Belgoi

Terrific sounds are carried across the Athasian plains, but perhaps the most insidious is the ringing of small bells—the work of belgoi. The dissonant chimes of these gauzy humanoids tug at travelers’ minds, entrancing victims and luring them out into the wastes, where they become easy prey for the hungry belgoi.

Lore

Arcana DC 19: Once a proud, evil race of fey, the belgoi were stranded in the barrens of Athas by the destruction of their homelands. They came to hate the desert world and all its residents, and they degenerated into a madness that has led them to devour other humanoids and despoil all they touch. Life force literally leaks from some of the wounds inflicted by belgoi.

Belgoi gather in small, nomadic tribes that are led by the strongest member. They ruin wherever they live, consuming everything they can and destroying or polluting the rest. While the tribe camps, hunting parties scour the surrounding area for game. Belgoi kill and eat whatever they can catch, but they prefer meat seasoned with the terror that a sentient creature feels when it faces impending death.

Belgoi have another reason for devouring humanoids—they believe that eating the flesh of a victim grants them the fallen one’s power. The strongest belgoi have consumed numerous enemies. For the sake of gaining and conserving personal power, belgoi also eat their own dead. They harbor a special taste for eladrin, whom they blame for destroying their home.

Encounters

Wicked humanoids such as gith might ally with belgoi or take in a few stalkers or hunters that lack the numbers to form their own raiding band or tribe. Like other humanoids, belgoi catch and tame wild beasts such as baazrags, chathrangs, and drakes. In particular, belgoi keep creatures that are skilled trackers or that can sniff out wounded prey. These beasts are intentionally malnourished by the belgoi, making them vicious and forcing them to fend for themselves.

Belgoi Craven

The weakest belgoi are cowardly creatures that rely on their stronger kin for cover and aid. They seek to gang up on wounded or isolated foes.

Belgoi Stalker

Slinking through the wastes alone, a belgoi stalker watches for travelers who are struggling to survive, engaged in a fight, or otherwise distracted. Flitting on the edges of a battle, the stalker gently rings its bell, drawing a lone victim away from the group.

Belgoi Stalker

Medium fey humanoid

XP 75

HP 1; a missed attack never damages a minion.

AC 20, Fortitude 19, Reflex 20, Will 18

Speed 6

Low-light vision

Traits

Craven Slink

The craven gains a +2 bonus to all defenses while adjacent to an ally.

Hungry for Blood

The craven’s attacks deal 2 extra damage against bloodied creatures.

Standard Actions

Claw + At-Will

Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage.

Minor Actions

Compelling Ring (charm) + Encounter

Requirement: The craven must be holding a bell.
Attack: Ranged 10 (one creature); +10 vs. Will
Hit: The craven slides the target 5 squares to a square that is adjacent to the craven or one of its allies.

Skills Athletics +9, Stealth +12

Str 12 (+4) Dex 19 (+7) Wis 15 (+5)
Con 16 (+6) Int 8 (+2) Cha 8 (+2)

Alignment chaotic evil Languages –

Equipment bell

Belgoi Craven

Medium fey humanoid

XP 16

HP 1; a missed attack never damages a minion.

AC 20, Fortitude 19, Reflex 20, Will 18

Speed 6

Traits

Craven Slink

The craven gains a +2 bonus to all defenses while adjacent to an ally.

Hungry for Blood

The craven’s attacks deal 2 extra damage against bloodied creatures.

Standard Actions

Claw + At-Will

Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage.

Skills Athletics +9, Stealth +12

Str 13 (+4) Dex 19 (+7) Wis 16 (+6)
Con 15 (+5) Int 10 (+3) Cha 8 (+2)

Alignment chaotic evil Languages –

Equipment leather armor, bell

Belgoi Stalker Level 7 Minion Skirmisher

XP 75

HP 1; a missed attack never damages a minion.

