

Realms Personalities
Bhaelros' Blade

By Sean K Reynolds



Khemed may be cut off from his family's fortune, but this human fighter intends to amass his own. A mercenary leader devoted to Bhaelros, Khemed and his Blades are efficient fighters you should keep your eyes on -- best accomplished by never showing him your back.

Khemed: Male human Ftr8; CR 8; Medium-Size Humanoid (5 ft. 6 in. tall); HD 8d10+24; hp 68; Init +9; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Atk +14/+9 melee (2d4+9, +1 spiked chain), +12 ranged (1d8/19-20, light crossbow with masterwork bolt); AL NE; SV Fort +9, Ref +5, Will +2; Str 18, Dex 16, Con 16, Int 13, Wis 10, Cha 14.

Skills and Feats: Climb +8, Diplomacy +4, Handle Animal +7, Intimidate +8, Jump +8, Listen +2, Ride (horse) +6, Spot +4, Tumble +4, Use Rope +5; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Improved Disarm, Improved Initiative, Power Attack, Quick Draw, Thug, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 studded leather, +1 amulet of natural armor, +1 spiked chain, 3 potions of cure light wounds, potion of cat's grace, potion of cure moderate wounds, potion of bull's strength, masterwork light crossbow, 10 masterwork bolts, 70 gp.



Born in Calimshan of a fairly wealthy family, Khemed offended his father and was cast out of his home. He continued to practice in the arts of war and worked as a mercenary, turning to banditry when times were rough. He has gathered a group of younger mercenaries about himself (10 male humans Ftr1) and hires his team out as "the Blades of Bhaelros." Khemed is a faithful worshipper of Bhaelros (the name for Talos in Calimshan) and has contacts with clerics of Talos in most major cities across western and southern Faerûn (and can sometimes call in favors of potions or even a clerical ally). When he expects to stay in a city for a while, he rents an unfurnished home or small warehouse for himself and his team, but otherwise lives on the road in tents.

Khemed is of average height but very broad, sporting large tattoos of fire and symbols of Talos on his arms and chest. He enjoys using his spiked chain to disarm foes and employ attacks of opportunity against them when they try to reclaim their weapons. Against a superior foe, he fights defensively and has his employees set up flanking and give him opportunity attacks.

Khemed is likely to be encountered working as a mercenary, protecting people of interest or valuable shipments, regardless of the nature of their employer or goods. If not employed, his team might be acting as bandits on roads or outside of known dungeons.

Realms Personalities

Orcs Beware!

By Sean K Reynolds



Meet Rornar a shield dwarf who's handy in a battle, in the woods, or both. This fighter/ranger from the Silver Marches has a real problem with orcs -- they keep getting in the path of his hammer. Fun for Rornar, not so much for the orcs.

Rornar Gordrinn: Male shield dwarf Rgr1/Ftr4; CR 5; Medium-size humanoid (dwarf); HD 1d10+3, 4d10+12; hp 42; Init +3; Spd 20 ft.; AC 14 (touch 9, flat-footed 14); Atk +8 melee (1d8+5/x3, masterwork warhammer), +7 melee (1d4+1 masterwork spiked gauntlet); or +7 (1d8/19-20/x2, masterwork light crossbow with masterwork bolt); SQ dwarf traits, favored enemy (orcs); AL LG; SV Fort +9, Ref +0, Will +2; Str 16, Dex 8, Con 16, Int 10, Wis 13, Cha 10.

Skills and Feats: Animal Empathy +1, Climb +4, Craft (metalworking) +2, Craft (stoneworking) +2, Craft (weaponsmithing) +4, Handle Animal +2, Heal +2, Hide +2, Knowledge (nature) +1, Listen +4, Spot +4, Use Rope +0, Wilderness Lore +3; Foe Hunter (orcs) [+1 competence bonus to damage rolls against orcs within 30 ft. and use Improved Critical with any weapon used against orcs], Improved Initiative, Power Attack, Track, Weapon Focus (warhammer), Weapon Specialization (warhammer).



Dwarf Traits (Ex): +1 racial bonus to attack rolls against orcs and goblinoids; +2 racial bonus to Will saves against spells and spell-like abilities; +2 racial bonus to Fortitude saves against all poisons; +4 dodge bonus against giants; darkvision 60 ft.; stonecunning (+2 racial bonus to checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 ft. and can use the Search skill to find stonework traps as a rogue can; intuit depth); +2 racial bonus to Appraise checks and Craft or Profession checks related to stone or metal (these bonuses are already figured into the statistics above).

Favored Enemy (Ex): The ranger has selected orcs as a favored enemy. He gains a +1 bonus to his Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. He gets the same bonus to weapon damage rolls against creatures of this type. He also gets the damage bonus with ranged weapons if the target is within 30 feet. The bonus doesn't apply to damage against creatures that are immune to critical hits.

Possessions: +1 chain shirt, potion of haste, potion of cure moderate wounds, potion of endurance, dust of tracelessness, masterwork warhammer, masterwork spiked gauntlet, masterwork light crossbow, 10 masterwork bolts, healer's kit, silver holy symbol, backpack, silk rope, traveler's outfit, 340 gp.

Rornar is a shield dwarf from the Silver Marches, dedicated to eradicating the hordes of orcs that would overrun his homeland. He is a friendly enough fellow, although he has little tolerance for half-orcs.

Dressed in a fine chain shirt and proudly displaying his holy symbol of Moradin, Rornar is a broad-shouldered shield dwarf with thick black hair, fierce blue eyes, and a long, unbraided beard. He knows he is not the most agile of fellows, and rather than sneaking about, he prefers to wait in dangerous areas for his hated foes to come to him. More than willing to join up temporarily with traveling adventurers in search of orcs, he quickly loses interest if they choose to go dungeon delving (unless orcs are known to live there). He is still a young dwarf but looking forward to the day he marries and can be a father to a strong family of orc-slaying warriors, all armed with weapons he made.

Rornar fights two-handed in melee with his warhammer and spiked gauntlet, using his crossbow only if he can't close to melee range. He speaks Chondathan, Common, Dwarven, and Illuskan.

If you like Rornar, meet someone a little more nasty in [Khemed](#),
a mercenary outcast from Calimshan.

Realms Personality: Malark

A Web Enhancement for *Lords of Darkness*

By [Sean K Reynolds](#)



Born and raised in Amn, Malark Skyborn was the middle son of a moderately prosperous merchant house. Although primarily a trader of weapons, Malark's father did some business on the side smuggling Faerûnian drugs from Calimshan into the North, and through these contacts young Malark was exposed to some of the more disreputable characters of Faerûn. One of these was Kolis, a not-too-bright cleric of Cyric from the Dragon Coast. Kolis indoctrinated Malark into the church of Cyric, and although Kolis was killed in one of Cyric's many purges in the past decade, he fixed the teachings of Cyric (before his madness) in the mind of young Malark -- particularly the need for secrecy and glibness.

Malark traveled alone in the guise of a peddler and blacksmith, using his skills to create tools and weapons and sell them to people he met in various small towns. He used these travels to study people in detail. With his *change self* domain spell, he murdered lawful and good individuals in these towns in the guise of another one of the townsfolk. Later he spent time as a mercenary, concealing his spellcasting abilities and pretending to be a mere swordsman. Presenting a friendly and jovial air, he has many allies and acquaintances across Faerûn. Sheltered from the infighting of the main body of Cyricists, Malark never realized that bonds of family and friends were things to be avoided or exploited, so he can be genuinely affectionate toward these people, and he becomes angered when they are harmed.

Because he traveled alone (or at least without other Cyricists) for most of his early career, he escaped the many purges that Cyric inflicted upon his own worshipers, and so he is one of the more powerful Cyricist clerics not associated with any particular temple. Cyric prefers him to remain unassociated with any temple, and some Cyricist clerics resent this odd form of favoritism, which only cements his desire to avoid others of his faith. Malark remains a lone wolf (other than occasional hirelings), wandering about the world, killing enemies of Cyric, spreading lies, and avenging attacks on his friends and allies. He is particularly interested in the fate of his younger brother Marrik (N male human Ftr6), a mercenary who is unaware of Malark's religious inclinations. If something were to happen to Marrik, Malark would find the ones responsible and hunt them down (after arranging to have Marrik raised from the dead, of course).

Malark: Male human Clr12 of Cyric; CR 12; Medium-size humanoid; HD 12d8+24; hp 95; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22); Atk +12/+7 melee (1d8+2/19-20, +1 *unholy longsword*) or +11 ranged (1d8+2/19-20, light crossbow with +2 *crossbow bolts*); SA Rebuke undead 4/day; AL CE; SV Fort +11, Ref +5, Will +16; Str 13, Dex 10, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Bluff +8, Concentration +15, Craft (metalworking) +5, Diplomacy +7, Heal +7, Intimidate +5, Knowledge (Amn local) +1, Knowledge (religion) +6, Spot +6; Combat Casting, Craft Magic Arms and Armor, Iron Will, Martial Weapon Proficiency (longsword), Power Attack, Scribe Scroll.

Cleric Spells Prepared (6/8/6/6/5/5/3; base DC = 15 + spell level): 0 -- *cure minor wounds*, *detect magic*, *detect poison*, *light*, *mending*, *read magic*; 1st -- *bless*, *change self**, *command*, *cure light wounds* (2), *detect good*, *divine favor*, *endure elements*; 2nd -- *bull's strength*, *cure moderate wounds*, *endurance*, *hold person*, *invisibility**, *silence*; 3rd -- *cure serious wounds*, *invisibility purge*, *magic vestment* (2), *nondetection**, *prayer*; 4th -- *cure critical wounds*, *divine power*, *greater magic weapon*, *mortal wound* (see below), *unholy blight**; 5th -- *circle of doom*, *dispel good**, *flame strike*, *healing circle*, *skull eyes* (see below), *slay living*; 6th -- *etherealness*, *heal*, *mislead**.

*Domain spell. Deity: Cyric. Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: +1 full plate, +1 large metal shield, light crossbow, +2 bolts (10), cloak of resistance +1, gloves of dexterity +2, periapt of wisdom +2, potion of haste, potion of heroism, scroll of invisibility (6), scroll of raise dead, scroll of summon monster V, scroll of magic vestment (2), scroll of word of recall, skull blade (+1 *unholy longsword*, with holy symbols of Cyric on the blade and hilt), 1,400 gp.

Mortal Wound

Necromancy

Level: Clr 4 (Bhaal, Cyric)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous (see text)

Saving Throw: Will half (see text)

Spell Resistance: Yes

You fire a black ray of negative energy at a single target. You must succeed at a ranged touch attack to strike your target. A creature struck by this ray takes 3d8 points of damage +1 point per caster level (up to +20). The

spell has no effect on constructs or inanimate objects.

Since undead are powered negative energy, this spell cures them of a like amount of damage, rather than harming them.

Skull Eyes

Transmutation [see text]

Level: Clr 5 (Cyric)

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: You

Duration: 1 round/3 levels (see text)

Saving Throw: See text

Spell Resistance: Yes

As *eyebite*, except that you can choose only one of the following possible gaze attacks:

Charm: Equivalent to the *charm monster* spell, except that the saving throw is based on spell level 5.

Confusion: As the *confusion* spell, except affecting only one target.

When you cast this spell, your eyes turn black with skull-shaped irises.

View [Ashemmi](#), the other Realms Personality
for the [Lords of Darkness web enhancement!](#)

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Realms Personality: Ashemmi

A Web Enhancement for *Lords of Darkness*

By [Sean K Reynolds](#)



The elf called Ashemmi is best known for her high rank in Darkhold, the Zhentarim fortress looming over the Western Heartlands, and for her long-term association with Sememmon. However, little is known about her background, and her habit of changing her appearance slightly every few months serves only to add to the confusion. She has been described as a sun elf, a moon elf, and even a half-elf on occasion (although in recent years she has insisted she is a moon elf), but nobody knows which is the truth. One of the more interesting rumors is that she fled Evermeet when she turned to evil and is a sun elf noble of that land. Only Ashemmi can dispel these rumors, and, since her current whereabouts are unknown, it will remain a mystery.

For many years Ashemmi was one of the top Zhentarim agents at Darkhold, using her charisma, power, and Sememmon's backing to work her way to the upper levels of the castle's hierarchy. When Fzoul became the Chosen of Xvim (and then the Chosen of Bane), she and Sememmon realized that they would not be powerful enough to block him should he wish to rule all of the Zhentarim, so they fled for their lives. Since their disappearance, people matching their general descriptions have appeared in Waterdeep, Westgate, and Starmantle, although they are traveling in disguise and those sighted may be impostors.

Ashemmi and Sememmon are totally loyal to each other, and Ashemmi would never consider betraying him. Their current plans revolve around survival, acquiring magic, and possibly thwarting some of Fzoul's plans. She and her lover are very intelligent and would not confront any of their old enemies directly if they thought that it would put them at serious risk. They are likely to work through intermediaries, including adventuring parties, using their magic to find weak points in Fzoul's plans and send hirelings to exploit those weaknesses.

Ashemmi is normally described as a beautiful elf with flaxen hair and gold eyes (very rare for a moon elf but common for a sun elf, causing much of the confusion about her heritage). She prefers to dress attractively, even when on the road, and she favors jewelry (magical and mundane) and fiery red gowns. Although she is as evil and ruthless as any agent of the Zhentarim, she regrets that evil often comes in an ugly shell and dislikes associating with people whose inner evil is reflected in their outer appearance.

Ashemmi: Female moon elf Wiz11; CR 11; Medium-size humanoid; HD 11d4+11; hp 38; Init +3; Spd 30 ft.; AC 21 (touch 16, flat-footed 18); Atk +6 melee (1d4/19-20, masterwork dagger) or +9 ranged (1d4/19-20, masterwork dagger); SQ Elf traits; AL LE; SV Fort +8, Ref +8, Will +12; Str 10, Dex 17, Con 12, Int 17, Wis 12, Cha 15.

Skills and Feats: Concentration +15, Knowledge (arcana) +15, Knowledge (geography) +7, Knowledge (Western Heartlands history) +6, Knowledge (Western Heartlands local) +6, Knowledge (Western Heartlands nobility and royalty) +8, Listen +3, Ride (horse) +4, Scry +13, Search +5, Spellcraft +14, Spot +3; Combat Casting, Craft Wand, Craft Wondrous Item, Extend Spell, Great Fortitude, Iron Will, Scribe Scroll.

Wizard Spells Prepared: (4/5/5/5/3/2/1; base DC = 13 + spell level): 0 -- arcane mark, dancing lights, detect magic, read magic; 1st -- charm person, feather fall, magic missile (2), sleep; 2nd -- invisibility (2), protection from arrows, web (2); 3rd -- dispel magic (2), fly (2), lightning bolt; 4th -- charm monster, dimension door, fire shield, polymorph other, scrying; 5th -- major creation, teleport; 6th -- chain lightning.

Spellbook: 0 -- arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, 1st -- charm person, feather fall, identify, magic missile, message, sleep; 2nd -- arcane lock, hypnotic pattern, invisibility, protection from arrows, web; 3rd -- clairaudience/clairvoyance, dispel magic, fly, hold person, lightning bolt, suggestion; 4th -- charm monster, dimension door, fire shield, Otiluke's resilient sphere, polymorph other, scrying; 5th -- dominate person, hold monster, major creation, prying eyes, teleport; 6th -- chain lightning, disintegrate.

Possessions: Amulet of natural armor +1, bracers of armor +4, brooch of shielding, cloak of resistance +2, masterwork dagger, ring of protection +3, scroll of arcane lock (3), scroll of dispel magic (10th level), scroll of hypnotic pattern, scroll of lightning bolt (10th level), wand of hold person (15 charges), wand of invisibility (10 charges), wand of lightning bolt (17 charges), wand of magic missiles (5th-level) (20 charges), 1,100 gp.

Because she has studied Sememmon's spellbook and is completely familiar with it, she may prepare spells from his spellbook as easily as she does from her own. The spells listed above are ones that she is known to cast, but because of her time at Darkhold and association with Sememmon, it is likely that the above list is less than half of her true repertoire.

View [Malark](#), the other Realms Personality
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Teliene Coloara, the Illithid Slayer

By Ramon Arjona



There are creatures in the Underdark more powerful, more terrible, and more inhuman than the drow. The mind flayers, called illithids by some on the surface, came to Faerûn through means long lost in the fog of time. Spreading throughout the deepest regions of the Underdark with their slave races serving as both labor force and food supply, they seek nothing less than complete dominion over all other beings, sentient or otherwise. Standing between these squid-like horrors and their dreams of total conquest are a few brave individuals who have devoted their lives to ridding Faerûn of the illithid menace. These are the slayers: Men and women from all races and walks of life who are united in their common hatred of the mind flayers. Teliene Coloara, a drow female originally of the city of Menzoberranzan, is one of these few.



Teliene and her family were members of a minor branch of one of the many warring houses of Menzoberranzan. Perhaps it was a rival house who delivered them into the hands of the illithids -- drow are known to be consistently cruel in their pursuit of blood feud. Or, perhaps it was merely a cruel twist of fate that left the teenaged Teliene in the tentacled clutches of the illithids, along with her parents and siblings. Teliene was forced to watch while her entire family was consumed by mind flayers. If not for the emergence of her latent psionic gift, brought forth by the traumatic experience of watching her family butchered, Teliene would certainly have met the same fate.

Teliene's nascent psionic ability posed no threat to her captors. However, the mind flayers did see in her the possibility for entertainment. And, they reasoned, if they refined her powers and developed them over the course of years, her brain would be that much sweeter when they finally chose to devour it. So Teliene was kept alive among the chuhu and other slave races, where she lived like a prize-winning lamb while the illithids prepared her for the eventual feast.

Then one day, salvation came in the form of an attack upon the illithid city. While her captors were preoccupied with self-defense and as their enemies swarmed over the city walls, Teliene took advantage of the chaos and made good her escape. But freedom soon proved nearly as cruel as captivity for young Teliene. She wandered for weeks through the caverns of the Underdark, hopelessly lost, living on scrapings of edible fungi and the few blind insects she could catch.

Alone, beaten, and starving, Teliene would certainly have died were it not for the ancient duergar hermit known to her only as Tyrak. A psychic warrior himself, he was drawn by the dying girl's hatred of the mind flayers. He took pity on her, gave her food and shelter, and nursed her back to health. Then he proceeded to give Teliene the tools that she would need to wreak her vengeance on the illithid race.

Her teacher has long since passed away, but Teliene perseveres. She has no desire to return to Menzoberranzan or rejoin drow society. She longs for nothing except the utter annihilation of the entire illithid race. She will move forward one mind flayer at a time, leaving a path of blood and psionic destruction in her wake, until every illithid city is in ruin and every elder-brain is destroyed.

It is the only way she can ever be certain that she has destroyed the illithids who devoured her family and held her captive so long ago.

Teliene Coloara: Female drow Psychic Warrior6/Slayer7; CR 13; Medium-size humanoid; HD hp 78; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16; Atk +7 melee (1d8+4/19-20, +1 suppression longsword); SA psionic combat modes (mind thrust, ego whip, id insinuation, mind blast, empty mind, mental barrier, intellect fortress); SQ brain nausea, *cerebral blind*, drow traits, favored enemy (illithids, +1), illithid sense, lucid buffer, power points 50/day, SR 24; AL N; SV Fort +3, Ref +4, Will +7; Str 13, Dex 14, Con 12, Int 16, Wis 14, Cha 16.

