



Yahdi al Alamat

The Hand of Doom



By George Krashos

This work is dedicated to Ed Greenwood and Jeff Grubb who hoisted the torch high thirty winters ago and inspired us all to continue to keep the flame bright.

Yahdi al Alamat

The blackest of hearts, scarred and burned in a crucible of loss, can create a servant of utmost faith and a weapon of great power. Such a one is the renegade Daoud yn Ahorz. His thirst for vengeance against our lord of lords knows no limit and he lives only to bring death and ruin to the Syl-Pasha and his works.

Nadim yn Saleem yi Manshaka
in a report to Vizar Abbas yn Akkabar el Quaahl,
chief advisor to the Syl-Pasha
Year of the Tankard (1370 DR)

Yahdi al Alamat

Brave are those individuals who seek to overthrow a ruler, and braver still are those who dedicate their lives to the ruin of the notorious Syl-Pasha Ralan al Pesarkhal of Calimshan. In that regard the renegade Daoud yn Ahorz, outlaw and priest of the deity known as Hoar or Assuran, has few peers. Known to all as “Yahdi el Alamat” or the “Hand of Doom” in the Alzhedo tongue, Daoud wages a one-man war against the Syl-Pasha and his followers and is both a constant thorn in the side of the Calishite authorities and an occasional unlooked for ally to those in need.

Born in the city of Manshaka in the Year of the Highmantle (1336 DR), Daoud was a younger son of Hamal el Aoun, a sultan of that city and member of the council that ruled after the death of Pasha Abon Duum. Hamal and every member of the council were slain in the Night of the Burning Mameluks during the Year of Shadows (1358 DR) by Ralan el Pesarkhal’s agents when that individual took his first steps to attain the Caleph’s Throne and rule as syl-pasha of Calimshan. That night of tumult saw all of Daoud’s siblings and much of his father’s household assassinated but fortune favored Daoud himself for he was absent from the city. Just a few days prior Daoud was taken riding along the coast by a merchant seeking to curry favor with his father and when word came to him of the extermination of his family Daoud was far enough away from Manshaka to avoid any assassins sent to find him.

Daoud fled east but as a sole traveller on the road to Schamedar was set upon by slavers lead by the notorious individual known only as el Asfad, or “the Manacle”, who captured him and sold him to

the Pasha Luran yn Faruz el Marav, then as now an owner of several gem mines of low quality and dangerous working conditions. Daoud labored there for just over a year before a tunnel collapse granted him his freedom. Believed dead along with a handful of his fellow slave miners, Daoud and his companions managed to dig themselves out of the cave in and steal away in the dead of night.

This band of fugitives travelled north into the Forest of Mir finding unlooked for aid in the form of the Monastery of St. Aban of Ilmater and then east and north again to Saradush where Daoud took service with the Three Axes trading coster out of Ormath. Daoud spent the next season travelling the roads of the Shining Plains in uneventful caravan guard duty before a visit to Hlondeth saw him sign on with the Black Vipers mercenary company. The Black Vipers were employed in a series of merchant squabbles in and around the Vilhon Reach and later took ship to Chessenta where they were employed by Mordulkin in skirmishes with Luthcheq. In that time, Daoud met the priest Teres of Assuran, who had survived the fighting between Unther and a Chessenta briefly united by the avatar of his god during the Time of Troubles. Daoud discovered that the dogma and teachings of Teres resonated with him such that in the Year of the Helm (1362 DR) he took the Bitter Vow and entered the priesthood of that deity.

The Mystery Man of the Forgotten Realms

The identity of the mysterious rider on the cover of the 1st and 2nd Edition Forgotten Realms boxed sets has long been a point of debate and contention among the fans and cognoscenti of the Realms. In a moment of levity, the members of the now-defunct Wizards of the Coast Forgotten Realms Community Forum labelled him simply as “Dude on a Horse”. Less well known was the fact that our mystery man had previously been featured in an AD&D miniatures set manufactured by Ral Partha and given the name “Thunderstorm”. My intention here is to honor both of these contributions to the Forgotten Realms firmament and provide an NPC for all of the editions of the D&D game. It is only fitting that on the 30th anniversary of his first Realms appearance that this icon of the setting finally receives the detail and back-story he deserves. Long may he feature in your campaigns.