AC 20, Fortitude 19, Reflex 20, Will 18

Speed 6

Low-light vision

Traits

Craven Slink

The craven gains a +2 bonus to all defenses while adjacent to an ally.

Hungry for Blood

The craven’s attacks deal 2 extra damage against bloodied creatures.

Standard Actions

Claw + At-Will

Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage.

Minor Actions

Compelling Ring (charm) + Encounter

Requirement: The craven must be holding a bell.
Attack: Ranged 10 (one creature); +10 vs. Will
Hit: The craven slides the target 5 squares to a square that is adjacent to the craven or one of its allies.

Skills Athletics +9, Stealth +12

Str 12 (+4) Dex 19 (+7) Wis 15 (+5)
Con 16 (+6) Int 8 (+2) Cha 8 (+2)

Alignment chaotic evil Languages –

Equipment bell

Belgoi Stalker Level 7 Lurker

XP 300

HP 63; Bloodied 31

AC 26, Fortitude 23, Reflex 25, Will 24

Speed 6

Low-light vision

Traits

Hungry for Blood

A belgoi stalker’s attacks deal 1d6 extra damage against bloodied creatures.

Standard Actions

Claw + At-Will

Attack: Melee 1 (one creature); +12 vs. AC
Hit: 1d4 + 4 damage, and ongoing 5 damage (save ends). If the target is dazed, the ongoing damage increases to 15, and the stalker takes a –5 penalty to all defenses until the start of its next turn.

Enticing Ring (charm) + At-Will

Requirement: The stalker must be holding a bell.
Attack: Ranged 10 (one creature); +10 vs. Will
Hit: The stalker pulls the target 5 squares, and the target is dazed until the end of the stalker’s next turn.

Skills Athletics +9, Stealth +12

Str 13 (+4) Dex 19 (+7) Wis 16 (+6)
Con 15 (+5) Int 10 (+3) Cha 8 (+2)

Alignment chaotic evil Languages Common

Equipment leather armor, bell

Belgoi Craven Level 7 Lurker

XP 16

HP 1; a missed attack never damages a minion.

AC 20, Fortitude 19, Reflex 20, Will 18

Speed 6

Traits

Craven Slink

The craven gains a +2 bonus to all defenses while adjacent to an ally.

Hungry for Blood

The craven’s attacks deal 2 extra damage against bloodied creatures.

Standard Actions

Claw + At-Will

Attack: Melee 1 (one creature); +12 vs. AC
Hit: 7 damage.
Belgoi Caller

When a caller leads the belgoi on a hunt, they are emboldened by the rallying presence of this powerful war chief. The caller strides fearlessly among the belgoi’s foes, lashing their minds, sapping their wills, and turning them against one another. Through it all, the discordant jingling of the caller’s bell never ceases.

Belgoi Caller | Level 8 Elite Controller (Leader)
--- | ---
Medium fey humanoid | XP 700
HP 178; Bloodied 89 | Initiative +8
AC 22, Fortitude 19, Reflex 20, Will 21 | Perception +9
Speed 6 | Low-light vision
Saving Throws +2; Action Points 1

**Traits**

Hungry for Blood

The caller’s attacks deal 1d6 extra damage against bloodied creatures.

**Standard Actions**

★ Claw ★ At-Will

Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).

★ Command of the Bell (charm, psychic) ★ Recharge

Requirement: The caller must be holding a bell.
Attack: Ranged 10 (one creature able to take actions); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the caller slides the target 3 squares. The target makes an at-will attack against one of its allies of the caller’s choice.

★ Distant Ringing (charm, psychic) ★ Recharge when first bloodied

Requirement: The caller must be holding a bell.
Attack: Area burst 5 within 10 (enemies in burst); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the target is pulled 2 squares closer to the burst’s origin square. Each of the caller’s allies in the burst can shift 1 square as a free action and make a saving throw.

**Minor Actions**

★ Ennui Lash (psychic) ★ At-Will

Requirement: The caller must be holding a bell.
Attack: Melee 3 (one creature); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the target takes a –2 penalty to Will until the end of the caller’s next turn.