Skills and Feats: Autohypnosis +9, Balance +7, Bluff +9, Concentration +8, Diplomacy +7, Intimidate +5, Jump -1, Knowledge (illithid lore) +11, Listen +10, Psicraft +9, Search +5, Sense Motive +8, Spot +10, Stabilize Self +8, Tumble +4, Use Psionic Device +10, Wilderness Lore +12; Cleave, Combat Manifestation, Deep Impact, Power Attack, Psionic Charge, Psionic Weapon , Psychic Inquisitor, Psychoanalyst, Speed of Thought, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

Brain Nausea (Su): Any creature that attempts to eat Teliene's brain must succeed at a Will save (DC 17) or become disinclined to do so. This ability is active so long as the slayer has 1 power point remaining.

Cerebral Blind (Sp): Whenever Teliene succeeds at a saving throw against a psionic power or attack mode, the attacker must immediately make a Will save using the DC of the original attack. On a failure, the attacker stands dazed for 1 round from the psionic backlash. This ability is active as long as she has 15 power points remaining.

Drow Traits: Teliene is immune to magic sleep spells and effects, and she has a +2 racial bonus on saves against enchantment spells or effects and a +2 racial bonus on Will saves against spells or spell-like abilities. She also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above). Teliene has darkvision to a range of 120 feet and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. Teliene also has light blindness; she is blinded for 1 round by abrupt exposure to bright light and takes a -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

Favored Enemy (Illithid): Due to her extensive study of her foes and training with the proper techniques for combating them, Teliene gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against illithids. Likewise, she gets the same bonus on weapon damage rolls against illithids, including ranged weapons against targets within 30 feet.

Illithid Sense (Su): Teliene can sense the presence of illithids within 60 feet, even if hidden by darkness or walls, but not their exact location. This supernatural power is active as long as she has 3 power points remaining.

Lucid Buffer (Su): Teliene receives a +4 competence bonus on saving throws against all compulsions and mind-affecting effects. She also receives a +2 competence bonus on saving throws against psionic attack modes, which stack with any bonus granted by raising a psionic defense mode. This supernatural ability is active as long as she has 9 power points remaining.

Psionic Powers (5/5/2): 0 -- bolt, burst, catfall, daze, detect psionics; 1st -- call weaponry, combat precognition, feel light, hustle, vigor; 2nd -- body equilibrium, claws of the bear.

Possessions: +1 ectoplasmic chainmail, +1 suppression longsword, tattoo of displacement (x2), grappling hook, 20 ft. rope, water, trail rations, a nonmagical locket with a lock of her mother's hair in it.

About the Author

Ramon Arjona is a software developer with Wizards of the Coast. His poetry has appeared in the *Absinthe Literary Review* (www.absinthe-literary-review.com) and ZYZZYVA. His short stories have appeared in *Strange Horizons* (www.strangehorizons.com).

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Jhaurmael Riversedge, Master of Portals

By Jeff Quick



Jhaurmael was always a poor elf by elf standards. His father was a wizard of minor repute on Evermeet, and his mother was a dreamy-eyed seer. Conceived in a fae tryst, his mother drifted away soon after his birth, leaving him to be raised by his father.

A better wizard than a parent, Jhaurmael's father raised him to study magic. The child seemed to have great aptitude and mastered cantrips with surprising ease. But as he studied complex, systematic magic, Jhaurmael's sorcerous nature betrayed him. Some spells and concepts he grasped instantly. Others, he never could, or had no interest in. He was a failure as a wizard.

This led to bitter conflict with his father and other students. He didn't know why he couldn't learn magic; he just knew what he could do and couldn't do. Tension increased until one night in his late adolescence, Jhaurmael disappeared. He didn't run away. He just disappeared from his bed. He woke up the next morning on the ground in a place that would be known one day as the Silver Marches. (Much later, Jhaurmael concluded that in a surge of magic, he teleported himself away from the misery and conflict of his childhood.)



At the time, the area was still firmly under elven control. Though Jhaurmael was far from home, the elves of Moonwood took him in with no questions. He was still an oddball with his spontaneous use of magic, but the elves of Moonwood were more willing to accept anomalies, and they had no expectation of how Jhaurmael "should" practice magic. They just took him in as he was.

This acceptance had a profound affect on the young elf after decades of disapproval and shame. He passed that level of acceptance on to everyone else in his life, and he never judged another creature by appearance or expectation. This philosophy has caused him to be something of a drifter since the sorcerer rarely allows people to get too close lest expectations crop up in a relationship. But despite (or because of) this emotional distance, he remains amazingly easy to get along with.

Jhaurmael lived calmly in Moonwood for many years until he saw the thing that would change his life: a *portal*. Like a dwarf to rock, Jhaurmael took to *portals*. He understood their theory and construction immediately. He knew how they worked and how to make them better. The very thought gripped him, and he immediately became a student again. Working with his natural inclinations instead of despite them this time, Jhaurmael embarked on a lifelong fascination with *portals*.

Studying *portals* practically requires one to traipse into dangerous locales, so Jhaurmael began a lifetime of wandering into and out of any place a *portal* could take him. As he grew in magic and power, he apprenticed himself to anyone who knew enough to build a *portal*. Often as much master as apprentice, Jhaurmael filled books with notations and sketches for *portal* construction and improvement. By the time he was powerful enough to build his own *portals*, he had a reputation among professional *portal* builders for unconventional design and exacting craftsmanship.

Jhaurmael quickly grew rich and famous off of *portal* building, but he bored with making escape hatches for nobles. Eventually, he stopped taking commissions unless the construction or environment of the *portal* challenged his creativity or expertise. He didn't care who his clients were; their loyalties, politics, and morality meant nothing to him. He professes a passing reverence for Shaundakul and vague aspects of the elven pantheon, but he holds no strong religious ties. His religion, such as it is, is the challenge of *portals*. He would go nearly anywhere and face improbable odds to further his craft.

As a professional, Jhaurmael began calling himself "*portal*-master" with no trace of irony. It's a simple fact (in his mind) that he knows as much about *portals* as any mortal, and he has spent his entire adult life studying them. The title sounds so pompous that few other people use it besides Jhaurmael. But he feels it is fitting and continues to refer to himself by the title when he feels it appropriate.

Jhaurmael has an innate understanding of teleportation magic, which he loosely defines as "ignoring distance." Like all sorcerers, his grasp of magic is intuitive, not logical. Unlike most sorcerers, however, Jhaurmael believes that he has drawn a theory of magic out of his intuitive understanding, and he has been writing it down for the last 90 years in a treatise entitled "A Different Art: Formulae Encompassing a Heretofore Prelinguistic Expression of Magic." The few arcane magic users who have read the work-in-progress (and there are precious few indeed) find it nearly indecipherable and possibly a hoax. However, the red great wyrm Klauth is said to have remarked, "How inventive," after perusing a few pages.

Jhaurmael still spends most of his time traveling, scouting new challenges, and experimenting with the seemingly endless chains of *portals* across Faerûn. He does have a home, though. Rather than a tower, Jhaurmael lives in a one-story manse that sprawls across vastly separate areas of the continent. To a master of teleportation, proximity is not an issue -- anywhere can be home. Thus, Jhaurmael's "home" exists in several different buildings

in different parts of Faerûn. He has portals built into doorways so that stepping from room to room can move him from nation to nation. However, the largest building and the place where his presence is best known is in the Silver Marches. Deep down, the sorcerer still feels most at home in the Moonwood, which is the place where he was first accepted after so many years under the scorn of Evermeet's wizards.

Jhaurmael Riversedge: Male moon elf Sor20; CR 20; Medium-size humanoid; HD 20d4+20; hp 74; Init +4; Spd 60 ft.; AC 25, touch 18, flat-footed 21; Atk +13/+8 melee (1d8+3/19-20, +3 *disappearance* longsword); SQ elf traits; AL N; SV Fort +8, Ref +10, Will +13; Str 10, Dex 19, Con 12, Int 17, Wis 10, Cha 29.

Skills and Feats: Concentration +23, Jump +10, Knowledge (arcana) +18, Knowledge (architecture and engineering) +11, Knowledge (geography) +12, Listen +9, Scry +23, Search +5, Spellcraft +26, Spot +9; Alertness, Craft Wand, Craft Wondrous Item, Create Portal, Education, Magical Artisan (Create Portal), Strong Soul.

Elf Traits: Jhaurmael is immune to magic sleep spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects. Jhaurmael has low-light vision (can see twice as far as a human in low-light conditions) and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. He is proficient with the composite longbow, composite shortbow, longbow, longsword, and rapier. He also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Sorcerer Spells Known (6/9/8/8/8/7/7/7; save DC = 19 + spell level): 0 -- *arcane mark*, *dancing lights*, *detect magic*, *flare*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*; 1st -- *detect secret doors*, *hold portal*, *magic missile*, *message*, *shield*; 2nd -- *arcane lock*, *knock*, *locate object*, *misdirection*, *whispering wind*; 3rd -- *analyze portal*, *blink*, *dispel magic*, *nondetection*, *tongues*; 4th -- *detect scrying*, *dimension door*, *dimensional anchor*, *scrying*; 5th -- *fabricate*, *passwall*, *sending*, *teleport*; 6th -- *gate seal*, *repulsion*, *true seeing*; 7th -- *greater scrying*, *teleport without error*, *vanish*; 8th -- *discern location*, *ethereality*, *screen*; 9th -- *gate*, *Mordenkainen's disjunction*, *teleportation circle*.

Possessions: boots of striding and springing, bracers of armor +7, cloak of Charisma +6, gloves of Dexterity +4, +3 longsword of disappearance, periapt of health, ring of protection +4, (wand of magic missile (9th-level caster, maximized)).

+3 Longsword of Disappearance: Jhaurmael's longsword is more for show than use. Still, it works remarkably well in a pinch. When the command word is spoken, the sword affects its wielder as *improved invisibility*. The sword has an additional *misdirection* effect operating on it, causing the *invisibility* to detect as transmutation magic. Anyone watching the wielder or analyzing the lingering magical aura with *detect magic* is usually led to believe that the wielder has teleported away rather than turned invisible, leaving the wielder free to strike unexpectedly.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *improved invisibility*, *misdirection*; **Market Price:** 70,315 gp; **Cost to Create:** 35,315 gp + 2,800 XP.

About the Author

Jeff Quick is an award-winning game designer and editor. He has written and developed game products for Wizards of the Coast, WizKids Games, White Wolf, and Fast Forward Entertainment. He has also served as editor of *Polyhedron Magazine*, senior editor of *Star Wars Gamer*, and editor-in-chief of *Star Wars Insider*. Despite being a writer in the Pacific Northwest, he owns no cats.

Akordia Pharn, Mother of Eklavdra Pharn

By Ramon Arjona



Family life among the drow of the Underdark is never pleasant. The spider goddess Lolth, Queen of the Demonweb Pits, encourages her dark elf followers to fight among themselves -- ostensibly to cull inferior members of their race. Should the slightest opportunity present itself, drow turn on each other without warning. The leader of a powerful house might murder his children or risk being assassinated by them in a bloody coup should he show the slightest weakness. Siblings slaughter each other in long conflicts over power and resources, sometimes destroying whole drow cities in the process. Drow families are ruled by fear, and relationships are most often marked by hatred, jealousy and greed.

Akordia Pharn, priestess of Lolth, knows this truth more than most. She must fear her own child most of all -- the half-fiend daughter she named Eklavdra. Full of fear and loathing, she waits for the day when her daughter will overwhelm her and make her another sacrifice to the bloodthirsty spider goddess.



A half-century ago, in the drow city of Menzoberranzan, Akordia conceived Eklavdra during the Academy's depraved graduation ceremony. As the foremost among her classmates, Akordia was given the honor of summoning the glabrezu, whose infernal presence is crucial to the graduation ritual. She remembered little beyond the summoning -- vague, horrible visions and the feeling of being engulfed by the glabrezu's foul presence blotted everything else from her memory.

The unholy union left the young priestess pregnant. When Akordia learned that she would give birth to a half-fiend, she gave thanks to the Spider Goddess since few students are chosen for this honor. Throughout her pregnancy, Akordia was drunk with the anticipation of power, for Lolth clearly favored her and her house.

Then, after a long and painful labor that nearly cost Akordia her life, Akordia had her child presented to her by the other priestesses. Akordia looked at the creature they laid on her stomach: It had four arms, and two of these arms terminated in oversized claws. It looked more like a beast than a drow, with a long muzzle full of tiny, sharp fangs. Akordia was filled with disgust for her child. She spoke only to name the newborn Eklavdra, after a powerful ancestor of her house, before ordering the attending priestesses to take the creature away.

As Akordia watched, her demon child grew in size and power. In a few short years, Eklavdra stood 8 feet tall and could tear a drow warrior to pieces with her claws. Armed with the favor of Lolth and with Eklavdra, their living weapon, Akordia's mother and father led their house on a bloody campaign to destroy their enemies. All who opposed them fell before the draegloth's claws.

Eklavdra always remained close to her mother and frequently curled up at the foot of Akordia's bed at night like a guard animal. The draegloth's constant presence made Akordia the subject of envy and fear among the drow of Menzoberranzan. Still, Akordia could barely hide her disgust beneath a thin veneer of civility. She became paranoid that the draegloth would sense her unease, but somehow Eklavdra never did. After some time, Akordia began to wonder if her daughter was something rarer among the drow than a draegloth -- a child possessed of genuinely warm feelings toward its parent.

Akordia exploited this weakness, using the draegloth as her personal bodyguard and assassin. Soon, the city of Menzoberranzan learned to fear Akordia as much as her daughter.

Then, one day, Eklavdra gave her mother a present. At the conclusion of a particularly terrible conflict, when all of the enemy forces were dead or dying, the half-fiend went on to butcher her grandmother and grandfather. Eklavdra laid their torn bodies at her mother's feet, proclaiming Akordia the new leader of their house. If anyone in the family objected, they said nothing for fear of Eklavdra's anger.

Akordia was delighted with her new position and the power it gave her, but she could still feel nothing but revulsion for her daughter. When she learned that she was pregnant with a second child, Akordia was grateful. When she gave birth to a normal, healthy daughter she was overjoyed. But, before the child could walk, she disappeared from the family compound without a trace. Servants, speaking to Akordia in whispers, claimed they'd seen Eklavdra stalking near the nursery before the girl disappeared. Nothing could be proven, however, and not even Akordia could move against her daughter directly.

After the baby's disappearance, the relationship between Akordia and Eklavdra grew colder and more distant. With horror, Akordia learned that Eklavdra had begun to study with the priestesses of the Academy. Until this, it was not clear who would emerge victorious should mother and daughter come into open conflict. But once her daughter mastered the dark secrets of Lolth's clergy, Akordia knew there would be no stopping her.

Akordia now bides her time by hoarding magic items and waiting for the day when Eklavdra makes her move to usurp her position as leader of the house. She prays daily that her daughter will make a mistake and reveal some weakness, but she fears that the Spider Goddess has withdrawn her favor. Secretly, Akordia wonders if

she ever truly possessed Lolth's favor, or if the Spider Goddess had only ever smiled upon the demonspawn Eklavadra, and had only used her as a tool to bring this twisted creature into the world.

Akordia Pharn: Female drow Clr15; CR 15; Medium-size humanoid; HD 15d8+30; hp 97; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Atk +15/+10/+5 melee (1d8+4/19-20, +3 longsword); or +12/+7/+2 ranged (1d6+1, +1 sling); SA rebuke undead 10/day; SQ drow traits, SR 26; AL NE; SV Fort +11, Ref +7, Will +13; Str 12, Dex 11, Con 14, Int 11, Wis 19, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +10, Hide -5, Knowledge (religion) +16, Listen +6, Search +2, Spot +6; Combat Casting, Endurance, Extra Turning, Leadership, Lightning Reflexes, Martial Weapon Proficiency (longsword), Silent Spell.

Spell-Like Abilities: 1/day -- *dancing lights*, *darkness*, *faerie fire*. Caster level 15th; save DC 13 + spell level.

Drow Traits: Akordia is immune to magic sleep spells and effects, and she has a +2 racial bonus on saves against enchantment spells or effects and a +2 racial bonus on Will saves against spells or spell-like abilities. She has darkvision (120-foot range) and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. Akordia also has light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light). In addition, she has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Spells Prepared (6/7/7/7/6/5/4/3/2; save DC 14 + spell level): 0 -- *detect magic* (2), *guidance* (2), *resistance* (2); 1st -- *cause fear* (2), *cloak of dark power**, *detect undead*, *divine favor*, *protection from good*, *summon monster I*; 2nd -- *aid*, *bull's strength*, *clairaudience/clairvoyance**, *enthall* (2), *hold person*, *lesser restoration*; 3rd -- *animate dead* (2), *dispel magic*, *magic circle against good*, *prayer* (2), *suggestion**; 4th -- *discern lies*, *giant vermin**, *restoration* (3), *summon monster IV*; 5th -- *circle of doom*, *dispel good*, *healing circle*, *slay living* (2), *spiderform**; 6th -- *greater dispelling*, *harm*, *planar ally*, *spider curse**; 7th -- *blasphemy*, *summon monster VII*, *word of chaos**; 8th -- *greater planar ally**, *summon monster VII*.

*Domain spell. Deity: Lolth. Domains: Drow (Lightning Reflexes as bonus feat), Spider (rebuke/command spiders 6/day). The Drow and Spider domains comes from *Forgotten Realms Campaign Guide*.

Possessions: +3 chainmail, large steel shield, +3 longsword, +1 sling, sling bullets (20), backpack, white cloak of the spider, 10 potions of cure serious wounds, ring of the darkhidden, ring of counterspells (cause fear), wand of contagion, unholy symbol.

Eklavadra: Female draegloth Clr9; CR 14; Large outsider; HD 6d8+12 plus 9d8+18; hp 84; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14; Atk +17 melee (1d6+6, 2 claws) and +12 melee (1d8+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA rebuke undead 3/day, spell-like abilities; SQ acid resistance 20, cold resistance 20, drow traits, electricity resistance 20, fire resistance 20, immunities, outsider traits, SR 20; AL CE; SV Fort +13, Ref +12, Will +12; Str 22, Dex 15, Con 14, Int 13, Wis 13, Cha 11.

Skills and Feats: Concentration +11, Diplomacy +8, Hide +7, Jump +11, Knowledge (arcana) +8, Knowledge (religion) +8, Listen +12, Move Silently +11, Search +12, Spot +12; Blind-Fight, Cleave, Combat Casting, Great Cleave, Lightning Reflexes, Power Attack.

Spell-Like Abilities: 4/day -- *darkness*; 1/day -- *dancing lights*, *desecrate*, *faerie fire*, unholy blight. Caster level 6th; save DC 10.

Drow Traits: Eklavadra is immune to magic sleep spells and effects, and she has a +2 racial bonus on saves against enchantment spells or effects and a +2 racial bonus on Will saves against spells or spell-like abilities. She has darkvision (120-foot range) and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. Eklavadra also has light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light). In addition, she has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Immunities: Eklavadra is immune to poison and to sleep-inducing spells and effects.

Outsider Traits: Eklavadra cannot be raised or resurrected (though a wish or miracle spell can restore life).

Spells Prepared (6/6/5/4/3/2; save DC 11 + spell level): 0 -- *detect magic* (2), *guidance* (2), *resistance* (2); 1st -- *bane* (2), *cause fear*, *divine favor*, *protection from good**, *vision of glory*; 2nd -- *body blades*, *bull's strength*, *clairaudience/clairvoyance**, *death knell*, *hold person*; 3rd --

animate dead (2), *deeper darkness, magic circle against good**; 4th -- *desecrate, silence, suggestion**; 5th -- *cloak of dark power*, obscure object.*

*Domain spell. Deity: Lolth. Domains: Drow (Lightning Reflexes as bonus feat), Evil (cast evil spells at +1 caster level).

