, the target can't take the Disengage action, and it can't benefit from advantage on melee attack rolls against you. In addition, for the duration, if you and the target share a language, you can communicate telepathically with it as long as it's within 30 feet.

When you reach higher levels, this spell deals extra damage on a hit. At 5th level, the melee attack deals an extra 1d6 psychic damage to the target, increasing by 1d6 at 11th level (2d6) and 17th level (3d6).

Jinx Shot

Enchantment cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, M (a ranged weapon)
Duration: Instantaneous

As part of the action used to cast this spell, you must make a ranged weapon attack against a creature within range, otherwise, the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted shot renders your foe unaccountably clumsy. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the spell ends.

When you reach higher levels, this spell deals extra damage on a hit. At 5th level, the ranged attack deals an extra 1d4 psychic damage to the target, increasing by 1d4 at 11th level (2d4) and 17th level (3d4)

Larloch's Lunar Lunacy

7th-level illusion

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

A full moon swims into view, shining even through solid stone; but those who view it feel their minds recoil at its wrongness, a vision of the Far Realms, with crater-eyes and fracture lines writhing to reveal continent-sized tentacles. Each creature other than you within range must make an Intelligence saving throw. A creature that can't see, that has an Intelligence



score of 2 or lower, or that is an aberration is unaffected by this spell. A target takes 6d12 psychic damage on a failed save, or half as much damage on a successful one.

Also, a creature that fails its saving throw struggles to maintain its grip on reality. For the duration, it's frightened of the illusory moon, can't take reactions or bonus actions, and has disadvantage on Constitution saving throws to maintain concentration. An affected target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the initial psychic damage increases by 1d12 for each slot level above 7th.

Larloch's Minor Drain

1st-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You drain some of the life force from a target and add it to your own. Choose a living creature (not a construct or undead) within range. The target must roll a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. You gain temporary hit points equal to half the necrotic damage dealt (minimum 1).

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Misdirected Mark

1st-level illusion

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: 1 round

You conceal your arcane attack, manipulating your foe into believing the attack came from your ally and focusing on them obsessively. Make a ranged spell attack against a target within range. On a hit, the target takes 4d6 psychic damage, and you choose one willing ally within 30 feet of both you and the target. That ally marks the target until the end of your next turn. While a target marked with this spell is within 5 feet of the ally that marked it, it has disadvantage on any attack roll that doesn't target that ally. This spell ends early if the marking ally dies or is incapacitated, or if the target marked with this spell is marked by a creature besides the ally you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Mystical Debris

Conjuration cantrip

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: 1 minute

You conjure a small amount of stone and rubble that obstructs the area. Choose a 5-foot cube that you can see within range. For the duration, that area becomes difficult terrain. When the spell ends, the conjured debris vanishes as if it had never existed.

If you cast this spell multiple times, you can have a number of 5-foot cubes equal to your proficiency bonus under the effects of this spell at a time, and you can dismiss such an effect as an action.

No More Lies

3rd-level enchantment

Casting Time: 1 reaction, which you take when you make a Charisma (Intimidation) or Wisdom (Insight) check against a creature you can see within range
Range: 30 feet
Components: V
Duration: 1 round

You roll 1d10 and add the result to the triggering ability check. In addition, any creature you can see within range must make a Constitution saving throw if it's a shapechanger, is concentrating on a transmutation or illusion spell, or is under the effects of a spell that altered its appearance or form (such as *disguise self* or *polymorph)*. On a failed save, the creature instantly reverts to its true appearance and form, and if it's maintaining concentration on a spell, that spell is suppressed until the end of your next turn, at which time any suppressed spell resumes its effect, provided that its duration has not expired.

Phantom Scribe
Transmutation cantrip

Casting Time: 1 action
Range: 15 feet
Components: S, M (a quill)
Duration: 1 minute

Choose a book, scroll, or paper that is on your person when you cast this spell. For the duration, any words spoken out loud within range automatically appear written on the chosen object's pages. Foreign languages are not translated but do appear spelled correctly using that language's alphabet. Verbal components of magical spells are not recorded.