In the wake of his calling, Daoud took to the roads and byways of the Inner Sea lands, travelling westwards through the Dragon Coast and into the Heartlands, the aged Teres guiding him in the ways of Assuran. Following the death of Teres in the Year of the Wave (1364 DR) Daoud made the decision to return to his homeland, guided by dream visions from his god. Travelling into Amn, Daoud soon earned a reputation as a ruthless alternative means of handling a grievance outside the traditional channels. Daoud is known to have brought death to Corlon of Athkatla, the unprincipled moneylender whose shady dealings authored the ruin of the Yereth mercantile house, unmasked the activities of Dorlin Emerpard, a weapons trader supplying the Nelanthar pirate fleet of Taragin "the Sea Demon", and engineered the death by poison of the infamous apothecary Paltro of Esmeltaran.

Forced to leave Amn following unwanted attention from the notorious Shadow Thieves, Daoud's growing reputation preceded him as he made his way to Darromar in the wake of the Tethyr Reclamation. Following a confrontation in the Purple Hills between Daoud and agents of Shadowmaster Thuriya Eyadivar of Myratma, Daoud was approached by Martran Selboss, agent of the newly installed Lord Watch Chancellor, Duke Inselm Hhune. Lord Hhune had deduced that Daoud intended to continue his journey south into Calimshan and offered assistance in the form of a letter of introduction to Captain Valsaera of Fort Tufenk, knowing that Daoud would welcome the opportunity to interact with others of his faith situated there. In return Lord Hhune requested that Daoud be his eyes and ears in the border lands betwixt Tethyr and Calimshan and keep him apprised of the machinations of their southern neighbor. Daoud agreed to provide this aid and to maintain his anonymity and protect the interests of Tethyr was given the alias "Thunderstorm" by the Crown. Only the Lord Watch Chancellor and a handful of his closest agents and advisors know that Daoud yn Ahorz and "Thunderstorm" are one and the same individual.

In the Year of the Gauntlet (1368 DR) Daoud made his return to Calimshan. An exploration of the ravines and valleys of the Marching Mountains, then as now a haven of the hunted, revealed the presence of several entities opposed to the Syl-Pasha of Calimshan. These included the runaway slaves known as the Nadhari, the Ilmatari monastery of St. Faelar, and elements of the secretive Janessar. While Daoud did not join any of these groups, he aided and abetted their activities

in the ensuing years as a lone, sentinel riding in at the last moment to deliver swift justice to their pursuers and aggressors. At the same time, he developed a growing reputation for visiting vengeance upon the deserving in the lands south of the Marching Mountains and along the eastern fringes of the Calim Desert. This activity culminated in the drowning death of the Pasha Tarim el Varash yi Schamedar, who had poisoned the wells of three villages who were late in paying their taxes. This brazen slaying was what finally brought him to the attention of the Calishite authorities and the reason he was bestowed with the sobriquet "Yahdi al Alamat", or the "Hand of Doom", by the common folk.

The faith of Ahorz

The minor deity Hoar is known by many names throughout Faerûn. Worshipped as Assuran in the lands of Unther and Chessenta and Emastas in the environs of the Unapproachable East, he is known as Ahorz in the lands of the Imperial South where his symbol is a white, five-pointed star. Historically his faith travelled to the lands of the South in the elder days of Coramshan and Mir when those kingdoms warred against fabled Jhaamdath. The strength of the faith of Ahorz is not significant but finds a voice in those individuals who seek vengeance for injustices perpetrated against them, their families and their loved ones.

There is no temple to Ahorz located in the lands south of the Sword Coast but there are several shrines, the largest being the Vestibule of Vengeance located within Fort Tufenk on the northern bank of the River Agis. Before and after the Ten Black Days of Eleint, the ranks of the Tethyrian military were replenished on a regular basis by runaway Calishite slaves who sought an opportunity to seek vengeance against their former masters. The faith of Ahorz proved a suitable vehicle for many of these fugitives, leading to the establishment of this shrine.

Currently the Vestibule houses over a dozen warrior-priests of Ahorz lead by Lord of Thunderous Vengeance Mablar "the Stormson" Tirall. The Hand of Doom is known to Mablar and they have in days past rendered him aid in the form of healing and victuals. Mablar has received dream visions from his god and sees Daoud as a force for expanding the faith of the Doombringer in the lands of the South. As such, he will do all in his power to aid and safeguard the Hand of Doom.