Possessions: Unholy symbol, spider rod, wand of web.

About the Author

Ramon Arjona is a software developer with Wizards of the Coast. His poetry has appeared in the [Absinthe Literary Review](#) and the *Hawaii Review*. His short stories have appeared in [Strange Horizons](#).

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Thordek Stonebreaker, Duergar Cleric of Moradin

By Ramon Arjona



For generations, the dwarf population of Faerûn was in decline. Extinction seemed certain until the Moradin, god of dwarves, intervened and provided them with the Thunder Blessing. Since then, birthrates among dwarves have risen to about half that of the humans, leading to a resurgence in the number of dwarves living in Faerûn.

Only one dwarven race was denied the Thunder Blessing: the evil duergar, who are the gray dwarves of the Underdark. After enduring generations of slavery and torture at the hands of their former masters, the illithids, it came as little surprise to the gray dwarves that the gods did not grant them the blessing given to the other dwarven races. As far as they were concerned, Moradin had abandoned them long ago. Most duergar were content to go on as they had, which was working as arms dealers for the many warring races of the Underdark, despite their being left out of the Thunder Blessing. A precious few took more than a passing interest in the favor Moradin had bestowed upon the other dwarven races but withheld from the duergar -- and of these, a bare handful bothered to ask "Why?"



Thordek Stonebreaker was one of these few. For many years, Thordek led a comfortable life as a swordsmith, and he tirelessly forged the steel blades that fuel the never-ending conflict between the races of the Underdark. Then one day, a drow customer complained to him about the dwarves' new-found fecundity.

"If things keep going this way," the drow said, examining the blade of the longsword he'd commissioned from Thordek, "the little blighters will overrun the Underdark, and the surface, too, in another thousand years or so. But you already know everything about this, don't you, being a dwarf yourself?"

Thordek simply mumbled, "No." Disturbed by the drow's comments, Thordek sat down to think. In the meantime, the customer left -- without paying.

For days, Thordek neglected his forge. He did not eat or sleep. He could do nothing but sit on his stool, with his chin resting on his hand, and think.

How had the other dwarven races become so fecund, while the duergar were still dwindling? If the duergar continued to decline the way Thordek thought they were, they would certainly die out. Thordek found this proposition strange since the duergar are a hardy race focused on survival, but he could not refute it.

The illithids, he reasoned, would almost certainly not die out. They had survived in the Underdark for countless centuries and would survive for countless more. If the duergar disappeared and the illithids did not, the illithids could claim ultimate victory in their war with the duergar. If the illithids' victory was inevitable, Thordek thought, why had the duergar rebelled against them in the first place? What difference did it make if the gray dwarves lived free or as chattel if their ultimate end was the same?

Finally, after starving himself for weeks, Thordek did something truly strange for a duergar -- he prayed to Moradin. Stranger, though, was Moradin's answer: The god of dwarves accepted Thordek as a cleric. This made Thordek one of the few gray dwarves in the god's service. With this divine inspiration came a change of heart and a new confidence that the duergar could be saved from extinction. Moradin had not given Thordek the answers he sought, but he had, perhaps, given him the means to find them on his own.

Amazed by his revelation, Thordek longed to speak to his fellow smiths about what he had learned. But he knew that his ideas would be seen as dangerous and heretical, and the other duergar would probably brand him as a traitor. They would tattoo his face, he knew, to mark him forever as an exile, before banishing him forever. So, Thordek took up his hammer and quietly slipped away, going voluntarily into exile before his fellow dwarves could expel him.

Thordek found the surface world even more unforgiving than the Underdark for one such as he. Other dwarves bore a deep hatred for the duergar and wanted nothing to do with him. Even the open-minded humans treated him with loathing and suspicion. Still Thordek persevered. He wandered through Faerûn and spoke with anyone who would let him. Everywhere he went, he sought information about the Thunder Blessing, about the history of the dwarves, and about the transgressions for which, he believed, the gray dwarves were being punished.

During his journeys, Thordek heard of another exile from the Underdark -- a strange drow from the city of Menzoberranzan. Perhaps, Thordek hoped, he would meet this drow one day. Only he, the duergar reasoned, could understand the trials the surface world held for a native of the Underdark.

Thordek is only a little closer to his goal now than he was when he started, and Moradin is not granting him any easy answers. But Thordek remains more patient and unyielding than stone. He must find a way to atone for the

duergar and bring the Thunder Blessing to them, as well -- the alternative is to allow the duergar to perish and hand ultimate victory to the hated illithids.

Thordek Stonebreaker: Male duergar Clr 10; CR 10; Medium-size humanoid; HD 10d8+20; hp 80; Init +0; Spd 15 ft.; AC 20, touch 10, flat-footed 20; Atk +11/+6 melee (1d8+4/x3, +2 warhammer); SA spell-like abilities, turn undead 2/day; SQ duergar traits; AL LN; SV Fort +12, Ref +4, Will +10; Str 15, Dex 11, Con 14, Int 11, Wis 15, Cha 9.

Skills and Feats: Concentration +9, Craft (metalworking) +2, Craft (painting) +6, Craft (stoneworking) +2, Knowledge (religion) +7, Listen +5, Move Silently -1, Profession (weaponsmith) +10, Spot +5; Alertness, Combat Casting, Great Fortitude, Martial Weapon Proficiency (warhammer), Power Attack, Silent Spell, Skill Focus (Craft [painting]).

Spell-Like Abilities: 1/day -- *enlarge, invisibility* (self and items carried). Caster level 20th; save DC 9 + spell level.

Duergar Traits: Thordek has a +1 racial bonus on attack rolls against orcs and goblinoids, a +2 racial bonus on saves against spells and spell-like abilities, a +2 racial bonus on Fortitude saves against all poisons, and a +4 dodge bonus against giants. He also has darkvision (120-foot range) and stonecunning (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 ft. and can use the Search skill to find stonework traps as a rogue can; intuit depth). Thordek is immune to paralysis, phantasms, and to magical or alchemical poisons (but not normal poisons). He has light sensitivity (-2 circumstance penalty on attack rolls in bright sunlight or equivalent), and he gains Alertness as a bonus feat. He also has a +2 racial bonus on Appraise checks and Craft or Profession checks related to stone or metal, a +4 racial bonus on Move Silently checks, and +1 racial bonus on Listen and Spot checks (already figured into the statistics above).

Spells Prepared (6/6/6/4/4/3; save DC 12 + spell level): 0 -- *detect magic* (2), *guidance* (2), *virtue* (2); 1st -- *bless* (2), *magic weapon**, *obscuring mist* (2), *sanctuary*; 2nd -- *bull's strength*, *consecrate*, *darkness* (2), *endurance**, *make whole*; 3rd -- *deeper darkness*, *dispel magic*, *meld into stone*, *stone shape**; 4th -- *minor creation**, *restoration*, *tongues*, *weapon of the deity*; 5th -- *battletide*, *break enchantment*, *commune*, *wall of stone**.

*Domain spell. Deity: Moradin. Domains: Craft** (cast creation spells at +1 caster level; Skill Focus in selected Craft skill as a bonus feat), Dwarf** (Great Fortitude as a bonus feat).

Possessions: +2 chainmail, +1 large metal shield, +2 warhammer, masterwork sling, backpack, holy symbol of Moradin, potion of cure moderate wounds (3), +1 cloak of resistance.

**The Dwarf and Craft domains come from [Forgotten Realms Campaign Setting](#). The spells battletide and weapon of the deity come from the [Magic of Faerûn](#) supplement.

About the Author

Ramon Arjona is a software developer with Wizards of the Coast. His poetry has appeared in the [Absinthe Literary Review](#) and the *Hawaii Review*. His short stories have appeared in [Strange Horizons](#).

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Realms Personalities
Methrammar Aerasumé

By Gwendolyn F.M. Kestrel



The children of Alustriel of Silverymoon are the offspring of a woman who is both a prestigious ruler and a powerful wizard. Because of their parentage, society pressures the youngsters with high expectations. Methrammar Aerasumé, like many of Alustriel's children, grew up in the shadow of the lovely radiance of his mother.

Methrammar constantly tries to live up to the standards set by his mother. Early on, he showed a flair for weapons and enjoyed physical training as a fighter. He also showed promise as a wizard and followed in his mother's arcane footsteps. His diversified interests meant that he fell behind some of his siblings in magical skill, but his martial skill enabled him to develop a significant place for himself in the Silverymoon armed forces.



He quickly rose through the ranks to become the High Marshal of the Argent Legion. He is talented, and he has dedicated himself to the defense of Silverymoon. Despite all his skills, he worries a bit that he gained his position not because of his own merits but because of his mother's influence. He tries to set this insecurity aside and overcomes it from time to time when he succeeds at particularly challenging tasks.

Currently, he heads a contingent of approximately 400 soldiers in the Rauvinwatch Keep about 15 miles west of Silverymoon. Life there is fairly quiet, and most of the time is spent in training.

His soft-spoken ways and humble manners occasionally cause those who don't know him to underestimate him. Almost everyone who gets to know him has a healthy respect for his abilities and skills. He's honest and forthright, with strong ideas about what constitutes right and wrong. His word is his bond, and he'll do whatever he can to keep a promise. People often comment that he would make a splendid paladin. He gently demurs, however, because his heart is dedicated not to a deity or an ideal, but to Silverymoon itself.

Many of the men and women under his command serve in the Argent Legion because of personal loyalty to Methrammar. (See Leadership in the *Dungeon Master's Guide*. Methrammar has a Leadership score of 21.)

Although his pseudodragon familiar, Beau, occasionally acts in ways that Methrammar is hard-put to understand, Methrammar adores the little creature. The two are usually together, even in combat or dangerous situations, although Methrammar does all he can to protect Beau by using a number of spells such as *protection from arrows* or *magic circle against evil*.

Until recently, his half-brother (sharing the same father) Tyresia (LG male elf Wiz15) had been his close companion and cohort. They both very much enjoyed spending time with each other and would create magic items together. During their time crafting items, Methrammar made his own mithral shirt and bastard sword. Unfortunately, Tyresia missed his elven family and decided to return home. As a parting present, he made a special composite *oathbow* for his brother named "Swiftflight." The bow is intelligent and has some of Tyresia's personality, which makes it even dearer to Methrammar. Methrammar misses his half-brother and would welcome a new companion, but he is very particular that any such person holds the same ideals that he does and is also willing to dedicate himself (or herself) to Silverymoon.

Methrammar Aerasumé: Male half-elf Ftr7/Wiz9; CR 16; Medium-size humanoid; HD 7d10+14 plus 9d4+18; hp 92; Init +1; Spd 30 ft.; AC 20, touch 11, flat-footed 19; Atk +18/+13/+8 melee (1d10+9/19-20, +3 bastard sword); or +16/+11/+6 ranged (1d8+8/x3, mighty composite oathbow [+3 Str bonus] with +2 arrows); SQ familiar benefits, pseudodragon familiar, half-elf traits; AL LG; SV Fort +10, Ref +6, Will +8; Str 17, Dex 12, Con 15, Int 18, Wis 10, Cha 16.

Skills and Feats: Concentration +10, Diplomacy +9, Jump +13, Knowledge (arcana) +7, Knowledge (architecture and engineering) +7, Knowledge (geography) +7, Knowledge (history) +8, Knowledge (local) +5, Knowledge (nobility and royalty) +8, Knowledge (religion) +7, Listen +3, Ride (horse) +11, Search +5, Sense Motive +7, Spellcraft +17, Spot +6, Swim +9; Alertness, Craft Magic Arms and Armor, Education (history, nobility and royalty), Exotic Weapon Proficiency (bastard sword), Greater Spell Penetration, Improved Familiar, Leadership, Scribe Scroll, Spell Penetration, Weapon Focus (bastard sword), Weapon Focus (composite longbow), Weapon Specialization (bastard sword), Weapon Specialization (composite longbow).

Empathic Link (Su): The master can communicate telepathically with the familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Half-Elf Traits: Methrammar is immune to magic *sleep* spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects and low-light vision (can see twice as far

as a human in low-light conditions). He also has a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Familiar Benefits: Methrammar gains the Alertness feat when his familiar is within 5 feet. He also gains the following benefits.

Share Spells: Methrammar can have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He can also cast a spell with a target of "You" on his familiar.

Touch: The familiar can deliver touch spells for Methrammar.

Spells Prepared (4/5/5/4/3/1; save DC 14 + spell level; 10% chance of spell failure): 0 -- *arcane mark, detect magic, mage hand, mending, open/close, prestidigitation, ray of frost, read magic*; 1st -- *magic missile, protection from chaos, protection from good, true strike* (2); 2nd -- *Aganazzar's scorcher, daylight, mirror image, protection from arrows, see invisibility*; 3rd -- *dispel magic, fly, haste, keen edge*; 4th -- *polymorph other, stoneskin, thunderlance*; 5th -- *hold monster*.

Spellbook: 0 -- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st -- *alarm, comprehend languages, detect secret doors, detect undead, mage armor, magic missile, protection from chaos, protection from good, shield, spider climb, true strike*; 2nd -- *Aganazzar's scorcher*, daylight, detect thoughts, eagle's splendor*, invisibility, knock, mirror image, protection from arrows, see invisibility, Snilloc's snowball swarm*, web*; 3rd -- *analyze portal*, dispel magic, flashburst*, fly, haste, hold person, keen edge, magic circle against chaos, magic circle against evil, water breathing*; 4th -- *fire stride*, polymorph other, stoneskin, thunderlance*, wall of fire, wall of ice*; 5th -- *hold monster, lesser ironward*, teleport, wall of force, wall of iron, wall of stone*.

Possessions: +3 mithral shirt, +3 bastard sword, "Swiftflight" intelligent mighty composite oathbow (+3 Str bonus; AL LG; Int 12, Wis 10, Cha 12; semiempathy, wielder has free use of evasion), amulet of natural armor +2, +2 arrows (10), masterwork arrows (50).

***Forgotten Realms Campaign Setting** spell {{link to /catalog/product.asp?wtc11836}}

Beau: Male pseudodragon familiar; CR -- ; Tiny dragon; HD 2d12+2 (effective 16d8); hp 46; Init +0; Spd 15 ft., fly 60 ft. (good); AC 25, touch 14, flat-footed 25; Atk +13 melee (1d3, sting) and +8 melee (1, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA poison; SQ dragon traits, empathic link with Methrammar, improved evasion, see invisibility, SR 19, telepathy; AL NG; SV Fort +9, Ref +5, Will +9; Str 11, Dex 11, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +16 (or +20 in forests or overgrown areas), Intuit Direction +3, Listen +5, Search +2, Spot +6; Alertness.

Poison (Ex): Beau delivers his poison (Fort DC 12) with each successful sting attack. The initial damage is sleep for 1 minute; the secondary damage is sleep for 1d3 days.

Dragon Traits: Beau is immune to sleep and paralysis effects. He has darkvision (60-foot range) and low-light vision.

Empathic Link (Su): Beau has an empathic link with Methrammar out to a distance of 1 mile.

Improved Evasion (Ex): If Beau is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage on a successful save and half damage on a failed save.

See Invisibility (Ex): Beau can continuously see invisibility as the spell, with a range of 60 feet.

Telepathy (Su): Beau can communicate telepathically with any creature within 60 feet that speaks Common or Sylvan.

Possessions: Ring of protection +2.

About the Author

Gwendolyn F.M. Kestrelis an editor for Wizards of the Coast's Roleplaying Games R&D department. Recent credits include editing *Faiths and Pantheons*, *Oriental Adventures*, *Magic of Faerûn*, and *Defenders of the Faith*. Addicted to education, she's also currently enrolled in a Ph.D. program. [Check out the website](#) she created for her husband, Andy Collins.

Realms Personalities
Sindonish, Monk of the Yellow Rose

By Robert Wiese



Born in Saerloon, one of Sembia's oldest cities, Sindonish grew up as the quiet third son of a minor noble house. Given much free time, he fell in with dangerous company and eventually joined the evil order of the Monks of the Dark Moon. He kept his membership and his training secret from his family, which is not a hard thing to do in Sembia. Everyone has their secrets in that land, and usually the head of a household is too busy with family or personal affairs to pay much attention to the children -- especially to things the children work to keep hidden. So Sindonish advanced in his training with the monks of Shar and identified himself with their aims.

After some years with the monks of the Dark Moon, he left Saerloon to journey and expand his experience of the world, but he never lost track of his comrades. He discovered other orders of monks and studied with them for a time, posing as a traveling monk always from an unknown order whose temple was far away. In this way, he gained an "in" with these monks, and later turned these connections to good account. He returned to Saerloon and the Dark Moon monks when he turned 30. His superiors sent him back out into the world to infiltrate other orders of monks and thwart the plans of good. He selected the quiet but active monks of the Yellow Rose, and joined their order in Damara.



Sindonish spent some years in contemplation and training, then he followed that with traveling. The monks of the Yellow Rose revere Ilmater, the god of pain and suffering, and maintain a museum in addition to serving alongside paladins of the Golden Cup as they travel. While journeying, they assist the paladins with healing, spreading the word of Ilmater's care, and saving lives. Sindonish has found this a perfect guise for fomenting trouble. While comforting those who suffer, he subtly blends Shar's own twist into his words and speaks gently of revenge to come, of storing up but never showing bitterness, and of never forgetting what injuries people do to you. Ilmater and his brethren of the Yellow Rose would be shocked, to be sure.

Occasionally, he receives instructions from his superiors in the Dark Moon, and he sneaks out at night to kill, plants evidence that causes dissension, meets with different sects to stir up bitterness and hate for their rivals, or performs some other fell deeds. He is quite good at this work, even without great skill in diplomacy, as his humble appearance and obvious status as a monk of the Yellow Rose leads others to believe he has no interest but their well-being in his words and deeds.

Sindonish is trained in a variety of weapons and uses whatever is at hand. He favors unarmed attacks or the nunchaku as a melee weapon, but he also owns an extensive collection of shuriken, kamas, daggers, sianghams, and blowguns. He is skilled in the use of poison, and many a key personage has died from a poison blowgun dart at a critical time. He is ruthless, but humble and with a good understanding of his place in the world. He never betrays his Yellow Rose brothers openly, nor does he ever appear to be anything but a simple brother of the Yellow Rose. His *ring of mind shielding* protects him from discovery, but he is always wary of anyone finding out his secret. Thus, he is constantly watchful while not appearing to be.

Sindonish does not follow any deity with devotion, though he acknowledges Shar as his patron deity. In fact, he does not really understand the fanatical religious adherent. His own religion, like everything else in his life, is measured and rational and even serene. No flights of emotion mark Sindonish's behavior, in religion or in any other area.

Sindonish appears a common monk. He is not very attractive, and his body looks as if hard work is familiar to him. He is muscled and lean, with a few scars from climbing or other wilderness accidents. The scars help him maintain his cover among the Yellow Rose monks, so he has never had them healed. He is short for a human -- only 5 feet 3 inches tall -- and stocky for his height. He wears simple clothes, as befits a monk of the Yellow Rose; he gave up the trappings of wealth as soon as he left Saerloon and has always felt most comfortable in the simple monk's habit.

When encountered, Sindonish will most likely be in the company of some paladins of the Order of the Golden Cup, or with some other monks of the Yellow Rose. Monks of Ilmater do not travel alone, so he never does. He is always, somehow, just where he needs to be. Perhaps it is the movement of Shar, or perhaps the Dark Moon monks know where he will be and plan his tasks accordingly. It does not matter to Sindonish; he lives to serve wherever he is needed.