Prescient Sense
4th-level divination

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

You extend your senses to perceive the near future. For the duration, you gain the following benefits:

- You have advantage on all Wisdom checks and initiative rolls.
- Once per round, when you hit a creature that hasn't taken a turn in the combat yet with an attack roll, that attack deals an extra 1d8 damage.
- If you're surprised, you can choose to immediately end this spell (no action required). When you do so, you are no longer surprised.
- If you're attacked, you can use your reaction to immediately end this spell. When you do so, all attack rolls against you, including the triggering attack, are made at disadvantage until the start of your next turn.
- If you roll a Dexterity save, you can use your reaction to immediately end this spell. When you do so, you gain advantage on all Dexterity saves, including the triggering save, until the start of your next turn.

Prophesied Strike
1st-level divination

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a melee weapon)
Duration: Instantaneous

You cast your mind's eye forward a split second, predicting the best moment for a telling blow. As part of the action used to cast this spell, you must make a melee weapon attack against a creature within range, otherwise the spell fails. You can use your spellcasting ability instead of Strength for the attack and damage bonus for this attack. If the attack hits, it deals an extra 2d6 damage of the weapon's type, and the next attack roll made against the target before the end of your next turn is made with advantage.

Quivaelyn's Wind Stepping Stance

2nd-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

A series of precise, meditative gestures make the essence of the world itself into your stepping-stone. You can run on any object that has substance, no matter how small, as if you were weightless: a cloud of dust, falling snowflakes, tiny branches, cherry blossom petals floating on the breeze, and so on. For the duration, you gain a climbing speed equal to your walking speed, and you can climb vertically or horizontally, at any angle, through any unoccupied space, as long as there is anything more substantial than air within that space and it's not more than 40 feet above a surface on which you can stand. The spell ends early if you are incapacitated, restrained, or otherwise unable to move.

The moon elf swordmage Quivaelyn is said to have designed this spell to emulate the ki-based movement powers of his close ally, the monk Ang Si Zhao of T'u Lung.

Read Object

6th-level divination (ritual)

Casting Time: 10 minutes
Range: Touch (1 object)
Components: V, S
Duration: Concentration, up to 1 hour

You can concentrate on an object you are touching, reading psychic impressions left on it by events and creatures from its past. You learn of any events within the past 24 hours that occurred within 30 feet of the object. You see, hear, and smell those events from the object's point of view, as if you had been there at the time.

You also see a mental image of the last creature that handled the object, from the object's perspective, no matter how long ago the object was last held. The only information you receive about the creature is its appearance at that time (including a sense of its size), whether it was alone (although you can't see any other creatures that might have been there), and a one- or two-word description from the DM describing that creature's emotional state the last time it touched the object (such as enraged, relaxed, or satisfied). If the creature wasn't capable of emotion, or if its mental state was too alien for you to understand, the DM will tell you that instead.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, if the object has been handled by multiple creatures within the last week, you get the same information about each creature who handled it during that time the same way you would normally receive information about the last creature who handled it.

Shockwave

3rd-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (A small sphere of carved crystal)
Duration: Instantaneous

When you cast this spell—created as an alternative to fireball for battles on crowded streets—you create a burst of concussive force that disorients victims without causing permanent harm. Each creature in a 20-foot radius sphere centered on a point you choose within range must make a Constitution saving throw. A target takes 6d6 force damage on a failed save, or half as much damage on a successful one.

When you cast this spell, you can choose to knock creatures unconscious instead of killing them. When you do so, any creature that this spell reduces to 0 hit points falls unconscious and is stable.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Stolen Step

Necromancy cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You slow an opponent while making yourself faster. Make a melee spell attack against the target. On a hit, the target takes 1d4 psychic damage, and its speed is reduced by 10 feet until the start of your next turn. Until the start of your

next turn, you add a number of feet to your own speed equal to the number of feet by which you reduced the target's speed.