From that time Daoud yn Ahorz has been a constant thorn in the side of the Caleph's Throne and remains a frustrating and elusive foe of the authorities. He is safeguarded in his activities by his lack of companions, a variable pattern of retaliation and the hidden support he receives from Tethyr. It is believed that a recent incursion into the Marching Mountains by elements of the the Syl-Pasha's personal guard, the Qysaghanni, to ostensibly deal with a dragon sighting was in fact an attempt to track down and slay the Hand of Doom. As with all such attempts, he was nowhere to be found and appeared a scant tenday later to capture, bind and flog the cruel, local army commander Yuzas Mahaz el Tarjan, leader of the Sadimmin outpost of Koros on the banks of the Calim River, earning yet further notoriety.

Daoud knows that in real terms his activities are unlikely to overthrow the El Pesarkhal but he hopes that his deeds will inspire others to throw off the yoke of oppression and fight back against the injustices visited upon them by the powerful. In that regard he remains a dangerous foe of the Syl-Pasha and an unlooked for but welcome ally to those who feel the helplessness that accompanies the depredations of the cruel and the powerful. The Hand of Doom intends to continue to spread the word of Ahorz and visit his vengeance upon the those who pay no regard to the visicittudes that can only be redressed by an action of poetic justice. His fight continues and will do so until a bitter end.

Game Statistics

Presented here are the Hand of Doom's NPC game statistics for the various editions of the D&D game.

AD&D (First Edition)

Daoud yn Ahorz

Human male; AL LN; AC 1; MV 12; F3/C6 of Ahorz (dual); hp: 39; THACO X; # AT 1; Dmg by weapon type + 3 (strength) + 2 (specialization); S 18(31), D 15, C 14, I 12, W 17, Ch 13; SA spells; SD MR 55%; half damage from cold, electricity, fire and poison gas; ML 15; *Cherumtaar, the demonshield* (see below), *helm of protection +2*, *javelin of lightning* (x3), *leather armor +2*, *potion of extra-healing*.

Spells: *bless*, *cause fear*, *command*, *cure light wounds* (x2); *hold person* (x2), *know alignment*, *silence 15' radius*, *speak with animals*; *call lightning*, *cause blindness*, *dispel magic*.

AD&D (Second Edition)

Daoud yn Ahorz

Male Human

3rd-level fighter/6th-level doombringer (specialty priest) of Ahorz (dual class)

ARMOR CLASS: 1 (*leather armor +2*, *Cherumtaar, dexterity, helm of protection +2*)

MOVE:

12

HIT POINTS: 39

NO. OF ATTACKS: 1

ATTACK BONUSES: weapon +1 (melee - strength); javelin +2 (melee - strength + specialisation); javelin +1 (missile - specialisation)

DAMAGE/ATTACK: weapon +3 (melee); javelin +5 (melee - strength + specialisation); javelin +2 (missile - specialisation)

SPECIAL ABILITIES: Cast spells, command undead

SPECIAL ATTACKS: *rage* (1/day - +2 bonus to attack and damage rolls for 1 turn), *shocking grasp* (1/day), *lightning bolt* (1/day)

SPECIAL DEFENCES: +3 bonus to saving throws that attack the mind

MAGIC RESISTANCE: 55%

ALIGNMENT: Lawful Neutral

PSIONIC ABILITY: Nil

PROFICIENCIES: Weapon: *dagger*, *hammer*, *horseman's mace*, *javelin^{SP}*, *longsword*, *spear*; nonweapon: *blind-fighting^B*, *direction sense*, *etiquette*, *healing*, *hunting*, *modern languages* (Alzhedo, Chondathan, Common, Dwarvish^B, Orcish^B); *mountaineering*, *religion* (Ahorz), *riding*, *tracking^B*

LANGUAGES READ & SPOKEN: Alzhedo, Chondathan, Common, Dwarvish, Orcish

SPELLS: *bless*, *cause fear*, *command*, *cure light wounds* (x2); *aid*, *hold person*, *scent of vengeance^{P&P}*, *silence 15' radius*, *speak with animals*; *call lightning*; *cause blindness*, *dispel magic*.

