

ZAKNAFEIN DO'URDEN

To celebrate the upcoming release of the final book in the latest Drizzt trilogy, *Dragon+* worked with R.A. Salvatore to create a stat block for the character of Zaknafein. The following version of the famed weapons master is based on him as he appears in *Relentless*. Enjoy!

ZAKNAFEIN DO'URDEN

Medium humanoid (elf), lawful neutral

Armor Class 21 (+3 studded leather)

Hit Points 142 (19d8 + 57)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	16 (+3)	19 (+4)	12 (+1)	14 (+2)

Saving Throws Str +10, Con +8

Skills Athletics +15, Intimidation +12, Perception +6, Survival +6

Senses darkvision 120 ft., passive Perception 16

Languages Common, Elvish, Undercommon

Challenge 16 (15,000 XP)

Fey Ancestry. Zaknafein has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Zaknafein's spellcasting ability is Charisma (spell save DC 15). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Legendary Resistance (1/Day). If Zaknafein fails a saving throw, he can choose to succeed instead.

Poison Resilience. Zaknafein has advantage on saving throws against poison.

Second Wind (Recharges after a Short Rest). Zaknafein can use a bonus action to regain 16 (1d10 + 11) hit points.

Special Equipment. Zaknafein wears +3 *studded leather* and wields two +3 *longswords*, a +1 *whip*, and six +1 *daggers*. He carries five *sun pellets* (see the sidebar).

Standing Leap. Zaknafein's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. Zaknafein makes three attacks with his +3 *longsword* or two attacks with his +1 *daggers*.

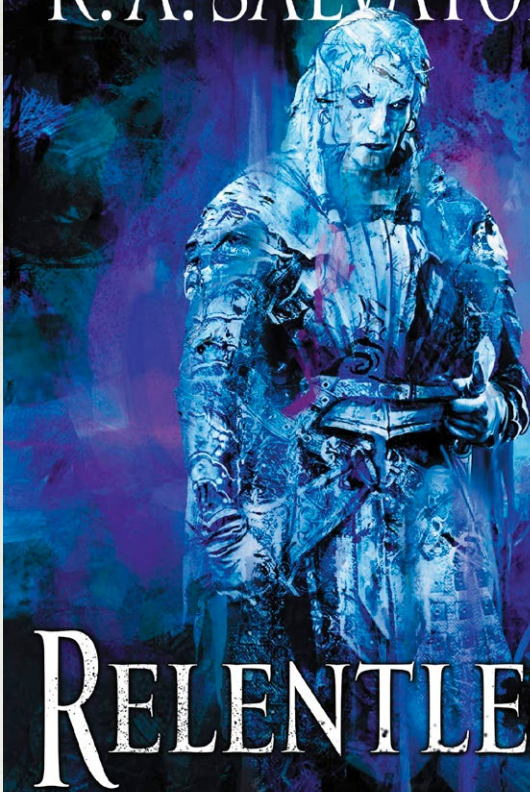
+3 Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage.

+1 Whip. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 9 (1d4 + 7) slashing damage.

+1 Dagger. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d4 + 7) piercing damage.

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R.A. SALVATORE



A DRIZZT NOVEL

SUN PELLET

Wondrous item, very rare

This small ceramic ball is specially coated with enchanted oil. As an action, you can crack a *sun pellet* or throw it up to 100 feet, whereupon it releases a brilliant magical light. This light is equivalent to a *sunburst* spell (save DC 15) but has a radius of 20 feet.

REACTIONS

Parry. Zaknafein adds 4 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

Uncanny Dodge. Zaknafein halves the damage that he takes from an attack that hits him. He must be able to see the attacker.

LEGENDARY ACTIONS

Zaknafein 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. Zaknafein regains spent legendary actions at the start of his turn.

Quick Step. Zaknafein moves up to his speed without provoking opportunity attacks.

Lunging Attack (Costs 2 Actions). Zaknafein makes one +3 *longsword* attack that has a reach of 10 feet.