Sindonish: Male human Mnk 8/Ninja of the Crescent Moon 5; CR 13; Medium-size humanoid; HD 8d8+24 plus 5d8+15; hp 101; Init +11; Spd 50 ft.; AC 23, touch 22, flat-footed 18; Atk +13/+8/+3 melee (1d10+2, unarmed strike), or +13/+8/+3 melee (1d6+2, nunchaku), or +16 ranged (1d8/19-20, light crossbow); SA flurry of blows, kuji-kiri, silencing attack, sneak attack +3d6, stunning attack (9/day); SQ evasion, fast climb, fast movement, fast sneak, improved

evasion, leap of the clouds, poison use, purity of body, slow fall 50 ft., still mind, wholeness of body 16; AL LE; SV Fort +16, Ref +18, Will +16; Str 14, Dex 20, Con 16, Int 13, Wis 16, Cha 9.

Skills and Feats: Balance +13, Climb +15, Diplomacy +3, Escape Artist +11, Hide +20, Jump +12, Listen +11, Move Silently +20, Spot +8, Tumble +22; Blooded, Circle Kick*, Deflect Arrows, Improved Initiative, Improved Trip, Improved Unarmed Strike, Lightning Fists*, Quick Draw, Snatch Arrows*.

Flurry of Blows: Sindonish can use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at his highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity he might make before his next action. If armed with a kama, nunchaku, or siangham, he makes the extra attack either with that weapon or unarmed.

Kuji-Kiri: By making mystical hand gestures as a standard action, Sindonish can render opponents helpless as if he had cast a *hypnotic pattern* spell. He can affect 2d4+5 opponents, and each subject must make a Will save (DC 11) to avoid the effect. The effect lasts as long as Sindonish continues to gesture, plus 1 additional round. He can use this power five times per day.

Silencing Attack: If Sindonish successfully hits a flat-footed opponent with a melee attack, the opponent is unable to speak for 1 round. This ability prevents the opponent from casting spells with verbal components and shouting warnings or alarms.

Stunning Attack (Su): Once per round (but not more than 9 times per day), Sindonish can stun a creature damaged by his unarmed attacks. The foe so struck must make a Fortitude saving throw (DC 17) or be stunned for 1 round in addition to taking normal damage from the attack. Creatures immune to critical hits cannot be stunned with this attack.

Evasion (Ex): If Sindonish makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Fast Climb: Sindonish can scurry up a wall at unbelievable speed. With each successful Climb check, he can move half his speed as a move-equivalent action, or his speed as a full-round action. Furthermore, he retains his Dexterity bonus while climbing.

Fast Sneak: When using Move Silently or Hide, Sindonish can move at his normal speed without taking a penalty to those skills.

Improved Evasion: Against attacks that require a Reflex saving throw for half damage, Sindonish instead takes no damage on a successful save or half damage on a failed save.

Leap of the Clouds: Sindonish's jumping distance (vertical or horizontal) is not limited according to his height.

Poison Use: Sindonish is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

Purity of Body: Sindonish gains immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Slow Fall: When within arm's reach of a wall, Sindonish can use it to slow his descent while falling. He takes damage as if the fall were 50 feet shorter than it actually is.

Still Mind: Sindonish gains a +2 bonus to saving throws against spells and effects from the Enchantment school.

Wholeness of Body (Su): Sindonish can cure up to 16 hit points of his own wounds each day, and he can spread this healing out over several uses.

Possessions: ring of mind shielding, monk's belt, cloak of resistance +3, ring of protection +2, bracers of armor +1.

Non-standard Rules:

Circle Kick (from Sword and Fist): A successful unarmed attack roll allows you to make a second attack roll against a different opponent that is within the area that you threaten. This feat requires the full attack action.

Lightning Fists (from Sword and Fist): You can make two extra attacks in a round. All attacks made this round suffer a -5 attack penalty. This feat requires the full attack action.

Snatch Arrows (from Sword and Fist): You must have at least one hand free (holding nothing) to use this feat. When using the Deflect Arrows feat, you can catch the weapon instead of just deflecting it. Thrown weapons such as spears or axes can be thrown back at the original

attacker as an immediate free action or kept. Projectile weapons such as arrows or bolts can be fired back normally on your next turn or later, if you possess the proper kind of bow or crossbow.

About the Author

Robert Wiese has been gaming since the blue **D&D** books came out in 1970-something. He played through the Judge's Guild products and the early TSR stuff, and branched out into *Rolemaster*, *Shadowrun*, and *Call of Cthulhu*. But **D&D** has always been his favorite. Now working on **RPGA** event planning from his home in Nevada, Robert stays involved in the gaming community by serving on the Pale triad for **Living Greyhawk**, where he helps characters find the one true path of Pholtus. He writes gaming nuggets from time to time, eats at all the Reno buffets, spends time landscaping (it's hard to call it a garden at this point), and adores his wife Rhonda.

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Selinah Varhast, Psychic Assassin

By Robert Wiese



Author's Note: Because psionics were used in the creation of this character, two versions of stats follow: a psionic version and a sorcerer version. I have tried to make them as similar as possible. In the description below, consider references to psionic powers to refer to sorcerous powers if you choose to use the sorcerer version. A brief description of her psionic powers follows the stat blocks. You can use her psionic powers without the Psionics Handbook if you have a mostly nonpsionic world. You won't have to worry about psionic combat in this instance, and the use of psionic powers is simple to work in. Each power has a cost that the user pays from a pool of power points. When she runs out of power points, she cannot manifest (use) any more psionic powers that day. Psionic power points return as sorcerer spell slots do. If you wish to explore more psionic possibilities and have the Psionics Handbook, please visit the area of the website that features monthly psionic updates!



Selinah Varhast was born in the city of Zhentil Keep. She was orphaned at birth and taken in by Night Fingers, leader of the mysterious Worms (an organization of thieves that served the ruling Lords of Zhentil Keep). She was brought up with little affection, since her adoptive mother wanted to raise her and train her to be the consummate assassin. Life was hard, but she learned her lessons and became a skilled thief at age 18. She had also become a skilled impersonator and an expert on poisons. At this time, a rival assassinated her adoptive mother, and Selinah fled her home to live in the streets, now hunted by the followers of this rival.

Soon after this, she joined a band of adventurers who were passing through and spent some years adventuring across Faerûn. She became even more skilled and more cold-blooded, and finally left her companions when a disagreement arose as to whether a certain official really needed to be killed to rescue a kidnapped merchant. During this period she unlocked the psychic potential within her.

Now on her own, she is happier than she has ever been. Selinah appears evil to the core, and she does love killing. However, she assists innocents if she can spare the time, just because they are not her targets. She also assists anyone who could hinder her targets so that she could bring additional confusion to the situation. Killing is the only thing she has ever known, and she is not good at anything else. She does not trust anyone, especially acquaintances, and frequently uses her psionic powers to see what they are thinking. She likes to work alone and only reluctantly accepts associates on her jobs. Because she was brought up to believe that people are to be used or killed, she has a predatory outlook and uses people up, both physically and mentally.

One of her "calling cards" is to warn a victim in advance and then kill him or her anyway despite whatever extra protection the victim has acquired. She does not do this all the time; if the target is already too dangerous, she uses as much secrecy as she can bring to bear. She usually arranges for her work to be blamed on a locally known assassin or thief or bully, both to hide her tracks and to cause this secondary victim trouble.

Selinah has no fear of prisons; with her psychic powers she has escaped from two already. She also does not fear death since she has arrangements in place to have herself restored to life should she be killed. An associate keeps an eye on her and recovers her body (he has had to do so only once so far) and takes it to a priest of Mask to whom Selinah pays a retainer for services (and future services).

Selinah is trim in build, and she has black hair and blue eyes. She is somewhat attractive but not strikingly so. (Even in the sorcerer version her high Charisma is not translated to physical beauty.) Her hair is showing strands of gray, but she stays fit and is aging very gracefully. She typically wears reds, blues, grays, blacks, and the darker shades of green. She never wears white or pale colors. She is never without a weapon, and she has a variety of tools to assist her in her work (outfit her with tools, mundane equipment, and poisons to suit your use of her in your campaign).

Psionic Version

Selinah Varhast: Female human Rog 4/Psion (Egoist) 6/Asn 2; CR 12; Medium-size humanoid; HD 4d6+8 plus 6d4+12 plus 2d6+4; hp 68; Init +10; Spd 60 ft.; AC 18, touch 18, flat-footed 18; Atk +11/+6 melee (1d6+6/19-20, +1 frost short sword) and +11 melee (1d6+3/19-20, +1 frost short sword); or +11/+6 ranged (1d6/x3, shortbow); SA death attack, psionic combat modes, sneak attack +3d6; SQ +1 bonus on saves against poison, evasion, poison use, psicrystal (sneak), psionic power points 26, traps, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +5, Ref +13, Will +8; Str 20, Dex 18, Con 14, Int 14, Wis 14, Cha 14. Height: 5 ft. 7 in.

Skills and Feats: Autohypnosis* +12, Balance +6, Bluff +15, Climb +18, Craft (poisonmaking) +8, Diplomacy +4, Disable Device +11, Disguise +10, Gather Information +5, Hide +25, Intimidate +6, Jump +23, Listen +9, Move Silently +23, Search +9, Spot +6, Stabilize Self* +11,

Tumble +15, Use Rope +9; Ambidexterity, Improved Initiative, Inertial Armor*, Rapid Metabolism*, Thug*, Two-Weapon Fighting.

Death Attack: Selinah can study an opponent undetected for three rounds, then make a successful melee sneak attack that causes damage. Opponent must make Fort save (DC 14) or dies.

Psionic Combat Modes: *id insinuation, mind blast, mind thrust/empty mind, intellect fortress, mental barrier, thought shield.*

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Selinah takes no damage with a successful saving throw.

Poison Use: Selinah does not run the risk of poisoning herself when applying or making poisons.

Psicrystal: Selinah's psicrystal has the sneak personality. It also possesses the following traits and abilities: 8 Intelligence; sighted (can sense surroundings as a sighted, hearing person can; darkness and supernatural silence are irrelevant, but it cannot sense ethereal or invisible creatures; range 40 ft.); empathic link with Selinah to 1 mile range, communication limited to strong emotions; telepathic link with Selinah to 1 mile range, psicrystal knows all languages that Selinah knows; self-propulsion (psicrystal can grow ectoplasmic spidery legs for one day and move at 30 ft., climb 20 ft., if Selinah pays 1 power point).

Assassin Spells/Day: (2; save DC 12 + spell level).

Assassin Spellbook: 1st -- *change self, detect poison, ghost sound, low-light vision*, obscuring mist, silent portal, spider climb.*

Psionic Powers (26 power points; save d20 + key ability modifier + power level): 0 -- *burst, catfall, elfsight, far hand, telepathic projection*; 1st -- *compression, conceal thoughts, dissipating touch*; 2nd -- *chameleon, detect thoughts*; 3rd -- *ectoplasmic form*.

Possessions: Pair of +1 frost short swords, cloak of elvenkind, boots of elvenkind, boots of striding and springing, gloves of Dexterity +2.

Sorcerer Version

Selinah Varhast: Female human Rog 4/Sor 6/Asn 2; CR 12; Medium-size humanoid; HD 4d6+8 plus 6d4+12 plus 2d6+4; hp 68; Init +10; Spd 60 ft.; AC 14, touch 14, flat-footed 14; Atk +9/+4 melee (1d6+4/19-20, +1 frost short sword) and +9 melee (1d6+2/19-20, +1 frost short sword), or +11/+6 ranged (1d6/x3, shortbow); SA death attack, sneak attack +3d6; SQ +1 bonus on saves against poison, evasion, poison use, traps, uncanny dodge (Dex bonus to AC, can't be flanked); AL LE; SV Fort +5, Ref +13, Will +8; Str 16, Dex 18, Con 14, Int 14, Wis 14, Cha 18. Height: 5 ft. 7 in.

Skills and Feats: Alchemy +11, Balance +6, Bluff +19, Climb +10, Craft (poisonmaking) +17, Diplomacy +6, Disable Device +11, Disguise +12, Gather Information +6, Hide +25, Intimidate +8, Jump +5, Listen +9, Move Silently +23, Search +9, Spellcraft +5, Spot +6, Tumble +12, Use Rope +9; Ambidexterity, Extend Spell, Improved Initiative, Street Smart*, Thug*, Two-Weapon Fighting.

Death Attack: Selinah can study an opponent undetected for three rounds, then make a successful melee sneak attack that causes damage. Opponent must make Fort save (DC 14) or dies.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Selinah takes no damage with a successful saving throw.

Poison Use: Selinah does not run the risk of poisoning herself when applying or making poisons.

Assassin Spells/Day: (2; save DC 12 + spell level).

Assassin Spellbook: 1st -- *change self, detect poison, ghost sound, low-light vision*, obscuring mist, spider climb.*

Sorcerer Spells Known (6/7/6/4; save DC 14 + spell level): 0 -- *acid splash*, daze, detect magic, mage hand, open/close, prestidigitation, silent portal**; 1st -- *corrosive grasp*, mage armor, magic missile, reduce*; 2nd -- *alter self, detect thoughts*; 3rd -- *gaseous form*.

Possessions: Pair of +1 frost short swords, cloak of elvenkind, boots of elvenkind, boots of striding and springing, gloves of Dexterity +2.

Skills not from *Player's Handbook*:

Autohypnosis (from *Psiionics Handbook*; Wis; trained only; psion/psychic warrior only): Can attempt different tasks. *Resist Fear*: In response to a fear effect, you can make an Autohypnosis check (DC 15) the next round. Success grants you another saving throw with a +4 morale bonus. *Memorize*: You can try to memorize long strings of information. Success (DC 13) allows you to memorize writing that fills one parchment (about 800 words, though it does not have to be a language you understand). You always retain the knowledge, but have to make another Autohypnosis check to recall it. Multiple checks allow additional passages to be memorized. *Ignore Caltrop Wound*: Successful check (DC 13) allows you to ignore the movement penalty for a caltrop wound for 10 minutes. *Tolerate Poison*: Successful check (poison's DC) grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage. *Willpower*: If reduced to 0 hit points, a successful check (DC 15) allows you to take a normal action without taking a point of damage. You must make a check for each strenuous action.

Stabilize Self: (from *Psiionics Handbook*; Con; trained only; psion/psychic warrior only): If you have negative hit points, and are losing hit points because you are not stabilized, you can substitute a Stabilize Self check (DC 15) for the first normal stabilization roll to become stable. If you succeed, you stabilize. If you fail, you make normal stabilization checks on all subsequent checks.

Feats not from the *Player's Handbook* or *Psiionics Handbook*:

Street Smart (from *Forgotten Realms Campaign Setting*): +2 Bluff and Gather Information checks.

Thug (from *Forgotten Realms Campaign Setting*): +2 Initiative, +2 Intimidate checks.

Spells not from the *Player's Handbook*:

Acid Splash (from *Magic of Faerûn*): You fire a small orb of acid, succeed at ranged touch attack to hit. The orb does 1d3 points of damage. Close range (25 ft. + 5 ft./2 levels).

Corrosive Grasp (from *Magic of Faerûn*): Your hand becomes coated with a thick layer of acid that does not harm you or your equipment. A melee touch attack with the hand causes 1d6+1 points of acid damage. You may use this attack once per caster level. If you grapple, you can deal this damage in addition to other damage.

Low-Light Vision (from *Magic of Faerûn*): This spell grants low-light vision to subject touched for 1 hour per caster level. Subject retains ability to distinguish color and detail under these conditions.

Silent Portal (from *Magic of Faerûn*): This cantrip negates the sound of opening and closing a single portal (door, window, gate, drawer, chest lid, and so on). The spell covers only the normal sounds, not sounds of breaking the portal in with force. Magic portals are not affected by this spell. In the case of magic or intelligent portals, spell resistance and Will save applies. Close range (25 ft + 5 ft./2 levels), lasts one hour per caster level (D).

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Alak Abaeir, Drow Assassin

By Ramon Arjona



Lolth, the Spider Queen and chief among drow deities, would have her followers believe that she and she alone is the source of divine patronage for the race of dark elves. Despite her jealousy and her reticence, other drow deities do exist and frequently attract converts from the ranks of the dark elves. One such deity is Vhaeraun, the Masked Lord. Son of Lolth and Corellon Larethian, the drow god of thievery seeks to depose his mother and return the drow to the surface world, which the dark elves call the Night Above. His message of equality for the sexes and reconquest of the surface world has attracted many drow to his cause -- particularly drow males.

Alak Abaeir is one such convert. As the son of a drow noble house, Alak could look forward to receiving very little of anything from life. Throughout his childhood, he was drilled in the rigorous hierarchy of dark elf society, as all drow children are. He was constantly reminded of his inferior position, and he never looked a ranking house member in the eye for fear of grave punishment. Also, the presence of the female clerics of Lolth reminded him of his role. These clerics remained arrogant and secure in the power granted to them by the Spider Queen. Many times during his youth, Alak watched a powerful female cleric take a male consort only to discard the battered and used up body of that consort weeks if not days later. He, like all other drow males it seemed, could not escape the constant oppression and degradation and could, at best, hope to be favored by a wife with a relatively kind disposition.



This was not enough for Alak. Knowing that there must be a way to escape from the clutches of the Spider Queen, he turned his keen mind to thoughts of treachery and revenge. Knowing that he could never oppose the ruling clerics directly, he learned how to fight from the shadows. He taught himself how to escape their notice -- even when standing in plain sight. He learned to render himself so nondescript and unremarkable that those other dark elves who stood in his presence would not remember his face an hour after he has left.

The Masked Lord took notice of Alak's growing talent for stealth and deception and dispatched a group of clerics to recruit the young drow into his service. When these clerics revealed Vhaeraun's agenda to Alak and described the role the Mask Lord envisioned for his talented new follower, the young drow enthusiastically entered into the ranks of Vhaeraun's devoted.

As his first task, Vhaeraun dispatched the young assassin to remove a particularly troublesome matron mother, who was coming too close to exposing the Masked Lord's hidden opposition to Lolth. Alak eliminated the threat cleanly and efficiently. He framed a rival house for the matron's death, touching off a wave of retributive assassinations that conveniently took the lives of several other enemies of the Masked Lord.

Since then, Alak has been the tool of the Masked Lord. He works in shadows to destroy those who would oppose Vhaeraun's agenda. One day, Alak knows, the female clerics of Lolth will finally be toppled from power. Then, at last, he will leave the shadows behind and take part in a new drow society in the reclaimed Night Above as a full and equal citizen.

Alak Abaeir: Male drow Rog 7/Asn 6; CR 13; Medium-size humanoid (elf); HD 7d6+14 plus 6d6+12; hp 68; Init +5; Spd 30 ft.; AC 20, touch 18, flat-footed 20; Atk +8/+3 melee (1d4+3/19-20, assassin's dagger), or +15/+10 melee (1d6+2/18-20, +1 rapier), or +10/+5 melee (1d6+1 subdual, sap); SA death attack, sneak attack +7d6, spell-like abilities; SQ darkvision 120 ft., drow traits, evasion, poison use, saving throw bonus against poison +3, SR 24, traps, uncanny dodge (Dex bonus to AC, can't be flanked, +2 against traps); AL NE; SV Fort +6, Ref +15, Will +4; Str 12, Dex 21, Con 14, Int 16, Wis 11, Cha 10.