S 18(31)

D 15

C 14

I 12

W 17

CH 13

AGE: 34

SIZE: M

HT: 5'10"

WT: 190 lbs.

HAIR: Brown

EYES: Brown

POSSESSIONS: *dagger* (x2), *horseman's mace*, *javelin* (x2), *longsword*

TREASURE: *Cherumtaar, the demonshield* (see below), *helm of protection +2*, *javelin of lightning* (x2), *leather armor +2*, *potion of extra-healing*.

(*: Doombringer details and spells can be found in *Powers and Pantheons*, pgs.30-31)

Stats and More Stats

The game statistics presented here reflect my personal interpretation of this iconic character of the Forgotten Realms through that oily lens that we fondly describe as "game mechanics". I warn the reader that my love of Realmslore has never been matched by a love of stat blocks and so in places the numbers may be a little off or even downright wrong. Feel free to let the Candlekeep community know if there are any errors in the write-ups presented here. The Hand of Doom deserves no less!

D&D (Third Edition)**Daoud yn Ahorz**

Male Calishite human fighter 3/ cleric of Ahorz 6
LN Medium humanoid

Init +2; **Senses** Spot +4, Listen +4

Languages Alzhedo, Common, Chondathan

AC 20, touch 14, flat-footed 18

hp 66 (9 HD); **DR** 10/good

Immune electricity, poison

Resist acid 10, cold 10, fire 10, spell 19

Fort +10, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)

Melee mwk longsword +14/+9 (1d8+4/19-20) or mwk heavy mace +14/+9 (1d8+4) or *Cherumtaar* +14/+9 (1d3+4)

Ranged mwk javelin +17/+12 (1d6+4)

Base Atk +7; **Grp** +11

Atk Options Power Attack

Special Actions Strike of Vengeance (1/day – Domain power see below), Turn Undead (4/day)

Cleric Spell Prepared (CL 6th):

3rd - *bestow curse*, *cure serious wounds*, *speak with dead*[Ⓛ], *wind wall*

2nd - *aid*, *bear's endurance*[Ⓛ], *hold person*, *silence*, *sound burst*

1st - *bane*, *command*, *cause fear*, *divine favour*, *shield of faith*[Ⓛ]

[Ⓛ]: Domain spells; Domain: Retribution (*Player's Guide to Faerûn*, p.90)

Abilities Str 18, Dex 15, Con 14, Int 12, Wis 17, Cha 13

Feats Alertness, Improved Shield Bash, Point Blank Shot, Power Attack, Streetsmart[®], Weapon Focus (javelin)

Skills Concentration +6, Gather Information +3, Handle Animal +5, Intimidate +9, Knowledge (Arcana) +3, Knowledge (Nobility and Royalty) +3,

Knowledge (Religion) +4, Listen +4, Ride +8, Sense Motive +5, Spellcraft +5, Spot +4, Survival +4

Possessions masterwork heavy mace, masterwork javelin (x2), masterwork longsword, adventuring equipment, *Cherumtaar*, *the demonshield* (see below), *helm of protection* +2, *javelin of lightning* (x2), *leather armor* +2, *potion of extra-healing*.

D&D (Fourth Edition)**Daoud yn Ahorz Level 9 Elite Skirmisher**

Medium humanoid

Initiative +5 **Senses** Perception +8

HP 92; **Bloodied** 46

AC 21; **Fortitude** 21, **Reflex** 22, **Will** 22

Resist 15 cold, 15 fire, 15 lightning

Saving Throws +2

Speed 6

Action Points 1

Ⓛ **Javelin** (standard; at-will) ♦ **Lightning**

+11 vs. AC; 1d6 + 5 damage.

Ⓛ **Javelin** (standard; at-will) ♦ **Lightning**

Ranged 10/20; +11 vs. AC; 1d6 + 5 damage.

Ⓛ **Longsword** (standard; at-will) ♦ **Weapon**

+10 vs. AC; 1d8 + 3 damage.

Ⓛ **Mace** (standard; at-will) ♦ **Weapon**

+9 vs. AC; 1d8 + 3 damage.

Ⓛ **Bond of Pursuit** (standard; at-will) ♦ **Radiant, Weapon**

+11 vs. AC; 1d6 + 6 damage, and if the target doesn't end its next turn adjacent to you, you can shift 3 squares as a free action. You must end that shift closer to the target.

