

The Xanathar Guild

"Nothing is beyond our grasp."

The Xanathar Guild is a tight knit Thieves Guild operating in the darkest parts of the city. Headed by a paranoid control freak beholder, their main goal is control and profit. Most of the city believes them an urban legend, those who know they exist don't know the truth of the Guild's otherworldly Patron. They are currently engaged in a gang war with the Zhentarim after a negotiation between the two turned violent.



Members

Ahmaergo - Second in Command (*Shield Dwarf*) Dangerously loyal to Xan, evil to his core. Fascinated by Minotaurs.

Meloon Wardragon – Spy (*Human*) Adventurer at Yawning Portal under the control of **Nihiloor**. Eager to join party.

Nar'I Xibindas - Advisor (*Drow*) Paranoid brother of **Soluun**. Spying for **Jarlaxle** but loyal to nobody. Grell bodyguard.

Nihiloor - Infiltration (*Illithid*) Breeds Intellect Devourers. Infiltrating the city for his brood. Hostage taker.

Noska Ur'Gray - Head Enforcer (*Shield Dwarf*) Head enforcer of the guild. Has a crossbow hand. Loyal to the Guild.

Thorvin Twinbeard - Head Engineer (*Shield Dwarf*) Builds traps for the Guild. Secretly working for the **Harpers**.

Ott Steeltoes - Sylgar Retainer (*Shield Dwarf*) Paranoid goldfish nanny with a funky hat. Grows mushrooms.

Snidgir - Spy (*Deep Gnome*) Owns and operates **Old Xoblob Shop**, a safehouse and cache for Guild Members.

Services

- Bodyguards will accompany the Party on Guild Quests (Wererats, kenku and Bugbears).
- Gain access to safe houses, caches, and secret tunnels throughout Waterdeep.
- Sometimes Xanathar will send a Gazer to accompany the Party on important Quests.
- Ott can provide the party with potions and poisons.

Grunts

Kenku, Experts, Intellect Devourers & Wererats (Scouts)

Bugbears, Goblins, Bandits & Thugs (Grunts)

Gargoyles, Grell, Hobgoblins & Gazers (Guards)

Duergar, Half-Orcs & Illithid (Captains)

Xanathar Guild Quests

The party receive quests via **Snidgir** at the safehouse **Old Xoblob Shop**. After the party has performed 2 quest missions for the Xanathar Guild, an attempt is made on their life by a faction of Goblins led by a Hobgoblin, who are trying to advance in the Guild. This will have been facilitated by **Snidgir**. With him dead, **Noska** becomes the primary contact for the party. The guild is accompanied by bodyguards sent by **Xanathar** (Wererat at Lv2, Kenku at Lv3, Bugbear at Lv4 and a Gazer at Lv5).

Missions

Level	Mission Brief	Requirements	Reward
2	Steal a shipment of weapons from a warehouse in the Dock Ward for the Guild	Infiltrate the warehouse on the Dock Ward and steal at least 1 crate of weapons from inside. Meet with the Wererats in the sewers below to drop them off.	+1 Renown Potion of Invisibility
3	A gang of Thugs were captured by the City Watch . Free them.	Free the 3 Thugs from a City Watch prison and then kill them for failing their mission.	+1 Renown Each Character present gains 50gp
4	Xanathar wants to see what you're made of. Take on enemies in The Flesh Pit .	Complete all 5 rounds of gladiator combat. (5 Kenku, 4 Goblins, 3 Bugbears, 2 Ogres and 1 Chuul)	+2 Renown Dread Helm
5	Steal documents from a potential Masked Lord who is secretly working with the Zhentarim .	Find a way to infiltrate the Lord's estate in the North Ward and steal the paperwork that proves his connection to the Zhentarim . Nihiloor will also give the party the Optional Quest of releasing Intellect Devourers in the North Ward sewers	+2 Renown Orb of Direction Nihiloor will give the party 250gp and a Spellbook of <i>Dominate Person</i> if his quest is completed