Skills and Feats: Balance +19, Climb +15, Disable Device +17, Disguise +14, Escape Artist +19, Gather Information +14, Hide +25, Jump +3, Listen +2, Move Silently +25, Open Lock +19, Search +15, Spot +2, Tumble +19; Dodge, Scribe Scroll, Skill Focus (Hide), Skill Focus (Move Silently), Stealthy, Weapon Finesse (rapier).

Death Attack: If Alak studies his victim for 3 rounds and then makes a sneak attack roll with a melee weapon that successfully deals damage, Alak may also choose to paralyze or kill the target, if the target fails its Fortitude saving throw against DC 20 (*assassin's dagger*). If the saving throw fails against the paralysis attack, the target is completely helpless for 1d6+6 rounds. If the saving throw fails against the death attack, the target is dead.

Spell-Like Abilities: 1/day -- *dancing lights*, *darkness*, *faerie fire*. Caster level 13th; save DC 10 + spell level.

Drow Traits: Alak is immune to magic sleep spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects and a +2 racial bonus on Will saves against spells or spell-like abilities. He is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. As a

drow, Alak has light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light). He also has a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Poison Use: Alak is trained in the use of poisons and never risks poisoning himself when applying poison to a blade.

Saving Throw Bonus against Poison: Alak receives a +3 bonus to resist the effect of poisons.

Spells Prepared (4/2/2/2; save DC 13 + spell level): 1st -- *change self* (2); 2nd -- *pass without trace* (2); 3rd -- *nondetection* (2).

Spellbook: 1st -- *change self*, *obscuring mist*, *spider climb*; 2nd -- *darkness*, *pass without trace*; 3rd -- *invisibility*, *nondetection*.

Possessions: *assassin's dagger*, +1 *rapier*, *sap*, grapping hook, 20-foot rope, water, trail rations, wyvern poison (6 vials), *ring of protection* +3, *bracers* +2

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Jesanta Beril, Nar Demonbinder

By Morrie Mullins



As a girl, Jesanta Beril loved nothing so much as books. After her family fled Chessenta to return to their homeland in the north, her parents died and Jesanta, too young to understand what had happened, spent her evenings curled up beside the fire in her uncle's cottage, reading anything she could get her hands on while she waited for parents, who would never return. By her tenth birthday, Jesanta began to manifest a pair of gifts, which her uncle did his best to nourish. The first gift was a love of history -- a desire to know more and to understand more about her home. Her uncle fed her curiosity for the events of history -- fed it so completely, in fact, that she learned too much of "the truth" about how the empire of Narfell had fallen. Any question she asked her uncle about their past brought her tales of how grand their family had once been, how much they had known, how they had been in line for the throne of Dun-Tharos so many generations ago -- and then, how it had all been stolen away from them. Her child's mind believed him, and she drank in every word and treated them as if they had come from the mouths of the very ancestors she so venerated. In her belief, she began her descent into madness.



Her second love, and her second gift, was magic. She studied the histories, how they spoke of magic, what they seemed to say about its possibilities, and sometimes she worked late into the night testing her own capacities. Though she didn't know it, her activities had already come to the attention of a goddess whose followers were becoming very active in the nearby region around Dun-Tharos -- the Lady of Poison, Talona.

Shortly after her twelfth birthday, Jesanta's uncle began to seek out a tutor for his niece. No sooner had he begun looking when a scabrous man with a ragged beard and permanently dilated eyes appeared at their door. Before Jesanta even knew what was happening, a price had been negotiated and the old man -- she would only ever know him as Gaurin -- became her tutor. He took her away to a shack in the woods and began her formal magical training.

Though she didn't know the source of the magic until she turned fifteen and had grown remarkably in her power, the power that flowed through her was courtesy of Talona. The first time young Jesanta touched a small woodland creature and watched it shrivel beneath her hand, the magic came from Talona. The first time she fouled a stream and watched as a family of deer came, drank, and collapsed almost before they could swallow a second gulp, the magic came from Talona.

Gaurin -- a Blightlord in the service of the Rotting Man -- had high hopes that Jesanta would follow the Talonite path. Indeed, when her formal teachings on the Mother of All Plagues began, she seemed quite receptive. Always, though, there remained an undercurrent with her -- a tendency to think about things from a different perspective than a follower of Talona might prefer. "Why," she asked once, "do we not loose a true plague on the fools? My ancestors would have brought down a plague of demons, not slow disease or uncertain poison!"

She did not appreciate the penance she served for her questions, though they continued to make perfect sense to her own (increasingly twisted) mind.

Ultimately, Gaurin might have succeeded and turned Jesanta into a powerful Blightlady. In the summer of her eighteenth year, though, this became impossible.

Jesanta, while out for a walk, wandered past the edge of the forest and made her way to her uncle's house. The door hung loose on its hinges and the windows had been smashed. Inside, she found what remained of her uncle. His flesh was blackened and pulled tight over bone, and the stench was enough -- even months after his death, she estimated -- to keep most scavengers away. She examined him without tears, cracking open his mouth to check for traces of what might have killed him. She recognized the lay of his corpse, after all; she knew the poison that did this to people, because it was of Talonite design.

She returned to Gaurin only long enough to put a dagger through his eye as he slept. She then gathered her belongings and left, determined to use all that she had learned to follow the true path of her people rather than the path of a goddess who had no more regard for Jesanta's family than the family's ancient enemies had.

Working from ancient tomes and bartering with sages (some of whom she even allowed to live), Jesanta made herself into the bearer of the plague she believed to be most infectious. She has spent her life after Gaurin perfecting her skills at summoning and controlling demons. They, after all, were the way of her ancestors. They will be the way of her future.

Most recently, she met up with a sage named Benedict, who was a crinkled old man with a sharp red glint in his eye. That glint was the only thing that kept her from killing him where he stood, and it's just as well for her that she didn't try. "Benedict" was the name adopted by the Balor Fareeansis when he was summoned to this world and bound here. In exchange for his freedom, Fareeansis taught Jesanta a great deal about summoning and binding demons -- but not so much that she would ever have the ability to bind him. Now, with Fareeansis gone, the quest for knowledge, and vengeance, continues.

There is one path -- to power. There is one rule -- destroy your enemies. There is one acceptable end result -- victory, and repayment for generations of past wrongs. Of these things, Jesanta is certain. She sees no other path, or rule, or result. This is the only way things can ever be.

And through it all, Talona continues to smile her wicked smile on Jesanta's growing madness.

Jesanta Beril: Female human Cleric 11/Nar Demonbinder 3; CR 14; Medium-size humanoid; HD 11d8+11 plus 3d6+3; hp 73; Init +2; Spd 30 ft.; AC 18, touch 14, flat-footed 16; Atk +9/+4 melee (1d4/19-20, dagger), or +12 ranged (1d8+1/19-20, +1 light crossbow); SA rebuke undead 6/day; SQ familiar benefits, fiendish familiar (Gaurin the imp), inimical casting, iron sign, master summoner; AL CE; SV Fort +12, Ref +9, Will +20; Str 10, Dex 14, Con 12, Int 11, Wis 21, Cha 16.

Skills and Feats: Concentration +18, Heal +8, Intimidate +11, Knowledge (history) +4, Knowledge (religion) +2, Knowledge (the planes) +11, Listen +7, Sense Motive +8, Spellcraft +2, Spot +7; Alertness, Education, Extend Spell, Greater Spell Focus (Conjuration), Iron Will, Spell Focus (Conjuration), Transdimensional Spell.

Fiendish Familiar: Jesanta is accompanied by an imp she summoned after meeting Fareeansis, whom she named Gaurin after her previous mentor. Gaurin is in all respects a familiar to her (as though she were a wizard or sorcerer with the Improved Familiar feat), with abilities based on her Nar demonbinder level.

Empathic Link (Su): Jesanta can communicate telepathically with Gaurin at a distance of up to 1 mile. She has the same connection to an item or a place that the familiar does.

Share Spells: Jesanta may have any spell she casts on herself also affect Gaurin if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her familiar.

Touch: Gaurin can deliver touch spells for Jesanta. A favorite tactic they have devised is Jesanta casting *deeper darkness* and then giving Gaurin a *harm* to deliver to a flailing enemy.

Inimical Casting (Ex): Jesanta understands how to employ a variety of spells to deflect the attacks of outsiders, regardless of their alignment. When she casts one of the spells listed below, she may choose a different effect. When she uses her *magic circle against good* spell, she may cast it as *magic circle against evil*, *magic circle against chaos*, or *magic circle against law*. When she casts her *dispel good* spell, she may cast it as *dispel evil*, *dispel chaos*, or *dispel law*.

Iron Sign: Jesanta knows how to craft a magical token known as an iron sign, and she currently has one in her possession. She plans to use this iron sign as an emergency calling diagram (see the Conjuration entry in Chapter 10 of the *Player's Handbook*). When the iron sign is used this way, it combines the effects of a magic circle and a *dimensional anchor* spell and requires no Spellcraft check to use. It need only be set on a suitable surface and activated, and a creature is called to the sign. It must remain within 5 feet of the iron sign, and otherwise behaves precisely as if it were contained in a normal-size calling diagram. Her iron sign contains the called creature for up to 14 days, or until Jesanta releases it or another being moves the token. Such movement, as ever, cannot be the result (direct or indirect) of the called creature.

Master Summoner: Jesanta gains a +4 bonus on any opposed Charisma checks to compel or trap creatures called through *planar binding* or *lesser planar binding* spells.

Cleric Spells Prepared (6/8/6/6/5/4/2; save DC 15 + spell level, or 19 + spell level for Conjuration spells): 0 -- *cure minor wounds* (2), *detect magic* (2), *light*, *resistance*; 1st -- *bane**, *command*, *comprehend languages*, *cure light wounds* (2), *divine favor*, *protection from good*, *shield of faith*; 2nd -- *cure moderate wounds*, *death knell*, *delay poison*, *endurance**, *lesser restoration*, *undetectable alignment*; 3rd -- *bestow curse**, *deeper darkness*, *dispel magic*, *extended bull's strength*, *magic circle against good*, *protection from elements*; 4th -- *cure critical wounds*, *death ward*, *dimensional anchor*, *enervation**, *summon monster IV*; 5th -- *dispel good*, *feeblemind**, *slay living* (2), *spell resistance*; 6th -- *harm**, *heal*.

*Domain spell. Deity: Talona. Domains: Destruction (smite 1/day), Suffering (pain touch 1/day; successful melee touch attack against living creature bestows -2 enhancement penalty to subject's Strength and Dexterity for 1 minute, does not affect creatures immune to critical hits).

Nar Demonbinder Spells Known (3/2/1; save DC 13 + spell level, or 17 + spell level for Conjuration spells; caster level 14th): 4th -- *Beltyn's burning blood**, *dimensional anchor*, *dismissal*, *wall of fire*; 5th -- *flame strike*, *plane shift*; 6th -- *fiendform**. Jesanta casts her Nar

demonbinder spells as a sorcerer, so metamagicked spells take a full round to cast. She often favors transdimensional *walls of fire* and *flame strikes* when dealing with problematic opponents (be they extraplanar or not).

Possessions: +1 light crossbow, dagger, potion of inflict light wounds (4; labeled as "CLW"), potion of cure light wounds (2; labeled as "poison"), potion of poison (2), ring of protection +2, bracers of armor +4, circlet of persuasion, cloak of resistance +3, Heward's handy haversack, iron sign, chalk, holy symbol, iron filings, trail rations, unholy water (5 vials).

Gaurin: Male imp; CR --; Tiny outsider (evil, lawful); HD 3d8 (effective 14d8); hp 36; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 18, touch 15, flat-footed 15; Atk +14 melee (1d4 plus poison, sting); Face/Reach 2.5 ft. by 2.5 ft./0 ft.; SA poison, spell-like abilities; SQ damage reduction 5/silver, darkvision 60 ft., fire resistance 20, immunities (poison), improved evasion, outsider traits, polymorph, regeneration 2, see in darkness, spell resistance 5; AL N; SV Fort +8, Ref +7, Will +11; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Dodge, Weapon Finesse (sting).

Poison (Ex): Gaurin delivers his poison (Fortitude DC 11) with each successful sting attack. The initial damage is 1d4 points of temporary Dexterity damage, and the secondary damage is 2d4 points of temporary Dexterity damage.

Spell-Like Abilities: At will -- *detect good*, *detect magic*, *invisibility* (self only); 1/day -- *suggestion*. Caster level 6th; save DC 10 + spell level.

Improved Evasion (Ex): If Gaurin is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage on a successful saving throw and half damage on a failed save.

Outsider Traits: Gaurin cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Polymorph (Su): This ability functions like *polymorph self* (caster level 12th), except that Gaurin can assume only the forms of a raven or a Medium-size viper.

Regeneration (Ex): Gaurin takes normal damage from acid and from holy and blessed weapons (if they are silver).

See in Darkness (Su): Gaurin can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Transdimensional Spell [Metamagic]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the area affected.

Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the area affected. Such creatures include ethereal creatures, creatures that are blinking or shadow walking, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive a creature to specifically target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

About the Author

Morrie Mullins is an assistant professor of psychology who began playing RPGs in elementary school and started writing for the **RPGA** in 1999, culminating in a two-year stint as Plot Director for the **Living Force** campaign. He has written over twenty modules for the **RPGA** and contributed extensively to the **Living Force Campaign Guide**. Currently, he teaches and does research during the day, does freelance and other writing at night, and is firmly convinced that sleep is a crutch.

Lirela Drumsinger, Master Harper

By Skip Williams and Ed Greenwood



Lirela comes from a merchant family of some standing in the city of Procampur, in the Vast. Her parents operated a coster that moved goods from the Moonsea port of Mulmaster south by road into the Vast and thence by ship to many ports on the Sea of Fallen Stars. Lirela showed a talent for music at an early age and was the apple of her father's eye.

Shortly after her 12th birthday, she accompanied her father and several older siblings on a buying trip to Mulmaster. Lirela was delighted to travel at her father's side and found herself fascinated by the wandering bards her group met on the road. Lirela's joy, however, was soon cut short. On the return trip, little more than a day from Mulmaster, a swarm of bandits led by a powerful wizard attacked Lirela's caravan. The caravan's guards were cut down or slain by magic within moments, and Lirela was forced to flee with nothing but the clothes on her back and one small drum (a birthday gift from her father) clutched in one hand. Lirela turned out to be the caravan's sole survivor. Cold, hungry, and frightened, she made her way back to Mulmaster to seek help from her father's business partners. Alas, Mulmaster can be a cruel place, and there was no succor there for a fatherless, penniless girl.



Though born to a fairly comfortable life, Lirela was no softie, and she soon learned to sing for her supper. Even in stony-hearted Mulmaster, music is appreciated. Before long, Lirela traded her talents as an entertainer and able young girl to secure passage for herself on a caravan bound for Procampur. The trip proved long and difficult, but at last she was home. Once again, Lirela was in for a big disappointment. In her absence, all her surviving family had been slain by business rivals from Mulmaster. Lirela eventually learned that her parents had offended some very powerful individuals, including at least one Cloak of Mulmaster, by refusing to deal with them on terms that would have been unfair to themselves and to other merchants in Procampur. The Mulmaster merchants decided to make an example of Lirela's whole family.

Left with few other options, Lirela embraced the bardic profession and took to the road, wandering over most of the Vast and much of the eastern half of the Moonsea, always on the lookout for a chance to confront her family's killers. In time, Lirela tracked down the ringleaders and returned them to Procampur for trial. Some inner sense of justice kept her from seeking revenge. Her efforts -- and especially her passion for justice in the face of so much personal tragedy -- earned her the respect of the Harpers, who had quietly assisted in her personal quest. After her Mulmaster business was concluded, Lirela was unsure what to do with her life, and that's when the Harpers introduced themselves and offered her a place in their ranks. Lirela has since played a role in several Harper ventures, most of them aimed at defeating the clandestine activities of evil spellcasters.

Lirela doesn't look much like a hero. The lean times of her youth, coupled with years of wandering through the country and wilderness, has left her skin wrinkled and leathery. After knowing what true hunger is like, she never spares herself good food, and she has become downright portly. Years of singing in smoke-filled inns and windswept campsites have roughened her voice. Lirela is only 32, but she looks and sounds 20 years older. When on a mission, she can easily pass as an old washerwoman, goodwife, or grandmother. She's a skillful musician, however, and her singing voice has a rich and pleasant texture that consists of pure notes sung from the heart.

[Note: This article uses D&D version 3.0.]

Lirela Drumsinger: Female human Bard 9/Master Harper 4; CR 13; Medium-size humanoid; HD 9d6+9 plus 4d6+4; hp 58; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Atk +11/+6 melee (1d6/18-20, +1 icy burst rapier), or +11 ranged (1d8/19-20, masterwork light crossbow); SQ bardic knowledge +11, bardic music (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, *suggestion*) 10/day, craft Harper item, Eldath's landtouch, Harper knowledge +15, Harper secret, Mielikki's truth; AL NG; SV Fort +6, Ref +12, Will +13; Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 20.

Skills and Feats: Balance +3, Bluff +17, Diplomacy +17, Disguise +17, Escape Artist +13, Hide +9, Intimidate +7, Jump +1, Knowledge (local) +14, Listen +7, Perform +21, Sense Motive +13, Spellcraft +12, Spot +2, Tumble +7; Alertness, Dodge, Improved Initiative, Iron Will, Luck of Heroes**, Weapon Finesse (rapier).

Bardic Knowledge: Lirela may make a bardic knowledge check with a +11 bonus to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places.

Bardic Music: Lirela can use her song or poetics to produce magical effects on those around her.

Countersong (Su): Lirela can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of her who is affected by a sonic or language-dependent magical attack may use the Lirela's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

Fascinate (Sp): Lirela can cause a single creature within 90 feet that can see and hear her to become fascinated with her. Lirela's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts for 9 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear Lirela gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music.

Inspire Courage (Su): Each ally who can hear Lirela receives a +2 morale bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear her.

Inspire Greatness (Su): After hearing Lirela sing for a full round, a creature within 30 feet gains +2 Hit Dice (d10s that grant temporary hit points), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves. The effect lasts until 5 rounds after the creature can no longer hear her.

Suggestion (Sp): Lirela can make a suggestion (as the spell) to a creature she has already fascinated. A successful Will save (DC 18) negates the effect.

Craft Harper Item (Ex): Lirela has the limited ability to create magic items. The ability works like the Craft Wondrous Item feat, except that it allows Lirela to create magic musical instruments, Harper pins, and certain potions (*Charisma, cure light wounds, delay poison, detect thoughts, gaseous form, glibness, neutralize poison, nondetection, speak with animals, tongues, truth, vision, and water breathing*). This ability replaces the need for any other item creation feat for these items, but all other normal requirements and rules apply. Lirela's caster level for such items is her spellcaster level at the time she crafts the item.

Eldath's Landtouch (Su): Lirela can sense the direction and approximate distance of the nearest drinking water, cave connected to the surface world, or Harper refuge. Each of these three things can be sought once per day. Lirela senses anything amiss (for example, the water is tainted, the cave is unsafe or occupied, or the refuge is damaged, occupied, trapped, or watched over by hostile beings).

Harper Secret (Ex): Lirela has chosen an extra daily use of bardic music as her first Harper secret.

Mielikki's Truth (Su): Lirela can correctly identify trees, shrubs, and herbs by their leaves, and forest creatures by sight or by their spoor (tracks, and so on). If the creature, leaf, or plant is or was magically disguised, altered, summoned, or created, this is revealed -- together with some impression of when and where this was done. This ability has a range of 60 feet, or the limit of Lirela's sight (whichever is less). Lirela must use a standard action to study her subject.