Ⓛ **Radiant Vengeance** (standard; at-will) ♦ **Divine, Radiant**

Ranged 10; +8 vs. Reflex; 1d8 + 4 radiant damage and you gain +4 temporary hit points.

Ⓛ **Bladestep** (standard; encounter) ♦ **Divine, Teleportation, Weapon**

+11 vs. AC; 2d6 + 6 damage and you teleport 10 squares to a space that must be adjacent to an enemy.

Ⓛ **Enduring Strike** (standard; daily) ♦ **Divine, Weapon**

+11 vs. AC; 3d6 + 6 damage, and you make a saving throw with a +5 bonus.

↩ Wrath of the Divine (immediate reaction; utility) ◆ Radiant
Close burst 10; when an enemy scores a critical hit against you, your oath of enmity target takes radiant damage equal to the critical hit's damage if it is within 10 squares of you.
Oath of Enmity (minor; encounter) ◆ Divine
Choose one enemy you can see within 10 squares. When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power.
↩ Divine Guidance (immediate interrupt; encounter) ◆ Channel Divinity, Divine
Close burst 10; when an ally within 10 squares of you makes an attack roll against your oath of enmity target, the ally makes a second attack roll and uses either result.
↩ Abjure Undead (standard; encounter) ◆ Channel Divinity, Divine, Radiant
Close burst 5; +8 vs. Will; 3d10 +4 radiant damage and you pull the undead target five squares and it is immobilized until your next turn.
☼ Noxious Stench (standard; daily) ◆ Poison
Aura 2; enemies within 2 squares of you take a -2 penalty to attack rolls. While you are bloodied, enemies within the aura are also weakened.
Alignment Lawful Neutral Languages Alzhedo, Chondathan, Common, Dwarvish, Orcish Skills Endurance +10, Religion +9 Str 16 (+7) Dex 15 (+6) Wis 18 (+8) Con 12 (+5) Int 11 (+4) Cha 10 (+4)
Equipment Cherumtaar (see below); +2 lightning javelin, +2 leather armor, augmenting whetstone ^{AV} , potion of healing (x2).

(^{AV}: *Adventurer's Vault*, p.190)

Daoud yn Ahorz, the Spellplague and the Sundering

The history and back-story provided in this article for the Hand of Doom seats him firmly in a campaign set prior to the Spellplague and the changes to the Forgotten Realms ushered in by that event. Those DMs who are running a campaign in the 4th and 5th Edition timelines should feel free to change any and all of the information provided for Daoud yn Ahorz so that he sits comfortably in the story of your game. Alternatively you are at liberty to come up with ways in which he can feature in a campaign set in the 1400s DR. In a land where magic abounds and the gods take a personal interest in their most faithful worshippers, it shouldn't be too difficult to create a credible explanation for his presence in a post-Spellplague or post-Sundering campaign.

D&D (Fifth Edition)

Daoud yn Ahorz

*Medium humanoid (Calishite human) lawful neutral
3rd-level fighter/6th-level cleric of Ahorz*

Armor Class 15 (*leather armor +2, Cherumtaar*)

Hit Points 66 (9HD)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	14(+2)	12(+1)	17(+3)	13(+1)

Saving Throws Str +8, Dex +2, Con +6, Int +1, Wis +3, Cha +1

Skills Animal Handling +7, Intimidation +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Senses passive Perception 13

Languages Alzhedo, Chondathan, Common

Action Surge. Daoud can take one additional action on top of his regular action and a possible bonus action in his turn. Once this feature is used, Daoud must finish a short or long rest before he can use it again.

Channel Divinity: Turn Undead. As an action Daoud can use his Channel Divinity ability to turn undead. Each undead that can see or hear him within 30 feet must make a Wisdom saving throw or be forced to move away from Daoud for 1 minute. Daoud can use his Channel Divinity power twice and must then finish a short or long rest before he is able to use this ability again.

Defence. While Daoud is wearing armor, he gains a +1 to AC.

Improved Critical. Daoud's weapon attacks score a critical hit on a roll of 19 or 20.

Second Wind. Daoud can use a bonus action on his turn to regain 1d10 +3 hit points. Once this feature is used, Daoud must finish a short or long rest before he can use it again.