Skills Athletics +11, Bluff +10, Stealth +13
Str 14 (+6) | Dex 19 (+8) | Wis 20 (+9)
Con 17 (+7) | Int 10 (+4) | Cha 12 (+5)
Alignment chaotic evil | Languages Common
Equipment leather armor, bell

Belgoi in Combat

Belgoi attack their targets with care, due as much to a lack of bravery as to a desire for tactical advantage. They creep up on campers or travelers engaged in a fight and then divide the enemy party, picking off each opponent that becomes separated from its group. If a fight goes against them, the belgoi retreat, perhaps to await another opportunity to attack the same victims.

Belgoi Caller

Belgoi Hunter

With one clawed hand, the hunter rings its tiny bell, luring an opponent closer. With the other, the belgoi drives a stained spear through its enemy’s heart. When a group of belgoi attacks, the hunters engage foes directly, keeping them occupied and making them more vulnerable to the claws and chimes of the rest of the belgoi pack.

Belgoi Caller

When a caller leads the belgoi on a hunt, they are emboldened by the rallying presence of this powerful war chief. The caller strides fearlessly among the belgoi’s foes, lashing their minds, sapping their wills, and turning them against one another. Through it all, the discordant jingling of the caller’s bell never ceases.

Belgoi Caller | Level 8 Elite Controller (Leader)
--- | ---
Medium fey humanoid | XP 700
HP 178; Bloodied 89 | Initiative +8
AC 22, Fortitude 19, Reflex 20, Will 21 | Perception +9
Speed 6 | Low-light vision
Saving Throws +2; Action Points 1

**Traits**

Hungry for Blood

The caller’s attacks deal 1d6 extra damage against bloodied creatures.

**Standard Actions**

★ Claw ★ At-Will

Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).

★ Command of the Bell (charm, psychic) ★ Recharge

Requirement: The caller must be holding a bell.
Attack: Ranged 10 (one creature able to take actions); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the caller slides the target 3 squares. The target makes an at-will attack against one of its allies of the caller’s choice.

★ Distant Ringing (charm, psychic) ★ Recharge when first bloodied

Requirement: The caller must be holding a bell.
Attack: Area burst 5 within 10 (enemies in burst); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the target is pulled 2 squares closer to the burst’s origin square. Each of the caller’s allies in the burst can shift 1 square as a free action and make a saving throw.

**Minor Actions**

★ Ennui Lash (psychic) ★ At-Will

Requirement: The caller must be holding a bell.
Attack: Melee 3 (one creature); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the target takes a –2 penalty to Will until the end of the caller’s next turn.

Skills Athletics +11, Bluff +10, Stealth +13
Str 14 (+6) | Dex 19 (+8) | Wis 20 (+9)
Con 17 (+7) | Int 10 (+4) | Cha 12 (+5)
Alignment chaotic evil | Languages Common
Equipment leather armor, bell

Belgoi in Combat

Belgoi attack their targets with care, due as much to a lack of bravery as to a desire for tactical advantage. They creep up on campers or travelers engaged in a fight and then divide the enemy party, picking off each opponent that becomes separated from its group. If a fight goes against them, the belgoi retreat, perhaps to await another opportunity to attack the same victims.

Belgoi Caller

When a caller leads the belgoi on a hunt, they are emboldened by the rallying presence of this powerful war chief. The caller strides fearlessly among the belgoi’s foes, lashing their minds, sapping their wills, and turning them against one another. Through it all, the discordant jingling of the caller’s bell never ceases.

Belgoi Caller | Level 8 Elite Controller (Leader)
--- | ---
Medium fey humanoid | XP 700
HP 178; Bloodied 89 | Initiative +8
AC 22, Fortitude 19, Reflex 20, Will 21 | Perception +9
Speed 6 | Low-light vision
Saving Throws +2; Action Points 1

**Traits**

Hungry for Blood

The caller’s attacks deal 1d6 extra damage against bloodied creatures.