At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Symrustar's Shocking Sphere

1st-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw. Creatures wearing armor made of metal have disadvantage on the saving throw. A target takes 2d6 lightning damage on a failed save, or half as much damage on a successful one. If a creature that failed its saving throw takes a reaction before the start of its next turn, it takes extra lightning damage equal to your spellcasting ability modifier.

This spell only damages creatures, not objects, as the lightning passes through inanimate matter harmlessly.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Teleport Object

Conjuration cantrip

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: Instantaneous

You teleport an object you're holding a short distance away. One object in your hand vanishes in a puff of blue mist as you teleport it to an unoccupied space you can see within range. Alternatively, you can teleport the object to a willing creature you can see within range, either causing the object to land at the creature's feet, or within reach of its free hand.

This spell can only teleport Tiny objects that weigh 25 pounds or less and can be held in one hand.

Torth's Temporal Ward

3rd-level abjuration

Casting Time: 1 reaction, which you take when you or a creature within 5 feet of you takes damage
Range: 5 feet
Components: V
Duration: 1 round

You warp the passage of time around yourself or a nearby ally, delaying the harm it would suffer for a few precious seconds. Roll 3d12 and add your spellcasting ability modifier to the number rolled. The target gains temporary hit points equal to the total, which take as much of the triggering damage as possible.

At the end of the target's next turn, it takes force damage equal to the number of temporary hit points it gained from this spell. This damage can't be reduced in any way.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can roll an extra 1d12 for each spell level above 3rd.

Voice of Battle

Enchantment cantrip

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Instantaneous

You emit a powerful battle cry that hammers your enemy, distracting it from a nearby ally. Choose a creature within range that's adjacent to one of your allies. That target must make a Wisdom saving throw. On a failed save, it takes 1d6 thunder damage and you can choose one ally that is within 5 feet of the target. That ally can use its reaction to move up to 10 feet without provoking an opportunity attack from the target. The sound of the battle cry for this spell can be heard up to 100 feet away.

This spell's damage increases when you reach higher levels, dealing 2d6 thunder damage at 5th level, 3d6 at 11th level, and 4d6 at 17th level.

Warning Shot

1st-level enchantment

Casting Time: 1 bonus action
Range: 60 feet
Components: V, M (a ranged weapon or spellcasting focus)
Duration: 1 minute

With an aggressive strike, you threaten to punish any creature that dares enter the space you claim as yours. Until this spell ends, whenever you hit one or more creatures with a ranged attack, you can psychically claim an unoccupied space of your choice within 5 feet of one target that attack. Every creature within 30 feet of a space claimed with this spell perceives the illusion of a swirling ring of red energy floating just above that space, emitting tiny sparks. These creatures all know this is an illusion, but also instinctively sense the consequences for entering that space.

Until the spell ends, if any creature willingly enters the claimed space, you can use your reaction to either make a ranged weapon attack against that creature or to cast a cantrip with a casting time of 1 action that targets only that creature. If you hit the creature or it fails its saving throw, you deal an extra 1d8 psychic damage to the creature.

A space you claim with your *warning shot* remains claimed until the spell ends, until the space is occupied at the end of any creature's turn, or until you use this spell to claim a different space.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the psychic damage inflicted by this spell increases by 1d8 for every two levels above 1st.

If you cast this spell using a spell slot of 4th level or higher, you can have up to two spaces claimed at once. When you claim a third space, the space you've claimed longest stops being claimed.





Chapter 6: Friends and Foes

A myriad of creatures exist within the Castle of Tomes, brought to life by authors and artists from Faerûn and the lands beyond. Though most friends and foes are bound between the pages of books in the Great Library, Candlekeep is home to more than just the Avowed.

This chapter features monsters in a bestiary, followed by NPCs stat blocks you can use for lorekeepers, librarians, and seekers found in Candlekeep. Alternatively, you may choose to populate other libraries with these NPCs, inspired by the player options outlined in chapter 1.

Bestiary

The following pages feature stat blocks for various creatures of Candlekeep, arranged in alphabetical order. For guidance on how to use a creature's stat block, consult the introduction of the *Monster Manual*.