Shared Wrath. When Daoud takes damage from a weapon attack, he can use his reaction to grant advantage to a creature within 30 feet of him on its next weapon attack.

Special Equipment. Daoud carries *Cherumtaar, the Demonshield* which provides various immunities and resistances and allows him to use an action to create a 10-foot-radius sphere of noxious stench. Any creature that starts its turn within 10 feet of Daoud must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. Once this special action is used, it can't be used again until the next dawn. Daoud also carries a *javelin of lightning* (see DMG, p.178), three normal javelins, a *longsword* +1 and two *potions of greater healing*.

Spellcasting. Daoud is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15; +7 to hit with spell attacks). He has the following cleric spell prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying, true strike*^D

1st level (4 slots): *bane, command, compelled duel*^D, *guiding bolt, longstrider*^D, *protection from evil and good*

2nd level (3 slots): *aid, blindness, hold person*^D, *pass without trace*^D, *silence*

3rd level (3 slots): *bestow curse, dispel magic, fear*^D, *remove curse, speak with dead*^D

ACTIONS

Javelin. Ranged Weapon Attack: +8 to hit, range 30/120 Hit: 7 (1d6 +4) piercing damage.

Mace. Melee Weapon Attack: +8 to hit. Hit: 7 (1d6 +4) bludgeoning damage.

Longsword. Melee Weapon Attack: +9 to hit. Hit: 9 (1d8 +5) slashing damage.

REACTIONS

Channel Divinity: Retaliatory Strike. Daoud can use his Channel Divinity ability to strike at a foe that assails him. When a creature misses Daoud with a melee attack, using his Channel Divinity he can use his reaction to make a melee weapon attack against the creature. If Daoud hits he adds +10 to the attack's damage roll. Daoud can use his Channel Divinity power twice and must then finish a short or long rest before he is able to use this ability again.

New Domain

The Vengeance Domain for 5E D&D was originally featured in the "Sacred Sisters of the Crying God" hand-out presented at the GEN-CON Candlekeep Seminar in 2016. That Domain is very compatible with the dogma and faith of the deity Hoar/Ahorz and so is presented once again for ease of reference.

VENGEANCE DOMAIN

The clergy of Hoar harbor a faith-driven lust for vengeance against any slights or attacks against the innocent, the defenceless and the wronged. The faithful rely on organisations such as the Hunters of Vengeance, a group active throughout the Heartlands and the North, to spread the dogma of the Hurler of Thunders and see justice prevail against the guilty.

VENGEANCE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>compelled duel, longstrider</i>
3rd	<i>hold person, pass without trace</i>
5th	<i>fear, speak with dead</i>
7th	<i>embattlement, fireshield</i>
9th	<i>destructive wave, scrying</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the *true strike* cantrip if you didn't already know it.

MARK OF JUSTICE

Also at 1st level, you gain the ability to magically mark an enemy. Any attack roll you make against an affected creature has advantage for 1 minute. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: RETALIATORY STRIKE

Starting at 2nd level, you can use your Channel Divinity to strike at a foe that assails you. When a creature misses you with a melee attack, using your Channel Divinity you can use your reaction to make a melee weapon attack against the creature. If you hit you add +10 to the attack's damage roll.

SHARED WRATH

At 6th level, when you take damage from a weapon attack, you can use your reaction to grant advantage to a creature within 30 feet of you on its next weapon attack.

DIVINE STRIKE

Starting at 8th level, you gain the ability to infuse your weapon strikes with poison – a gift from your deity. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

IMPLACABLE FOE

At 17th level, you can choose to gain advantage on weapon and spell attacks against a type of enemy that has damaged you since your last long rest. Your enemy can be selected from aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, humanoids, monstrosities, oozes, plants, or undead. Only one type of enemy can be selected and remains selected until you have finished a long rest. After a long rest you gain no advantage on weapon and spell attacks until a new enemy damages you and is selected.