Bard Spells Known (3/5/4/4/3/1; save DC 15 + spell level): 0 -- *detect magic, ghost sound, mage hand, mending, prestidigitation, read magic*; 1st -- *cure light wounds, herald's call*, hypnotism, magic weapon*; 2nd -- *cat's grace, detect thoughts, nightmare lullaby*, sound burst*; 3rd -- *clairaudience/clairvoyance, dispel magic, displacement, wounding whispers**; 4th -- *dimension door, hold monster, improved invisibility, shout*; 5th -- *contact other plane, summon monster V*.

*Spell from *Magic of Faerûn*.

**Feat from *Forgotten Realms Campaign Setting*.

Possessions: +1 icy burst rapier, 2 daggers, masterwork light crossbow, 20 bolts, *potions of Charisma* (2), *potion of tongues, wand of see invisibility* (26 charges), +2 *amulet of natural armor*, +3 *bracers of armor*, *disguise kit*, masterwork mandolin, snare drum, 2 drumsticks, 2 smokesticks, tanglefoot bag.

About the Author

Skip Williams has been active in the game industry since 1974, when he took up wargaming and roleplaying in high school. He soon got an after-school job at TSR, Inc., the original publisher of the **D&D** game, and the rest (as they say) is history. Skip is the co-author of the **D&D** 3rd Edition game and the *Forgotten Realms Campaign Setting* book. He is currently a freelance game designer.

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Perinsa Falmarya the Wanderer

By Robert Wiese



Perinsa Falmarya grew up in the Chondalwood among the savage ghostwise halflings. Her tribe lived closer to the outside world than others and had conflicts with gnolls, wild elves, and centaurs. The tribe roamed nomadically through the forest, trading or fighting with other tribes of ghostwise halflings when they were encountered. Perinsa grew up as a warrior in this society, and she hunted and defended her people as the need arose. She never expected anything different out of life, and she really did not know much about the world outside the Chondalwood.

Her life changed when a wizard led his gnoll raiders against her tribe. The halflings were no match for the wizard's forces, which had been training to fight halflings. Most of the tribe was captured and enslaved. Perinsa escaped this fate only because she was fighting in a rage and disappeared from the battlefield. She was pursuing a gnoll and both she and the gnoll fell down a small cliff. She landed on the gnoll and killed it, but she lost consciousness, too. The gnolls assumed she was dead and left her.

Perinsa was only seventeen years old when this happened.



When she came to, she followed the trail of the attackers and found that gnolls were loading members of her tribe onto carts, and the halflings were all in chains. She watched helplessly as the carts moved away, taking everyone she knew with them. She vowed to find or account for every one of her lost tribespeople as soon as she acquired the skills to best the gnolls and free them.

She returned to the forest and sought out the wild elves for training. From them she learned to track, to kill with a bow, and to be patient. She left them and went into the world, where she learned further skills and discovered the two-bladed sword, her weapon of choice. She also learned that her kin had been taken to Hlath and quietly sold to buyers from across the world. To fulfill her vow, she would have to travel perhaps the whole of Faerûn. Undaunted, she sought out the gnolls that attacked her people. In a series of bitter skirmishes and ambushes, she destroyed nearly half their number, but she was grievously injured each time. Her barbarian background would not let her retreat when it was prudent; she fought on until she had to flee or die. Eventually she gave up on the gnolls and set off for Hlath to seek her people.

As she traveled, she has discovered that a great many people had been captured and enslaved in youth, or had seen their people decimated by outsiders. She has come to believe that the world is an evil place, and the more she sees, the more she believes this. It is no wonder, she now realizes, that her race lives in the relative safety of the deep forest.

Perinsa travels these days with a purpose and always seeks lost ghostwise halflings. She has enlarged her original vow to include any ghostwise halflings she finds, because she has found some from different parts of the world. Some join her until she can get the group of them to Hlath and the Chondalwood, and some stay where they are. Of the nearly seventy halflings that were taken alive from her tribe's home camp, she has discovered four and accounted for another seven who had died in captivity or while trying to escape. Because of where she has had to travel, she risks becoming enslaved regularly, and she knows it. But she presses on, always undaunted.

Perinsa is 3 feet 2 inches tall and wears a magic chain shirt. She wields her two-bladed sword with great fury and energy, giving pause to those who would attack her and misjudge her abilities because she is small. She is fairly pretty, but not interested in dalliances. To those who would help her she is a true friend, and to those who do not seek to harm her she is pleasant, or at least civil. She reserves her anger for those who hold ghostwise halflings in captivity, and shows no hesitation or remorse in killing those beings.

Perinsa's quest takes her all over Faerûn, and she can be encountered anywhere. She willingly aids adventurers whose goals align with hers. The goals of the adventurers determine whether she becomes an enemy or ally.

Perinsa Falmarya: Female ghostwise halfling Barbarian 2/Ranger 4/Horizon Walker 2; CR 8; Small humanoid; HD 2d12+4 plus 4d8+8 plus 2d8+4; hp 56; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 19; Base Atk +8; Grp +6; Atk +11 melee (1d6+2/19-20, masterwork two-bladed sword) or +13 ranged (1d6+2/x3, masterwork composite longbow [+2 Str bonus]); Full Atk +11/+6 melee (1d6+2/19-20, masterwork two-bladed sword) and +11 melee (1d6+2/19-20, masterwork two-bladed sword) or +13/+8 (1d6+2/x3, masterwork composite longbow [+2 Str bonus]); SQ animal companion (Merrywalker), combat style, fast movement, favored enemy

(magical beasts +2), halfling traits, rage 1/day, speak without sound, terrain mastery (forest, plains), uncanny dodge, wild empathy +5; AL N; SV Fort +15, Ref +9, Will +5; Str 14, Dex 17, Con 14, Int 8, Wis 12, Cha 12. Height 3 ft. 2 in.

Skills and Feats: Climb +7, Heal +6, Hide +13, Jump +5, Knowledge (geography) +8, Listen +8, Move Silently +4, Speak Language +2, Spot +9, Survival +9, Swim +5; Endurance, Exotic Weapon Proficiency (two-bladed sword), Strong Soul, Track, Weapon Focus (two-bladed sword).

Animal Companion (Ex): Perinsa has a pony animal companion that serves as her mount and only constant friend.

Combat Style (Ex): Perinsa has chosen two-weapon combat as her combat style. She is treated as if she has the Two-Weapon Fighting feat when wearing light or no armor.

Favored Enemy: Perinsa has selected magical beasts as a favored enemy. She gains a +2 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. She gets the same bonus on weapon damage rolls against creatures of this type.

Halfling Traits: Perinsa has a +2 morale bonus on saving throws against fear, a +1 racial attack bonus with a thrown weapon, and a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

Rage (Ex): While Perinsa rages, the following changes to her statistics are in effect: (Str 18, Con 18, AC -2, +16 hit points, +2 to all melee attacks and damage, Fort save +17, Climb +9, Jump +7, Swim +7). Her fit of rage lasts for 7 rounds.

Speak without Sound (Su): Perinsa can communicate telepathically with any creature within 20 feet, just as if speaking to him or her. She can speak and listen to only one person at a time, and she must share a common language with the person or creature she speaks to telepathically, or the telepathic link fails.

Terrain Mastery: Perinsa has chosen forest and plains for her terrain mastery. She has a +4 competence bonus on Hide and Spot checks. She also gains a +1 insight bonus on attack and damage rolls against forest and plains creatures.

Uncanny Dodge (Ex): Perinsa retains her Dexterity bonus to Armor Class even if she is caught flat-footed or struck by an invisible attacker.

Wild Empathy (Ex): By making a successful wild empathy check, Perinsa can improve the attitude of an animal as if making a Diplomacy check to improve the attitude of a person. The ability normally takes 1 minute to use, and Perinsa and the animal have to be able to study each other (within 30 feet under normal visibility conditions).

Ranger Spells Prepared (1; save DC 11 + spell level): 1st -- *entangle*.

Languages: Common, Halfling, Undercommon, Elven.

Possessions: +1 chain shirt, cloak of resistance +2, masterwork two-bladed sword, masterwork composite longbow (+2 Str bonus), 40 arrows, wand of cure light wounds (20 charges), Heward's handy haversack, bedroll, winter blanket, flint and steel, climber's kit*, healer's kit*, whetstone, 2 weeks' rations, 3 waterskins, 3 tanglefoot bags, riding saddle, bit and bridle, 2 weeks' feed for pony, 218 gp.

*Already figured into the statistics given above.

Merrywalker: Female pony animal companion; CR --; Medium animal; HD 2d8+2; hp 11; Init +1; Spd 40 ft.; AC 13, touch 11, flat-footed 12; Base Atk +1; Grp +2; Atk -3 melee (1d3, hoof); Full Atk -3 melee (1d3, 2 hooves); SQ link, low-light vision, scent, share spells; AL N; SV Fort +4, Ref +4, Will +0; Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4.

Skills and Feats: Listen +2, Spot +3; Endurance.

Link (Ex): Perinsa can handle Merrywalker as a free action, or push her as a move action.

Scent (Ex): Merrywalker can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Share Spells (Ex): Spells cast by Perinsa can also affect Merrywalker if the latter is within 5 feet for the whole duration of the spell.

Realms Personalities
Diedora Shadow's Child

By Robert Wiese



Born in Impiltur, Diedora was the child of parents who were part of a group of evil spellcasters loosely associated with the People of the Black Blood. Her parents, along with others, raided primitive and peaceful settlements for victims and slaves. Diedora grew up in this atmosphere of death and evil, but she always thought it wrong. Something inside her rejected the way her parents lived, and she refused to follow the path that her parents followed. To her parents, this was devastating. They had failed, and they somehow had to restore their daughter to the right path. Thinking that a stronger indoctrination would help, they decided to contact some people who knew some people, and after some favors were exchanged, they arranged for Diedora to be apprenticed to a Red Wizard of Thay.

A thorough steeping in Red Wizard dogma and way of life did not change her outlook. Though she would never characterize herself as good, she nonetheless felt horrified at the wanton killing that her parents, and her masters in Thay, engaged in. Before her apprenticeship ended, her parents died while dealing death to others. This tragic event would have reinforced Diedora's desire to refrain from any unnecessary killing, except that at about the same time she felt the call of Shar.

In dreams the young Diedora spoke with a woman of complete darkness and knew that she must follow the path of Shar's teachings. She entered the clergy and learned much about the world. Yet through even that something within her resisted the lures of evil, and she remained neutral. Diedora had, and still has, some inner reserve of strength that sustains her against doing heinous wrongs.

Diedora was introduced to the shadow weave and to increased magical powers. Eventually she focused again on wizardry rather than divine power, but still in the service of her dark goddess. When she was 27 she embarked on the path of a shadow adept, and she has never looked back. Though she is repelled by horrific evil, she nonetheless yearns for power just as her parents did. Through the shadow weave, and the shadow adept's abilities, she has that power.

Diedora matured greatly during her years serving Shar's church, and later while acting as a mystic theurge. By the time she had become a shadow adept, she was committed to the dark teachings of her goddess but not to the great evils that her fellow followers committed. "The night is the time to act," say the teachings of Shar, but what one does with one's actions is still one's own choice. Not everything done in the darkness need be evil. On the other hand, the thought of helping others rarely enters her head. Others wanted her to become steeped in evil, so she doesn't feel the need to help others. She thus devotes herself to her goddess as much as possible and knows that Shar has a purpose for calling her that has yet to be worked out.

Today Diedora is a woman constantly at the crossroads. Secure and happy in her power with Shar, she nonetheless could be tempted toward good if she fell into the right company. This would mean turning her back on everything she knows, and all her power, because the dark goddess does not forgive betrayal. But, it is not impossible for her to be redeemed.

As a result of Diedora's attitudes and associations, she likes to philosophize on the nature of good and evil, what is good and what is evil, and how humans (and elves and whatnot) make choices about life. She is especially interested in how much of one's choice for good or evil is ingrained, and how much depends on the circumstances of one's life and upbringing. She can talk for hours on these topics, quickly boring most people (who really don't care about such meta-issues of life).



Diedora Shadow's Child: Female human Wizard 3/Cleric 3 of Shar/Mystic Theurge 2/Shadow Adept 5; CR 13; Medium humanoid; HD 3d4+3 plus 3d8+3 plus 2d4+2 plus 5d4+5; hp 51; Init +1; Spd 30 ft.; AC 17, touch 13, flat-footed 16; Base Attack +6; Grp +6; Atk +7 melee (1d6, masterwork light mace) or +8 ranged (1d4/x3, masterwork chakram); Full Atk +7/+2 melee (1d6, masterwork light mace) or +8 ranged (1d4/x3, masterwork chakram); SA rebuke undead (4/day, +3 damage); SQ low-light vision, shadow defense +2, shield of shadows, spell power +1; AL N; SV Fort +7, Ref +5, Will +16; Str 10, Dex 12, Con 12, Int 17, Wis 15, Cha 12. Height 5 ft. 7 in, weight 149 lb, age 36.

Skills and Feats: Bluff +6, Concentration +16, Decipher Script +6, Diplomacy +7, Disguise +3, Hide +6, Intimidate +3, Knowledge (arcana) +14, Knowledge (local -- the North) +14, Knowledge (religion) +14, Knowledge (the planes) +15, Sense Motive +5, Spellcraft +19, Blind-Fight, Eschew Materials, Exotic Weapon Proficiency (none), Insidious Magic, Pernicious Magic, Scribe

Scroll, Shadow Weave Magic, Signature Spell (*dimension door*), Spell Mastery (*blacklight*, *dimension door*, *suggestion*), Spellcasting Prodigy (wizard), Still Spell, Tenacious Magic.

Shadow Defense: Diedora gains a +2 bonus on saving throws against spells from the schools of Enchantment, Illusion, and Necromancy, and against any spell with the darkness descriptor.

Shield of Shadows: Diedora can create a mobile disk of purple-black force as a standard action. This duplicates the effect of a shield spell and provides three-quarters concealment (30% miss chance). It lasts 5 rounds per day, and the rounds need not be used consecutively.

Spell Power: Diedora adds +1 to DCs for saving throws and to caster level checks to overcome spell resistance for spells she casts from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor. This stacks with her bonuses from the Shadow Weave Magic feat.

Languages: Common, Damaran, Draconic, Mulhurondi.

Cleric Spells Prepared (5/5/4/2; save DC 12 + spell level): 0 -- *cure minor wounds* (2), *detect magic*, *detect poison*, *guidance*; 1st -- *command*, *cure light wounds*, *detect secret doors**, *doom*, *shield of faith*; 2nd -- *bear's endurance****, *cure moderate wounds*, *detect thoughts**, *hold person***; 3rd -- *blacklight* (FRCS)*, *summon monster III*.

*Domain spell. Deity: None. Domains: Darkness (Blind-Fight as a bonus feat), Knowledge (cast divinations at +1 caster level; all Knowledge skills are class skills for cleric levels).

Wizard Spells Prepared (4/5/5/4/4/2; save DC 14 + spell level): 0 -- *acid splash*, *daze***, *ray of frost****, *touch of fatigue***; 1st -- *charm person***, *magic missile****, *ray of enfeeblement***, *shield*, *unseen servant***; 2nd -- *command undead***, *mirror image***, *shadow spray* (FRCS)**, *spectral hand***, *touch of idiocy***; 3rd -- *blacklight* (FRCS), *displacement***, *hold person***, *suggestion***; 4th -- *confusion***, *greater invisibility***, *stilled fireball*, *stilled vampiric touch*; 5th -- *dominate person***, *shadow evocation***.

Spellbook: 0 -- *acid splash*, *arcane mark*, *dancing lights*, *daze***, *detect magic*, *detect poison*, *disrupt undead***, *flare*, *ghost sound***, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost****, *read magic*, *resistance*, *touch of fatigue***; 1st -- *cause fear***, *charm person***, *color spray***, *comprehend languages*****, *disguise self***, *magic missile****, *ray of enfeeblement***, *shield*, *silent image***, *unseen servant***; 2nd -- *command undead***, *ghoul touch***, *invisibility***, *Melf's acid arrow*, *mirror image***, *protection from arrows*, *shadow spray* (FRCS)**, *spectral hand***, *Tasha's hideous laughter***, *touch of idiocy***; 3rd -- *blacklight* (FRCS), *deep slumber***, *dispel magic*, *displacement***, *fireball****, *hold person***, *major image***, *suggestion***, *tongues*****, *vampiric touch***; 4th -- *animate dead***, *charm monster***, *confusion***, *dimension door*, *enervation***, *greater invisibility***, *lesser geas***, *phantasmal killer***; 5th -- *dominate person***, *feeblemind***, *magic jar***, *shadow evocation***, *summon monster V*, *teleport*.

*Domain Spell. Domains -- Darkness (gain free Blind-Fight feat), Knowledge (all Knowledge skills are class skills, cast divination spells at +1 caster level).

** +2 to DCs and caster level checks to overcome spell resistance.

*** Cast as 9th-level wizard or 4th-level cleric.

**** Divination spell cast as 11th-level wizard or 6th-level cleric.

Possessions: 2 masterwork chakrams, masterwork light mace, *ring of protection* +2, *bracers of armor* +4, *cloak of resistance* +1, *pearl of power* (3rd-level spell), 380 gp.

Realms Personalities
Riggilla the Dark

By Robert Wiese



Half-drow are common in drow society. Many drow take human slaves, and children are born. Most of the time these half-drow become slaves in the various households, but sometimes they are left to die in the Underdark because of drow pride or due to some secret. Riggilla was born to a human slave in a prominent drow household that prided itself on the purity of its blood. Servants of Lolth for thousands of years, the family bred to keep its bloodline pure and connected to only the best "stock" in other families. When slaves became pregnant, as often happened, the children were either killed in the womb (often with the mother) or left in the Underdark to die. Monsters usually took care of these little messes for the drow. Rarely, such a child would be born and then handed over to a mind flayer ally as a gift.

Riggilla was left to die, but before any hungry monsters found her, she was taken by a raiding party of duergar that had been spying on a nearby drow fortification. The gray dwarves thought that she might make a reasonable slave, or that perhaps her loyalty could be turned against her own kind and she could be used as a spy or assassin. The dwarves informed her that they had purchased her from her family and raised her as a slave. As she grew older, they trained her in the quiet arts of thievery and killing, and they gave her more comforts. Though hating her own kind for selling her, she never stopped hating the duergar either. Eventually the dwarves saw that she was hopeless, from their point of view, and killed her. Or so they thought.



Riggilla's body was left in the Underdark for dead, but she somehow survived. She never talks about this period in her life -- if she talks about her life at all. She made her way to the surface and found that it was not as bad as the duergar had said it would be. After she was healthy again, she made her way to Telflamm in Thesk. There, she assumed the guise of a man (her build and facial features make this disguise easy for her) and got work with a mercantile company as a security consultant using the name Cosim. Her job was to make sure that no one could steal the wares of the company, and to find and silence any who did so before they could tell anyone. The work was easy, and she found she had time for some thievery on the side. Her employers doubtlessly knew that she victimized their competitors, but they never said a word. They even arranged for tidbits of information to fall into her hands that would help her and arranged for her to be off work at just the right times.

Her thievery eventually brought her into contact with the Shadowmasters of Telflamm, and "Cosim" became a member. She rose quickly and showed a great affinity for the shadows that caught the attention of the priests of Mask with the guild. She was persuaded to undergo the shadow-walker ritual, and then she was granted a higher place in the organization.