Glowglobes

Glowglobes originated as an alternative to risky, flame-producing light sources within the Great Library. Similar to the driftglobes of Waterdeep that travel to the City of the Dead at dusk, these illuminated spheres have taken on a life of their own—in some cases, they even speak! Modern scholars believe these sentient glowglobes are possessed by the souls of long-departed members of the Avowed.

Glowglobe

Tiny construct, unaligned

Armor Class 14 (natural armor)
Hit Points 10 (4d4)
Speed 0 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (–3)	10 (+0)	11 (+0)	10 (+0)	12 (+1)	7 (–2)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantine
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 11
Languages understands the languages it knew in life, but can only speak in cryptic phrases
Challenge ½ (100 XP)

Luminous Globe. The glowglobe emits dim light for 10 feet. It can use a bonus action to expand or reduce its radius of dim light by 5 feet, to a maximum of 20 feet or a minimum of 5 feet.

Actions

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

Tome Guardian

Large elemental, neutral

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	20 (+5)	12 (+1)	12 (+1)	5 (–3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Dwarvish, Gnomish, Terran
Challenge 6 (2,300 XP)

Magic Resistance. The tome guardian has advantage on saving throws against spells and other magical effects.

Spell Scroll (1/Day). The magical runes inscribed on the tome guardian's frame possess the ability to replicate a random spell scroll each day. As a bonus action, the tome guardian can obtain the scroll. The tome guardian can use the scroll, or it can give the scroll to a friendly creature.

Roll a d6 to determine the spell scroll (spell save DC 15). 1. *lightning bolt;* 2. *dispel magic;* 3. *hypnotic pattern;* 4. *fly;* 5. *major image;* 6. *slow.*

Actions

Multiattack. The tome guardian makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 5) bludgeoning damage.

Reactions

Magical Absorption (1/Day). When the tome guardian is targeted by a spell of 5th level or lower that is targeting only it and is not with an area of effect, it can absorb the spell. The absorbed spell's effect is canceled, and the spell's energy is converted into 2d10 +5 temporary hit points for the tome guardian.

Guardians

Candlekeep contains several enlightened elementals that originally participated in the construction of the catacombs. Now referred to as guardians, these elementals have bonded with the Castle of Tomes. Sworn to Oghma the Binder, guardians protect some of the Great Library's most precious lore.

Guardians are inscribed with phrases of their choice from works within the collection. However, these normally docile guardians have been known to possess dangerous enchantments among the pages of otherwise-innocent books etched into their stonelike skin.



Bookworms

Bookworms are wriggling pests found in libraries and storerooms across Faerûn. These invertebrae delight in digesting fresh parchment, aged scrolls, and valuable tomes. One bookworm is a nuisance, but a swarm can threaten entire libraries if allowed to multiply undisturbed.

Bookworm

Tiny beast, unaligned

Armor Class 10
Hit Points 2 (1d4)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–5)	10 (+0)	11 (+0)	3 (–4)	8 (–2)	4 (–4)

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 8
Challenge 0 (10 XP)

Arcane Sense. The bookworm can sense scrolls, maps, arcane tomes, and spellbooks up to a distance of 60 feet.

Library Camouflage. The bookworm has advantage on Dexterity (Stealth) checks made to hide among scrolls and books.

Devour Parchment. The bookworm can burrow through dead wood and leather. If the bookworm burrows through magical paper such as a spell scroll or spellbook, it destroys the pages at a rate of one spell level per minute.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d1) piercing damage. If the target is a creature, it takes no damage.

From ***Nurfenpurf's Famous Potato Stew***, attributed to Nurfenpurf

First, gather your ingredients. Potatoes, essence of a will-o-wisp, eye of newt, ogre intestines, stomach lining of a purple worm, scale of a red dragon, scale of a gold dragon, and two lich phylacteries. Then cook in boiling seawater for one hour.