New Magic Item

Cherumtaar the Demonshield

Description: *Cherumtaar* and the other *Demonshields* are diamond shields in construction, a form of armor unique to the Shoon era. A diamond shield consists of four isosceles triangular metal sheets shaped in the form of a diamond, then bent along both axes and riveted together along the seams with 2-inch wide strips of metal. A diamond shield is otherwise equivalent to a buckler or light shield. *Cherumtaar* is forged from a rare alloy of arjale and tantulhor, two lightweight ores from the fiery plane of Phlegethos (the fourth layer of the Nine Hells), mixed with silver. The resultant alloy is almost impervious to attack, yet retains a small amount of malleability. Aside from a bright, untarnished

silvery hue flecked with an unusual green design the *Demonshields* are otherwise unadorned. *Cherumtaar* differs from its fellow *Demonshields* in that at some time in its existence, it received a *permanent illusion* of a fearsome, horned demonic visage on its face, making it instantly recognisable.

Cherumtaar the Demonshield

Cherumtaar is one of thirteen *Demonshields* forged by the wizard Hilather, more popularly known as Halaster Blackcloak of Undermountain, during the time of the Shoon Imperium. The shields were commissioned by the Qyasar Amahl Shoon IV as part of a project to find a way to more securely bind fiends to the will of their summoners and thus employ them as agents. Twelve of the thirteen *Demonshields* were given to various high-ranking mameluks and sporadic accounts of their use appear in various historical records up until the first century of the Seventh Age of Calimshan.

Cherumtaar is known to have been gifted to Faraz el Garun yi Manshaka, known to his foes as "the Scarlet Serpent". An influential nobleman and de-facto ruler of Manshaka through his manipulation of his childhood friend, the dimwitted Sultan Harash el Maroosh, Faraz lived to a ripe old age and passed on leaving the fortunes of his family very much in the ascendancy.

Those fortunes were tied however to those of the Imperium and with its fall, the Garun clan was slain almost to a man in the fighting in and around Shoonach. In the power vacuum that inevitably followed, Calimshan experienced a wave of unrest, revolt and lawlessness, and some unknown party stole *Cherumtaar* away from the Garun estates in the Year of the Glorious Windfall (454 DR).

Its fate thereafter is unrecorded until it was discovered by the Hand of Doom in a ruined temple amidst the peaks of the Marching Mountains. That temple to an unknown demon cult still functions as one of Daoud's secret boltholes and *Cherumtaar* rests securely on his arm, constantly whispering into his mind to seek revenge on his enemies and bathe the shield in their blood.

The shield reflects the powers of the fiend imprisoned within – in this case, the hezrou Cherum. Whenever any of the shield's powers come into play aside from any Armor Class bonus (as applicable), the bearer's form is momentarily cloaked in the image of Cherum, a hulking hezrou demon.

AD&D (First Edition)

Cherumtaar is a +1 shield that confers magical invulnerability to all forms of normal fire (such as bonfires, burning oil, or even huge pyres of flaming wood) and normal cold as low as absolute zero. All saving throws against fire, frost and electricity are made with a bonus of +3 and damage sustained is one-half (if the saving throw is not made) or one-quarter (if the saving throw is made) of damage normal from that attack form. In addition *Cherumtaar* grants 25% magic resistance.

AD&D (Second Edition)

Cherumtaar is a +1 *shield* that grants the bearer complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note). The bearer can somewhat resist intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms, *wands of frost*, or white dragon's breath. In all of these cases the bearer gains a bonus of +3 to saving throws against such attack forms and all damage sustained is reduced by 50%; therefore, if the saving throw is failed, the bearer sustains one-half damage, and if the saving throw is successful, the creature sustains only one-quarter damage. In addition *Cherumtaar* grants 35% magic resistance.

D&D (Third Edition)

Cherumtaar is a +1 *diamond shield* with hardness 12 and 30 hit points. It provides damage reduction (10/good), immunities (electricity and poison), resistances (acid 10, cold 10, and fire 10) and spell resistance (19) to the bearer.

D&D (Fourth Edition)

Item Slot: Arms (light shield)

Property: Resist 15 fire, resist 15 cold and resist 15 lightning.

Power (Daily): Standard Action. You exude a noxious stench until the end of your next turn (aura 2): enemies in the aura take a -2 penalty to attack rolls. If you are bloodied, enemies within the aura are also weakened.

D&D (Fifth Edition)

Armor (shield), legendary

While holding this shield you gain a +1 bonus to AC, are immune to poison and have resistance to cold, fire, and lightning damage. Additionally you can use an action to create a 10-foot-radius sphere of noxious stench. Any creature that starts its turn within 10 feet of you must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. Once this special action is used, it can't be used again until the next dawn.

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