Now deep in the inner ring of the Shadowmasters, Riggilla travels from Telflamm to other shadowmaster enclaves around the Realms to give orders, check on the members, and provide inspiration as needed. She may be sent to a city to establish a new guild presence or to eliminate a branch of the guild that is deviating from what the Shadowmasters in Telflamm have decreed. She wields her authority as a shadowlord with a ruthless hand since she really does not care about the members of the guild as individuals. She was never shown any kind of pity, so she never learned to show any. She maintains her position with the merchant as well, who enjoys a more lucrative trade thanks to his new connection with the Shadowmasters (and his compliance with their will).

Riggilla stands 5 feet 2 inches tall and weighs a scant 120 lbs. Her dusky skin she attributes to her meld with the shadows, though her slightly pointed ears give away her elven heritage. She has silvery hair that she keeps cut short and dyed black. She is lithe and athletic -- a product of her strenuous upbringing. She wears a suit of mithral armor that is blackened. It was a "present" from a former associate in the Shadowmasters who met his fate at her hands. Her facial features are harsh and somewhat masculine, and she easily passes for a male most of the time.

Because of her past, Riggilla hates dwarves with a passion and elves almost as much. With humans she feels most comfortable, though she does not mind gnomes and halflings. With her shadow-born powers, she likes to inspire fear in others and will use her *hat of disguise* and shadow abilities to seem to appear from the darkness like a wraith or a vampire. She usually gets the jump on her opponent, and she prefers a strike-and-retreat method of combat that maximizes her abilities and minimizes her vulnerabilities. Riggilla frequently takes advantage of the fact that she can see in magical darkness and most of her victims cannot. She is now a master thief because of her shadow-born abilities and lives in a wealthy but subdued lifestyle that suits her very well. She feels some sense of security with her position in the Shadowmasters and can afford whatever she wishes (with a little effort). She keeps her childhood as far in her past as possible.

Riggilla: Female half-drow shadow walker Rogue 6/Fighter 1/Telflamar shadowlord 5; CR 13; Medium humanoid (half-elf); HD 6d6 plus 1d10 plus 5d6; hp 43; Init +5; Spd 30 ft.; AC 21, touch 15, flat-footed 21; Base Atk +8; Grp+8; Atk +14 melee (1d6+1/18-20, +1 frost rapier); Full Atk +14/+9 melee (1d6+1/18-20, +1 frost rapier); SA sneak attack +3d6, spell-like abilities; SQ darkvision 60 ft., evasion, half-drow traits, light blindness, shadow blur, shadow discorporation, shadow jump, shadow pounce, shadowsight, trap sense +2, trapfinding, uncanny dodge; AL NE; SV Fort +5, Ref +14, Will +3; Str 10, Dex 20, Con 10, Int 14, Wis 10, Cha 12. Height 5 ft. 2 in.

Skills and Feats: Balance +7, Bluff +10, Climb +7, Decipher Script +7, Diplomacy +3, Disable Device +7, Forgery +6, Hide +24, Intimidate +3, Jump +9, Knowledge (local) +4, Listen +10, Move Silently +23, Open Lock +14, Search +11, Speak Language (Damaran) +1, Spot +9, Tumble +16, Use Magic Device +10; Blind-Fight, Daylight Adaptation, Dodge, Mobility, Scribe Scroll, Spring Attack, Weapon Finesse.

Spell-Like Abilities: 3/day -- *darkness*, *shadow mask* (FRCS), *shadow spray* (FRCS; DC 13); 2/day -- *dimension door* (DC 15), *shadow walk* (DC 17). Caster level 12th. Riggilla cannot use any of these in an area of bright light (sunlight or area of a *daylight* spell).

Evasion (Ex): Against an attack that allows a Reflex save for half damage, Riggilla takes no damage on a successful save and full damage on a failed save.

Half-Drow Traits: Riggilla is immune to magic sleep spells and effects, and she has elven blood (for all effects related to race, she is considered an elf). Riggilla also has a +2 racial bonus on saves against enchantment spells or effects, a +2 racial bonus on Diplomacy and Gather Information checks, and a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they take a -1 penalty on all attack rolls, saves, and checks when operating in bright light. However, since Riggilla has the Daylight Adaptation feat, these normal drow blindness penalties do not apply to her.

Shadow Blur (Su): When not in daylight or the illuminated area of a light spell, Riggilla has a blur effect active on herself. This can be activated or ended at will as a free action.

Shadow Discorporation (Su): If Riggilla is in shadows or darkness, any damage that would reduce Riggilla to 0 hit points instead has a chance to disorporate her. On a successful Reflex save DC (5 + damage dealt), she breaks apart into dozens of flitting shadows and vanishes, along with anything carried or held. She reforms at the next sundown at a place of her choosing within one mile of the place where she disorporated. While disorporated, nothing can attack her and she cannot take any actions; she does not exist when disorporated.

Shadow Jump (Su): Riggilla can jump from shadowy area to shadowy area as if by *dimension door*. She can cover 100 feet per day, and that amount can be split among multiple jumps. Jumps shorter than 10 feet count as 10 feet.

Shadow Pounce (Ex): When Riggilla uses a spell or a spell-like ability with the teleport descriptor, she can execute a full attack action after the teleportation. She must have line of sight on the target from the original location, and the destination must be a place from which she can launch a melee attack with the weapon in her hand at the beginning of her action.

Shadowsight (Ex): Riggilla can use darkvision to see through any normal or magical darkness to a range of 60 feet.

Trap Sense (Ex): Riggilla has a +2 bonus on Reflex saves to avoid traps and a +2 dodge bonus to AC against attacks by traps.

Trapfinding: Riggilla can use the Search skill to find traps with Search DCs higher than 20.

Uncanny Dodge (Ex): Riggilla retains her Dexterity bonus to AC even when flat-footed and when attacked by an invisible attacker.

Telflamar Shadowlord Spells Prepared (3/2; save DC 12 + spell level; 10% chance of spell failure): 1st -- *invisibility*, *knock*, *levitate*; 2nd -- *blacklight* (FRCS), *displacement*.

Spellbook: 1st -- *invisibility*, *knock*, *levitate*; 2nd -- *blacklight* (FRCS), *displacement*, *nondetection*.

Languages: Common, Damaran, Dwarven, Undercommon.

Possessions: +2 shadow silent moves mithral chain shirt, +1 frost rapier, gloves of dexterity +2*, hat of disguise.

*Already figured into stats above.

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Nashyim of the Desolated Wood

By Robert Wiese



When the Rotting Man came to Rawlinswood and created the blightlords, the first victims of his plagues were the volodni, or pine folk. The Rotting Man infected them with Talona's blight by the thousands and turned into them blightspawned creatures. To a few angry youths, however, the way of destruction was a little tempting. Most resisted the temptation, but a few did not. One of these was young Nashyim of the Glimmering Brook.

Nashyim had grown up a typical volodni youth. He was taught the usual amount of contempt for warm-blooded creatures (except for some fey) and expected to become a warrior who would fight to enlarge the volodni holdings in the Rawlinswood. But a deep-seated anger burned in Nashyim. He was angry with the warm-bloods, with his parents, with authority, with life in general. He lashed out repeatedly, and he was repeatedly disciplined for his behavior. Discipline made him worse. Then the Rotting Man's blightlords

came, and life changed. In the blightlords Nashyim saw the power to get back at those whose existence bothered him. He saw his fellow volodni infected with Talona's blight and yearned for that kind of power. Talona spared his life and the blightlords brought him to the Rotting Man, where he dedicated his life to the goddess of disease.



Nashyim spent years in the service of Talona, and during this time he learned discipline. He never liked being held back, and he would always retaliate in some way, but the Rotting Man directed these retaliations toward his enemies, and thus the ability to lash out in a focused manner became second nature to Nashyim. Patience came in time, but slowly, and Nashyim has to force himself to be patient sometimes. He prefers acting to waiting, though he does not always prefer direct action. He knows the limits of flesh and would rather win than take some foolish direct action.

As he learned the ways of the blightlords, Nashyim began to command his kin. This stroke of irony gave him a kind of joy he had not known before; he was finally getting back at those who had frustrated him in his youth. This lesson in "what goes around comes around" acted powerfully on Nashyim, and he has never forgotten that the things he does can come back to haunt him later. Thus, without sacrificing any of his eagerness to act, he plans carefully so that the future consequences of his actions are minimized. Thus, he is more likely to slay a whole group of people than to let some live, because the ones he let go could develop a grudge and come after him.

Command over the blightspawn is the power he enjoys the most, and the one he uses the most. He gets real joy from turning someone into a blightspawn and then using that creature to cause destruction. It tortures the victim and sends a message to others that no one is safe from the blightlords.

Always somewhat restless, Nashyim has recently left the Rawlinswood with a small force of blightspawned animals and he seeks new forests to which to spread the blight of Talona. He has been interested in the Forest of Lethyr, but he is wary of the powerful forces at work there. He has also heard of the forest called Cormanthor, and its elves, and would like to infect . . . meet some elves.



Nashyim of the Desolated Wood: Male volodni Cleric 7 of Talona/Talontar Blightlord 6; CR 13; Medium plant; HD 7d8 plus 6d8; hp 58; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +9; Grp +11; Atk +13 melee (1d10+4 plus 1d6 cold/x3 plus 2d10 points, +1 glaive) or +11 ranged (1d8/19-20, masterwork light crossbow); Full Atk +13/+8 melee (1d10+4/x3, +1 glaive) or +11 ranged (1d8/19-20, masterwork light crossbow); SA rebuke undead 4/day; SQ black glaive, blight touch 2/day, blightblood, blightmind, cold resistance 5, half damage from piercing, illmaster, low-light vision, plant traits, sustenance; AL CE; SV Fort +12, Ref +5, Will +14; Str 14, Dex 12, Con 10, Int 10, Wis 18, Cha 13. Height 6 ft. 3 in, weight 170 lbs, age 79.

Skills and Feats: Concentration +10, Diplomacy +4, Handle Animal +3, Heal +7, Knowledge (nature) +2, Knowledge (religion) +5, Spellcraft +5, Survival +6; Great Fortitude, Martial Weapon Proficiency (glaive), Power Attack, Reach Spell, Weapon Focus (glaive).

Black Glaive (Su): Any glaive that Nashyim wields gains the icy burst ability, dealing +1d6 points of bonus cold damage on a successful hit (or +2d10 points on a successful critical hit). He can also make normal melee attacks with his glaive to deliver blight touch attacks.

Blight Touch (Su): With a successful melee touch attack, Nashyim delivers Talona's blight. He can do this twice per day. Talona's blight is a supernatural disease delivered by spell (Fort save DC 20, incubation 1d6 days; damage 1d4 Con and 1d4 Cha). Unlike normal diseases, Talona's blight continues until the victim reaches 0 Con (and dies), or 0 Cha (and becomes a blightspawned creature if the template can be applied), or receives a *remove disease* or similar magic.

Blightblood (Ex): Nashyim is immune to all diseases, even magical ones. Blightspawned creatures won't attack him.

Blightmind (Su): Once per day as a standard action, Nashyim can establish a mental link with a blightspawned creature within 60 feet and dominate it (as *dominate monster*). Will save DC 20 to negate. The link lasts 6 minutes and has a range of up to one mile. During the link, Nashyim can concentrate and receive sensory input from the creature or issue it instructions.

Illmaster: Any animal companions gain the blightspawn template.

Plant Traits: Nashyim is immune to poison, sleep effects, paralysis, stunning, polymorphing, and mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). He is not subject to critical hits. Low-light vision.

Sustenance (Ex): Nashyim requires only 2 hours of sleep per day to gain the benefits of 8 hours of sleep. Nashyim requires only one-quarter the food and water a human requires since he absorbs nutrients from his environment.

Cleric Spells Prepared (6/7/6/6/5/4/3; save DC 14 + spell level): 0 -- *detect magic, detect poison, guidance, light, read magic, resistance*; 1st -- *bane*, command (2), doom, entropic shield, hide from undead, shield of faith*; 2nd -- *align weapon, bear's endurance*, bull's strength, cure moderate wounds, hold person, silence*; 3rd -- *bestow curse*, bladebane (UE), blindness/deafness, magic vestment, protection from energy, reach inflict light wounds*; 4th -- *divine power, enervation*, freedom of movement, poison, reach inflict moderate wounds*; 5th -- *cone of cold*, greater command, reach inflict serious wounds, soul scour (UE)*; 6th -- *antilife shell, blade barrier, harm**.

*Domain spell. Deity: Talona. Domains: Destruction (*smite* 1/day, melee attack with +4 to hit and +7 damage), Suffering (*pain touch* 1/day, melee touch attack delivers -2 penalty to Str and Dex for 1 minute), Blightbringer prestige domain (rebuke blightspawned creatures and evilly aligned plants and animals as an evil cleric rebukes undead, 4/day).

The Talontar blightlord prestige class, the blightbringer prestige domain, and spells marked with (UE) are described in the [*Unapproachable East*](#) Forgotten Realms accessory.

Languages: Common, Sylvan.

Possessions: +3 bluewood chainmail, +1 glaive, masterwork light crossbow, 20 bolts, amulet of health +4, cloak of resistance +1, wand of cure light wounds, wand of cure moderate wounds.

Reach Spell (from *Defenders of the Faith*): You can cast a spell that normally has a range of "touch" at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a slot two levels higher than the spell's actual level.

Vishara "The Arm of Mielikki"

By Robert Wiese



Born in Battledale, Vishara grew up between worlds. Her father retreated to Evermeet in the Elven Retreat, leaving her busy mother to care for her. Since no one really cared that much what she did with her life, she never grew to care either. She drifted through youth, and eventually she entered the church of Mielikki as a paladin at her mother's prompting. Her mother, glad to be rid of the child finally, turned her attention to her own life and practically abandoned young Vishara.

In the church of Mielikki, Vishara found more of a home than she had known before, and though she never showed any real ambition, she did well as a paladin. She began to put Mielikki in the place of her mother and became a cleric of her goddess. She was a very militant cleric, mostly because of her paladin training and her desire to be noticed for something. But she still did not have any real direction and learned a variety of skills. She was quite harsh in defending the forests of Cormanthor a few too many times, though, and her superiors sent her toward a more direct service of Mielikki as a divine disciple.



While she was growing as a divine disciple, an event changed her life. A volodni called Nashyim came to the woods of Cormanthor. [Nashyim, a blightlord](#) from the Great Dale in the service of Talona, began to corrupt the animals and plants of the forest into blightspawned creatures. This Vishara could not allow. Finally something came into focus for her: a direction for her life. She took up the mantle of divine champion with enthusiasm and immediately began a campaign to eliminate this fiend (term used loosely) from her home forest.

Vishara is of average height for a human, and she has adopted a "tough" look by wearing spiky leather armor and blades. Her auburn-blond hair is cut short on top and worn in a ponytail in the back. She is well versed in many weapons and favors the scimitars that represent the weapon of her goddess as well as the kukri and the longbow. Her spells are chosen for combat effectiveness, and she takes the time to prepare for a fight if she can. Since her training had not been focused as much as she now wishes it was, she must use whatever tricks she can come up with to eliminate her foes.

Her organization at present is small, but it grows as the tendays pass. The blightlord has established a small hold in the drow-controlled part of the forest, and Vishara has located her "forward base" as close to the drow borders as she safely can. She leads a small group of rangers and druids who also feel horror at the presence of a Talona-driven monster in their home. Her cohort, Ivellin Farwanderer (male elf Rgr7/Wiz1/Arcane Archer 2), oversees the scouting operations necessary to keep track of the enemy's movements and plans. Her other followers use their animal companions and their own friends to help with defenses and with making raids to destroy blightspawned creatures and plants.

Vishara is not sure that she is up to the task, but she would never quit now or surrender leadership of it to another. Even the orders of the church cannot sway her. For the first time in her life she feels that she is doing something that matters, and she is powerfully affected by the resulting senses of belonging and achievement. They are almost like a drug, given her past, and she is slowly becoming addicted. Should she succeed at driving out the blightlord, she might find some other enemy to take on so that she can continue to feel empowered. She might also, though unconsciously, prolong the campaign against the blightlord for the same reason. Her superiors would do well to keep a close eye on her.

Vishara and Nashyim are natural enemies. Their conflict could be the backdrop for a number of adventures, or even a campaign.

Vishara: Female half-elf paladin 2/cleric 8 of Mielikki/divine disciple 2/divine champion 1; CR 13; Medium humanoid; HD 2d10 plus 8d8 plus 2d8 plus 1d10; hp 61; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +10; Grp +13; Atk +14 melee (1d6+5/18-20, +2 scimitar) or +15 ranged (1d8/x3, masterwork composite longbow); Full Atk +14/+9 melee (1d6+5/18-20, +2 scimitar) and +7 melee (1d4+1/18-20, kukri) or +15/+10 ranged (1d8/x3, masterwork composite longbow); SA smite evil, turn undead 5/day; SQ aura of good, detect evil, divine emissary, divine grace, half-elf traits, lay on hands, low-light vision, sacred defense +1; AL LG; SV Fort +16, Ref +10, Will +13; Str 17, Dex 19, Con 11, Int 10, Wis 15, Cha 14. Height 5 ft. 7 in., weight 150 lbs., 34 years old.

Skills and Feats: Concentration +5, Diplomacy +11, Gather Information +4, Knowledge (nature) +2, Knowledge (religion) +8, Knowledge (the planes) +2, Listen +3, Search +1, Sense Motive +4,

Spellcraft +4, Spot +5; Craft Wondrous Item, Leadership, Power Attack, Two-Weapon Fighting, Weapon Focus (scimitar).

Smite Evil (Su): Once per day, Vishara can attempt to smite evil with one normal melee attack. She adds 2 to her attack roll and deals 2 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Turn Undead (Su): Vishara can turn undead as an 8th-level cleric 5 times per day. Her turning check is 1d20+4, and she does 2d6+10 turning damage.

Aura of Good (Ex): Vishara's aura of good is equivalent to that of a 10th-level cleric of a good deity.

Detect Evil (Sp): Vishara can use *detect evil* at will as the spell.

Divine Emissary (Sp): Vishara can communicate telepathically with any outsider within 60 feet that serves Mielikki or is lawful good.

Divine Grace (Su): Vishara adds her Charisma modifier to her saving throws (already figured into the statistics above).

Half-Elf Traits: Vishara is immune to magic sleep spells and effects, and she has elven blood (for all effects related to race, she is considered an elf). Vishara also has a +2 racial bonus on saves against enchantment spells or effects, a +2 bonus on Diplomacy and Gather Information checks, and a +1 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

Lay on Hands (Su): Vishara can lay on hands and heal herself or others. She gains this ability as a paladin and as a divine champion. The total amount she can heal per day is 7 points

Sacred Defense (Su): Vishara adds +1 to her saving throws against divine spells and against the spell-like and supernatural abilities of outsiders.

Cleric Spells Prepared (6/6/4/4/3; save DC 12 + spell level): 0 -- *detect magic* (2), *light* (2), *mending*, *purify food and drink*; 1st -- *bane*, *command*, *divine favor*, *longstrider**, *magic weapon*, *shield of faith*; 2nd -- *barkskin**, *bodyblades* (*Magic of Faerûn*) (2), *hold person*, *silence*, *spectral stag* (*Magic of Faerûn*); 3rd -- *fly**, *mace of Odo* (*Magic of Faerûn*), *magic vestment*, *searing light*; 4th -- *command plants**, *dismissal*, *divine power*, *weapon of the deity* (*Magic of Faerûn*); 5th -- *battletide* (*Magic of Faerûn*), *greater command*, *teleport**.

*Domain spell. Deity: None. Domains: Animal (cast animal friendship 1/day), Plant (rebuke plants 5/day), Travel (freedom of movement).