**Standard Actions**

★ Claw ★ At-Will

Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).

★ Command of the Bell (charm, psychic) ★ Recharge

Requirement: The caller must be holding a bell.
Attack: Ranged 10 (one creature able to take actions); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the caller slides the target 3 squares. The target makes an at-will attack against one of its allies of the caller’s choice.

★ Distant Ringing (charm, psychic) ★ Recharge when first bloodied

Requirement: The caller must be holding a bell.
Attack: Area burst 5 within 10 (enemies in burst); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the target is pulled 2 squares closer to the burst’s origin square. Each of the caller’s allies in the burst can shift 1 square as a free action and make a saving throw.

**Minor Actions**

★ Ennui Lash (psychic) ★ At-Will

Requirement: The caller must be holding a bell.
Attack: Melee 3 (one creature); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the target takes a –2 penalty to Will until the end of the caller’s next turn.

Skills Athletics +11, Bluff +10, Stealth +13
Str 14 (+6) | Dex 19 (+8) | Wis 20 (+9)
Con 17 (+7) | Int 10 (+4) | Cha 12 (+5)
Alignment chaotic evil | Languages Common
Equipment leather armor, bell

Belgoi in Combat

Belgoi attack their targets with care, due as much to a lack of bravery as to a desire for tactical advantage. They creep up on campers or travelers engaged in a fight and then divide the enemy party, picking off each opponent that becomes separated from its group. If a fight goes against them, the belgoi retreat, perhaps to await another opportunity to attack the same victims.

Belgoi Caller

When a caller leads the belgoi on a hunt, they are emboldened by the rallying presence of this powerful war chief. The caller strides fearlessly among the belgoi’s foes, lashing their minds, sapping their wills, and turning them against one another. Through it all, the discordant jingling of the caller’s bell never ceases.

Belgoi Caller | Level 8 Elite Controller (Leader)
--- | ---
Medium fey humanoid | XP 700
HP 178; Bloodied 89 | Initiative +8
AC 22, Fortitude 19, Reflex 20, Will 21 | Perception +9
Speed 6 | Low-light vision
Saving Throws +2; Action Points 1

**Traits**

Hungry for Blood

The caller’s attacks deal 1d6 extra damage against bloodied creatures.

**Standard Actions**

★ Claw ★ At-Will

Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d6 + 5 damage, and ongoing 5 damage (save ends).

★ Command of the Bell (charm, psychic) ★ Recharge

Requirement: The caller must be holding a bell.
Attack: Ranged 10 (one creature able to take actions); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the caller slides the target 3 squares. The target makes an at-will attack against one of its allies of the caller’s choice.

★ Distant Ringing (charm, psychic) ★ Recharge when first bloodied

Requirement: The caller must be holding a bell.
Attack: Area burst 5 within 10 (enemies in burst); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the target is pulled 2 squares closer to the burst’s origin square. Each of the caller’s allies in the burst can shift 1 square as a free action and make a saving throw.

**Minor Actions**

★ Ennui Lash (psychic) ★ At-Will

Requirement: The caller must be holding a bell.
Attack: Melee 3 (one creature); +12 vs. Will
Hit: 2d6 + 5 psychic damage, and the target takes a –2 penalty to Will until the end of the caller’s next turn.

Skills Athletics +11, Bluff +10, Stealth +13
Str 14 (+6) | Dex 19 (+8) | Wis 20 (+9)
Con 17 (+7) | Int 10 (+4) | Cha 12 (+5)
Alignment chaotic evil | Languages Common
Equipment leather armor, bell

Belgoi in Combat

Belgoi attack their targets with care, due as much to a lack of bravery as to a desire for tactical advantage. They creep up on campers or travelers engaged in a fight and then divide the enemy party, picking off each opponent that becomes separated from its group. If a fight goes against them, the belgoi retreat, perhaps to await another opportunity to attack the same victims.