Swarm of Bookworms

Small swarm of Tiny beasts, unaligned

Armor Class 10
Hit Points 21 (6d6)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–3)	10 (+0)	11 (+0)	3 (–4)	8 (–2)	4 (–4)

Damage Resistance bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft. (blind beyond this radius), passive Perception 8
Challenge ⅛ (25 XP)

Arcane Sense. The swarm can sense scrolls, maps, arcane tomes, and spellbooks up to a distance of 60 feet.

Library Camouflage. The swarm has advantage on Dexterity (Stealth) checks made to hide among scrolls and books

Devour Parchment. The swarm can burrow through dead wood and leather. If the bookworm burrows through magical paper such as a spell scroll or spellbook, it destroys the pages at a rate of one spell level per round.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bookworm. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite (swarm has more than half HP). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) piercing damage. If the target is a creature, it takes no damage. Nonmagical light armor worn by the target is partly eaten and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10

Bite (swarm has less than half HP). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. If the target is a creature, it takes no damage.

Miirym, the Sentinel Wyrm

Long ago, the archsorcerer Torth bound Miirym the silver dragon to protect Candlekeep, its inhabitants, and the lore contained therein. As punishment for devouring some scholars and destroying a few irreplaceable books, Miirym was sentenced to serve as guardian for twenty years, but Torth died before this time was up. Despite his passing, Torth's spell remained, its potent magic lingering even past the twenty-year mark.

Miirym dutifully defended the Castle of Tomes, until an assault by Callishite wizards left her mortally wounded. As her body broke down and rotted away, the silver dragon finally died, but the spell remained.

In conversation, Miirym appears as a silver light or a ghostly apparition of a silver dragon. In battle, her spectral jaws are more pronounced, intimidating all who dare to threaten the keep.

Lair Actions

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

- Miirym calls souls of the Avowed to her aid. Any creature that is within 120 feet of Miirym that she can see must succeed on a DC 18 Wisdom saving throw or become restrained until the end of its next turn.



- Magical darkness spreads from a point Miirym chooses within 60 feet, filling a 15-foot-radius sphere until she dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.
- A blisteringly cold wind blows through the lair near Miirym. Each creature within 120 feet of her must succeed on a DC 18 Constitution saving throw or take 11 (2d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

Miirym, the Sentinel Wyrm

Gargantuan undead, lawful neutral

Armor Class 21 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 0 ft., fly 80 ft. (hover)

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

Saving Throws Dex +7, Con + 13, Wis +9, Cha + 13
Skills Arcana +11, History +11, Insight +9, Perception +16, Stealth +7
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 22 (41,000 XP)

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

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

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

Actions

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

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

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

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

Legendary Actions

Miirym can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Miirym regains spent legendary actions at the start of her turn.

Detect. Miirym makes a Wisdom (Perception) check.

Bite Attack. Miirym makes a bite attack.

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

Generic NPCs

As you explore Candlekeep you're likely to run into seekers and members of the Avowed, which may use one or more of the stat blocks below. Presented in alphabetical order, these generic NPCs are ready for you to customize with personality traits and the like.

Seeker

Medium humanoid (any race), any alignment

Armor Class 9 (12 with *mage armor*)
Hit Points 10 (3d8 – 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	9 (–1)	9 (–1)	16 (+3)	13 (+1)	7 (–2)

Skills Arcana +5, History +5
Senses passive Perception 11
Languages any two languages
Challenge ¼ (50 XP)

Alacritous Interpretation. For up to 8 hours a day, the seeker is able to read nonmagical texts at a rate of 200 pages per hour and retain perfect recollection of any information gained.

Spellcasting. The seeker is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light, mending, ray of frost*
1st level (2 slots): *comprehend languages, identify, magic missile, mage armor*

Actions

Dagger. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) piercing damage.

From ***Moonsea Cults (Annotated)***,
original author unknown
(footnote by Ser Bresden Marsh)

How did the cambion Lorcan, a devil of but middling rank, remain patron to the tiefling warlock Farideh, even after her power exceeded his? The truth is, most such pacts act as conduits for the eldritch essence of the patron's home plane, rather than drawing magic from the entity itself.

Renowned Scholar

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–2)	12 (+1)	14 (+2)	18 (+4)	15 (+2)	12 (+1)

Skills Arcana +8, History +8, Insight +4, Investigation +6, Nature +8, Religion +8
Senses passive Perception 12
Languages any four languages
Challenge 4 (1,100 XP)

Intuition. The scholar can add its Intelligence modifier to its initiative rolls.

Spell Secrets. When the scholar casts a spell using a spell slot that deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, it can substitute that damage type with another from that list.

Spellcasting. The scholar is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *create item*, mage hand, phantom scribe*, ray of frost*
1st level (4 slots): *comprehend languages, identify, Imoen's icy terrain*, mage armor*
2nd level (3 slots): *acid arrow, blur, firescythe**
3rd level (2 slots): *fireball, shockwave**

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



Bard of Destiny

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	16 (+3)	14 (+2)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +5, Cha +5
Skills Acrobatics +5, Perception +6, Performance +5, Persuasion +7
Senses passive Perception 16
Languages Common plus up to two other languages
Challenge 3 (700 XP)

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d8 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Spellcasting. The bard is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, jinx shot*, vicious mockery, voice of battle**
1st level (4 slots): *comprehend languages, healing word, inquisitor's meditation*, prophesied strike, sleep*
2nd level (3 slots): *enhance ability, invisibility, shatter*
3rd level (3 slots): *hypnotic pattern, no more lies**

Actions

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

Inspiring Prediction (2/Day). When an ally within 60 feet of the bard fails an ability check, attack roll or saving throw, the creature can roll the die again and add a d8 to the roll, provided it can hear the bard.



Cleric of Prophecy

Medium humanoid (any race), any alignment

Armor Class 13 (padded)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	16 (+3)	16 (+3)	18 (+4)	12 (+1)

Saving Throws Wis +7, Cha +4
Skills History +6, Insight +10, Perception +7, Persuasion +4, Religion +9
Condition Immunities blinded
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 17
Languages any three languages
Challenge 5 (1,800 XP)

Prophetic Vision (Recharges after a Short or Long Rest). The cleric makes a Wisdom (Insight) check and records the result. The cleric can replace any attack roll, saving throw, or ability check made by itself or a creature within 30 feet of it with the recorded result. It must choose to do so before the roll. It can only use the roll once, and when it finishes a short or long rest, it loses any unused roll.

Oracle's Burden. The cleric suffers from sightless vision. It has disadvantage on saving throws against exhaustion. Additionally, a milky film covers its eyes. The cleric can't see, and automatically fails any ability check that requires sight, but is immune to the blinded condition.

Spellcasting. The cleric is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, intent laid bare*, light, sacred flame, spare the dying, vicious mockery*
1st level (4 slots): *bless, detect evil and good, divine favor, guiding bolt, healing word, prophesied strike**
2nd level (3 slots): *augury, Gorion's sacrificial ward*, lesser restoration, prayer of healing, silence*
3rd level (3 slots): *clairvoyance, dispel magic, no more lies*, revivify, spirit guardians*
4th level (3 slots): *arcane eye, banishment, divination, guardian of faith*
5th level (1 slot): *commune, Grimwald's greymantle*, flame strike*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.





Avowed Preserver

Medium humanoid (any race), any alignment

Armor Class 18 (unarmored)
Hit Points 97 (15d8 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	14 (+2)	19 (+4)	11 (+0)

Saving Throws Str +4, Dex +7
Skills Acrobatics +7, History +5, Insight +7, Perception +7, Stealth +7
Condition Immunities poisoned
Senses passive Perception 17
Languages any four languages
Challenge 7 (2,900 XP)

From *Of Waterdeep and the Vast*, by the elven ranger Gythen Wildwood

The masked vigilante, the Blue Phantom, was never seen again. She foiled the Shadow Thieves' assassination plot, but her own identity was never revealed. My theory? She was Lakshmi Varma of Durpar, governess to the Open Lord's daughter!

Innate Spellcasting. The monk's innate spellcasting ability is Wisdom. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *amanuensis*, control flames, mending*
3/day each: *comprehend languages, detect thoughts, silence, zone of truth*
1/day each: *counterspell, dimension door, tongues*

Martial Expert (1/Turn). When the monk makes an unarmed strike attack against a creature, it can choose one of the following additional effects:

- The target must succeed on a DC 15 Strength saving throw or drop one item it is holding (monk's choice).
- The target must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the monk's next turn.

Step Between. Whenever the monk takes the Dash action on its turn, it can teleport for all of the movement granted to it by that action if it's within 100 feet of a library or hidden cache of records with which it is familiar.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The monk makes four unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, the monk deflects the missile. The damage it takes from the attack is reduced by 1d10 + 4. If the damage is reduced to 0, the monk catches the missile if it's small enough to hold in one hand and the monk has a hand free.

Loremaster Wizard

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 90 (20d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–2)	14 (+2)	10 (+0)	21 (+5)	18 (+4)	12 (+1)

Saving Throws Int +9, Wis +8
Skills Arcana +13, History +13, Investigation +9
Senses passive Perception 14
Languages any five languages
Challenge 11 (7,200 XP)

Innate Spellcasting. The wizard's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 17), requiring no material components:

At will: *Aganazzar's amanuensis*, herald's call**

Ritual Casting. The wizard can cast a spell as a ritual if that spell has the ritual tag and it's on the wizard spell list. It doesn't need to have the spell prepared.

Spellcasting. The wizard is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *amanuensis*, fire bolt, light, phantom scribe*, minor illusion*
1st level (4 slots): *detect magic, magic missile, mage armor, shield*
2nd level (3 slots): *arcane lock, darkvision, detect thoughts, locate object*
3rd level (3 slots): *clairvoyance, haste, Symrustar's shocking sphere**
4th level (3 slots): *arcane eye, Ilyykur's mantle*, polymorph*
5th level (3 slots): *cloudkill, mislead, scrying*
6th level (1 slot): *disintegrate, true seeing*
7th level (1 slot): *etherealness, Larloch's lunar lunacy**
8th level (1 slot): *maze, power word stun*
9th level (1 slot): *Elminster's effulgent epuration*, time stop*



Spellpool (1/Day). The wizard attempts to cast a spell it hasn't prepared. As a bonus action, the wizard can make an Intelligence (Arcana) check with a DC of 20 + the spell's level. If the spell is on the wizard spell list, the check is made with advantage. On a success, the wizard can expend a spell slot and cast the spell as if it were prepared.

A True and Accurate Map of the Library Fortress of -Candlekeep-

The Castle of Tomes

1...The Arched Gates
2..... House of Rest
3..... The Hearth
4..... Granary Tower
5..... House of the Binder
6..... Stables
7..... Court of Air
8..... Emerald Door
9..... Necessariums
10..... Exaltation
11..... The Grove
12..... The Great Library
13..... The Vaults
14..... The Catacombs
15..... The Caves

Sea of Swords

Beneath the Library Fortress

Sea of Swords

To the Sword Coast

Way of the Lion

Sea of Swords

0 50 100 200 300 400 500

-Scale in Feet-

MAPS.

So Sayeth the Wise Alaundo

Elminster Aumar, Chosen of Mystra, invites you to explore the grandest repository of knowledge in the Forgotten Realms: Candlekeep, the Library Fortress! The Sage of Shadowdale has assembled this companion to help seekers of wisdom navigate the Castle of Tomes. Be warned! Elminster requests that you bring a suitable entrance gift, lest you be turned away at the front gates.

This book is the definitive Dungeons & Dragons® guide to Candlekeep. Dungeon Masters can find a history and overview of Candlekeep, new variant rules, magic items, and creatures found in the library fortress. Players can create characters from new subclass options and spells, and embark on stories involving the Castle of Tomes and the lore held within. *Elminster's Candlekeep Companion* also includes an adventure for use in *Baldur's Gate: Descent into Avernus,* written by M.T. Black.

For use with the fifth edition
Player's Handbook, *Monster Manual*,
and *Dungeon Master's Guide*.