Languages: Common, Elven.

Possessions: +2 leather armor, +2 scimitar, kukri, masterwork composite longbow, 20 arrows, *belt of giant's strength* +4, *gloves of dexterity* +4, *pearl of power* (2nd-level spell).

Realms Personalities

Nadul DaRoni

By Thomas M. Costa



Born in Hills Edge, DaRoni was a solitary child who spent most of his time tinkering with blocks and then gears and even his peoples' natural affinity for illusions. He dedicated himself, albeit quietly, to the gnome god of invention and luck, Nebelun (an aspect of Gond). As a young man he traveled Faerûn far and wide, learning all he could about any tool or machine, whether a device of peace or war. He soon found himself on the island nation of Lantan, where his natural curiosity and technical ability endeared him to one master artificer after another. Soon bored of the company, DaRoni took his adventurer's earnings and set up shop not far from home in the wilds of the Storm Horns mountains. There he lived quietly, inventing and cobbling together machinery with the aid of just a touch of magic. At first he lived off his treasure, but over time he began to sell his devices to nearby mountain settlements and the soldiers of High Horn, sometimes venturing so far as Cormyr's capital city of Suzail to peddle his mechanisms.



One day, while in Suzail, DaRoni noticed a flyer for a new shop called Aurora's Whole Realms Catalogue. A wizard who had mastered teleportation magics, Aurora, had formed trade connections across Faerûn and beyond, promising to bring goods from anywhere to her discerning clientele. Though always a bit of a loner, DaRoni saw an opportunity for recognition. He tracked down the wizard at an affair Elminster was hosting in Shadowdale, almost demanding to have his work showcased in Aurora's catalogue. At first the wizard refused, but DaRoni's long days of inventing had taught him two things well -- curtness and persistence. Over the next several days, he was relentless, eventually convincing Aurora to showcase a few pieces of his work.

At first, DaRoni was thrilled with the recognition he received and the demand for his amazing mechanisms. What he had not expected were the annoying admirers, would-be students, and (despite his own faith) religious zealots. In less than a year, his hermitage and workshop had become a small village dedicated to Nebelun, of which he was the default leader. The recent war in Cormyr with the red dragon Nalavara's goblin hordes also spilled into the mountains and DaRoni's village. Fortunately, the community successfully and quite ingeniously repelled several strikes by the dragon's forces. More recently and in the wake of Tilverton's disappearance, DaRoni's folk have taken in a few worshipers of Gond that escaped the lost city. Now more involved with the outside world than ever, DaRoni chafes under his new responsibilities to his own community and the Steel Regent of Cormyr, Princess Alusair Obarskyr -- responsibilities he fulfills admirably, all the while complaining bitterly.

Nadul DaRoni: Male rock gnome rogue 4/illusionist 1/gnome artificer 10; CR 15; Small humanoid; HD 4d6+8 plus 1d4+2 plus 10d6+20; hp 84; Init +2; Spd 20 ft.; AC 17, touch 13, flat-footed 17; Base Atk +10; Grp +6; Atk +12 melee (1d4/18-20, +1 alchemical silver rapier) or +12 melee (1d4/19-20, masterwork cold iron short sword) or +11 melee (1d3 nonlethal, sap) or +14 ranged (1d8-1, masterwork pistol with alchemical silver bullets) or +14 ranged (1d10-1, masterwork musket with alchemical silver bullets); Full Atk +12/+7 melee (1d4/18-20, +1 alchemical silver rapier) or +12/+7 melee (1d4/19-20, masterwork cold iron short sword) or +11/+6 melee (1d3 nonlethal, sap) or +14 ranged (1d8-1, masterwork pistol with alchemical silver bullets) or +14 ranged (1d10-1, masterwork musket with alchemical silver bullets); SA sneak attack +2d6, spell-like abilities; SQ artificer item, familiar benefits, evasion, gnome traits, low-light vision, trap sense +1, trapfinding, uncanny dodge; AL NG; SV Fort +6, Ref +15, Will +6; Str 10, Dex 14, Con 14, Int 20, Wis 10, Cha 11. Age 89, Height 3 ft. 5 in, Weight 45 lb.; Patron Deity Nebelun (Gond).

Skills and Feats: Appraise +5 (+7 for items valued by weight, or for detailed examination, or for items involving any of Nadul's Craft skills; +9 with any two of those circumstances, or +11 with all three), Balance +4, Climb +2, Craft (alchemy) +19, Craft (armorsmithing) +12, Craft (blacksmithing) +18, Craft (carpentry) +12, Craft (glassblowing) +12, Craft (locksmithing) +12, Craft (metalworking) +12, Craft (musical instruments) +12, Craft (painting) +14, Craft (trapmaking) +12, Craft (weaponsmithing) +12, Disable Device +24, Heal +2, Hide +6, Jump +2, Knowledge (architecture and engineering) +19, Knowledge (religion) +6, Listen +4, Move Silently +2, Open Lock +13, Perform (string instruments) +6, Profession (apothecary) +5, Profession (engineer) +17, Profession (siege engineer) +5, Search +22, Sleight of Hand +11, Spellcraft +6, Spot +2, Survival +2, Tumble +7, Use Rope +11, Alertness, Artist, Deft Hands, Exotic Weapon Proficiency (firearms), Lightning Reflexes, Nimble Fingers, Scribe Scroll, Skill Focus (Craft [blacksmithing]), Skill Focus (Disable Device).

Spell-Like Abilities: 1/day -- *dancing lights*, *ghost sound* (DC 10), *prestidigitation* (DC 10), speak with animals (burrowing mammals only, duration 1 minute). Caster level 1st.

Artificer Items: DaRoni can craft nonmagical items that duplicate the effects of certain spells, including certain shadow effects. DaRoni can also salvage artificer items, dismantling them to reduce the base price of a new device by 1/2. See pages 23-26 of *Magic of Faerûn* for details.

Familiar Benefits: DaRoni has chosen Contraption the mouse as his familiar. When his familiar is within 5 feet of him, he gains the benefit of the Alertness feat and a +2 bonus on Move Silently checks (included in the statistics above). He also gains the following benefits. Empathic Link (Su): DaRoni can communicate telepathically with Contraption at a distance of up to 1 mile. He has the same connection to an item or a place that Contraption does. Share Spells: DaRoni may have any spell he casts on himself also affect Contraption if the latter is within 5 feet at the time of casting. DaRoni may also cast a spell with a target of "You" on Contraption.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, DaRoni takes no damage with a successful saving throw.

Gnome Traits: DaRoni has a +2 racial bonus on saving throws against illusions, a +1 racial bonus on attack rolls against kobolds and goblinoids, and a +4 dodge bonus against giants. The DC for any illusion spells he casts increases by +1. He also gains a +2 bonus on Listen and Craft (alchemy) checks (already figured into the statistics above). He can treat a gnome hooked hammer as a martial weapon.

Trap Sense (Ex): DaRoni has a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Trapfinding (Ex): DaRoni can use the Search skill to find nonmagic and magic traps with Search DCs higher than 20 and the Disable Device skill to disable magic traps.

Uncanny Dodge (Ex): DaRoni can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker.

Wizard Spells Prepared (4/4; save DC 15 + spell level or 16 + spell level for illusions; prohibited schools evocation and necromancy; 10% chance of arcane spell failure): 0 -- *arcane mark, detect magic, ghost sound*, mage hand; 1st -- alarm, color spray*, sleep, unseen servant*.

Spellbook: 0 -- *acid splash, arcane mark, daze, detect magic, detect poison, ghost sound*, launch bolt**, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance, message, silent portal***; 1st -- alarm, animate rope, charm person, color spray*, comprehend languages, disguise self*, endure elements, erase, grease, identify, mage armor, net of shadows***, Nystul's magical aura, scatterspray***, shield, silent image*, sleep, unseen servant, ventriloquism**.

* Illusion school spells.

Languages: Chondathan, Common, Dwarven, Gnome, Goblin.

Gnome Artificer Device Powers Known: 0 (DC 10) -- *acid splash, detect poison, electric jolt**, flare, Horizikaul's cough**, launch bolt**, light, mage hand, ray of frost; 1st (DC 11) -- *burning hands, detect undead, corrosive grasp**, endure elements, expeditious retreat, feather fall, grease, Horizikaul's boom**, jump, Kaupaer's skittish nerves**, launch item**, low-light vision**, obscuring mist, shocking grasp, spider climb; 2nd (DC 13) -- *battering ram**, bull's strength, cat's grace, darkvision, daylight, flame dagger**, fog cloud, glitterdust, Melf's acid arrow, see invisibility, shatter, speed swim**; 3rd (DC 14) -- *flame arrow, fly, gust of wind, haste, lightning bolt, shatterfloor**, sleet storm, stinking cloud, water breathing; 4th (DC 16) -- *ice storm, quench, rusting grasp, shout, solid fog, wall of fire, wall of ice*. As one of the Realms' greatest artificers, DaRoni is known to have developed several unique device powers.****

Possessions: DaRoni has crafted a great deal of equipment, which he usually carries with him.

- **Armor, Arms, & Magic:** +1 *Small gnome workman's leather of magical pouches* (see below), +1 *Small alchemical silver rapier*, Small masterwork cold iron short sword, sap, masterwork pistol, masterwork musket, 300 bullets, 20 alchemical silver bullets, 20 cold iron bullets, 10 adamantine bullets, 10 bombs, 10 smokebombs, 10 powder horns of *smokepowder*, *scrolls of invisibility*, and *minor image*;
- **Artificer Items:** *water breathing* apparatus (50 charges; 6th level; helmet and cloak slots; 15 lb.), *shout* megaphone (50 charges; 10th level; helmet and cloak slots; 20 lb.), *see invisibility* goggles (25 charges each; 3rd level; goggle slot; 10 lb.), *feather fall* chute (50 charges; 2nd level; amulet and cloak slots; 5 lb.), *quench* backpack and nozzle (50 charges; 8th level; amulet and cloak slots; 20 lb.), *bull's strength* bracers (50 charges; 4th level; bracers and belt slots; 10 lb.), *lightning bolt* bracers (50 charges, 5th level; bracers and belt slots; 15 lb.), *spider climb* gloves (25 charges; 3rd level; gloves slot; 5 lb.), *wall of ice* gloves (25 charges; 7th level; gloves slot; 20 lb.), *light* projector (50 charges; 1st level; ring slot; 2 1/2 lb.), *burning hands* projector (50 charges; 1st level; ring slot; 5 lb.), *launch item*** projector (50 charges; 1st level; ring slot; 5 lb.), *obscuring mist* projector (50 charges; 1st level; ring slot; 5 lb.), *stinking cloud* projector (25 charges, 5th level; ring slot; 15 lb.), *jump* boots (50 charges; 1st

level; boots slot; 5 lb.);

- Adventuring Gear and Class Tools of Note: 10 bags of caltrops, 50 ft. of chain, 5 amazing locks, 2 masterwork manacles, 10 bags of marbles***, small steel mirror, 100 ft. of silk rope, spyglass, alchemist's lab, masterwork artisan (armorsmithing, blacksmithing, carpentry, glassblowing, locksmithing, metalworking, musical instrument crafting, painting, trapmaking, and weaponsmithing) tools, climbers kit, healer's kit, steel holy symbol (toothed cog), hourglass, magnifying glass, merchant's scale, masterwork lute, spellbook, masterwork thieves' tools; Alchemical and Extraordinary Natural Items: 10 flasks of acid, 10 flasks of alchemist fire, 10 vials of antitoxin, 10 smokesticks, 10 sunrods, 10 tanglefoot bags, 10 thunderstones, 10 tindertwigs, 10 alchemical sleep gas***, 10 bags of scentbreaker***, 10 shadowtop torches**, 10 sleepweed pods**;
- Other: Two 100-gp pearls and up to 2,500 gp of additional adventuring gear and alchemical substances from the *Player's Handbook*, *Arms and Equipment Guide*, *Tome and Blood*, and other sources, most of which DaRoni has crafted himself.

Note, with the exception of his alchemical lab, DaRoni can carry all his listed possessions on his person and/or in his armor without encumbrance penalties.

** See *Magic of Faerûn*.

*** See *Forgotten Realms Campaign Setting*.

Contraption: Male mouse familiar; CR --; Fine magical beast; HD 1d8 (effective 15d8); hp 42; Init +0; Spd 10 ft., climb 10 ft.; AC 19, touch 18, flat-footed 19; Base Atk +10; Grp -11; Atk --; Full Atk --; Space/Reach 1/2 ft./0 ft.; SQ improved evasion, low-light vision, scent; AL NG; SV Fort +4, Ref +11, Will +7; Str 1, Dex 11, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +8, Climb +3, Craft (alchemy) +8, Craft (armorsmithing) +3, Craft (blacksmithing) +6, Craft (carpentry) +3, Craft (glassblowing) +3, Craft (locksmithing) +3, Craft (metalworking) +3, Craft (musical instruments) +3, Craft (painting) +3, Craft (trapmaking) +3, Craft (weaponsmithing) +3, Hide +20, Knowledge (architecture and engineering) +12, Knowledge (religion) -1, Listen +3, Move Silently +12, Perform (string instruments) -2, Search +15, Spot +3, Survival +3, Swim +0, Use Rope +5; Alertness.

Improved Evasion (Ex): If Contraption is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage on a successful save and half damage on a failed save.

Scent (Ex): Contraption can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Gnome Workman's Leather: This armor is a variation of masterwork leather armor crafted by and for gnomes, though the occasional halfling or dwarf has a set. It is adorned with dozens of tiny tool holders and pouches, which are typically filled with the most bizarre collections of tools, widgets, and sprockets. In addition to the armor's normal pouches, it has the equivalent of two spell component pouches and five secret component pockets. (Secret pockets hold the components for one spell and require a successful Search check [DC 20] to find.) The armor has a stowage capacity of 18 lb. for Medium characters and 9 lb. for Small characters. It provides increased protection, takes up both an armor and a vest equipment slot, and has the following game statistics: Cost 450 gp; Armor Bonus +3; Maximum Dex Bonus +6; Armor Check Penalty 0 (-2 to Move Silently only); Arcane Spell Failure 10%; Speed (30 ft.) 30 ft., (20 ft.) 20 ft.; Weight 18 lb. for Medium characters, 9 lb. for Small characters.

Gnome Workman's Leather of Magical Pouches: The pockets and pouches of gnome workman's leather are often magically crafted to function like *bags of holding*. When so created, five of the armor's pouches (not the spell component pouches or secret pockets) become miniature *bags of holding* with nine others "behind" each of these five readily apparent pouches. Each of these 50 pouches can contain up to 1 cubic foot of material weighing as much as 10 pounds. Five other pouches also serve as *bags of holding* and can contain up to 9 cubic feet of material weighing as much as 30 pounds. One of these larger pouches can hold the wearer's familiar, no matter its size. The familiar has access to food, air, and water while inside the pouch.

Anything stored in the pockets is effectively weightless and does not affect the wearer's encumbrance. The magic pouches leave slightly less room for nonmagic stowage capacity: 10 lb. for Medium characters and 5 lb. for Small characters.

The armor's pouches respond to the thoughts of its wearer by opening a full pouch (to extract something from) or any empty one (to put something in) as desired. When the wearer reaches into a pouch for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a pouch contains. Retrieving any specific item from a pouch is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

This property can be used only on gnome workman's leather; other armors lack the requisite number of pouches and pockets to be so ensorcelled. Gnome artificers particularly prize this armor.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, *familiar pocket* (see *Tome and Blood*), *Leomund's secret chest*, *locate object*; Price +11,000 gp; Weight 18 lb. for Medium characters, 9 lb. for Small characters.

About the Author

Thomas M. Costa is a professional staffer for a committee in the U.S. House of Representatives. He has been a contributor to several Wizards of the Coast products such as *Demihuman Deities* and *Races of Faerûn*, and is the author or co-author of a number of *Dragon Magazine* and Wizards of the Coast website articles.

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Halmuth Bruil, "The Lord of Keys"

By Eric Haddock



One of the most wicked generals Moonsea has seen commands a 5,000 strong army charged with protecting Melvaunt, a filthy soot-choked home with a population of 33,000. The commander is known as the Lord of Keys, which is a lifetime position appointed by the Melvaunt Council of Lords. The current Lord of Keys is Halmuth Bruil, a human who has dedicated his professional life to war and his personal life to cruelty.

Halmuth Bruil was born thirty-five winters ago into the noble family Bruil. Bruil is one of three powerful noble families in Melvaunt, the others being Leiyraghon and Nather. The three families have always kept themselves busy with their power struggles over control over the city (through attempting control of the Council of Lords), but this aspect of noble life held no interest for Halmuth. Even though at nine years old he understood the link between his family's power and his own personal gain, he wanted no part of it, believing such pursuits were unbecoming and dishonorable.

The irony of that worldview would not be realized until many years later.

Indeed, on his 12th birthday, a brazen attack by mercenaries upon the Bruil home killed, among others, several members of the only childhood friendship group he ever had -- the help staff. No Bruil ever found out for certain who sent the mercenaries, but many speculated that it was a Leiyraghon effort.

Halmuth pledged vengeance and pressed to be instructed in the martial arts beginning that very day. Given the sentiment at the moment, there's little wonder why his parents agreed to send him at so young an age to the academy where other Bruils had trained.

The lad threw himself into his training. He became so focused that it was extremely difficult for him to cultivate friendships -- a social skill he would never develop and which would make his life worse as an adult. He turned his frustrations over his murdered friends, social ostracism, and teenaged angst into a new Halmuth Bruil, one that would have a reputation as a warrior so fierce that no other noble family would dare attack his family ever again.

His prowess was the best in the class and he rightfully won top honors. Upon graduation, family influence had already secured for him command of a group of rangers charged with scouting the lands around Melvaunt. Away from the city, his family, and the terrible memories of his childhood and academy, Halmuth took the first tentative steps into real cruelty. Halmuth and company were searching for a band of orcs that had been menacing the area when a simple farm family, resentful of Bruil influence and loyal to the Leiyraghon noble family, would not cooperate during the search of their farm for hiding orcs. Halmuth had the entire farm, all buildings, all crops, and livestock burned or killed.

There were no consequences. At the time, the Leiyraghons were not in a position to retaliate. The lack of repercussion to his savagery and the praise he got from his fellow troops and his own family convinced him that he had made the right decisions about how to conduct himself as a soldier and a leader.

After that, he began to work for himself and his family when he felt he could afford the effort away from his regular duties. He began to mark his victories, small and large, with a gold chain he kept on his person, usually somewhere about the waist as a piece of jewelry. This affinity for chains eventually led to him learning the uses of the spiked chain in combat. Halmuth didn't have to study for long before becoming known as a master of the weapon. He has used it on many occasions to great effect. His proficiency has perhaps made him overconfident, but it's difficult to argue the point when he deliberately drops himself into a group of orcs and proceeds to shatter their knees in a single wide sweeping motion -- all before they have a chance to close with him.

The list of crimes and cruelties has only grown since the farmhouse. Halmuth is protected in his position by his family ties, of course, but also through his personal ability of command and weapon prowess. Cruel though he is, Halmuth does know soldiering, runs an efficient army, and is personally accomplished with his favored weapon: the spiked chain.

Halmuth Today One thing interests Halmuth currently: securing money for his retirement. Despite all that his family has given him and all he has done in return, he believes that there's a fickle element in such alliances and that he may find himself out of favor -- and out of gold -- as easily as he was put in favor. Rather than strongarm his family, he has decided to seek fortune outside the family altogether so that he has something he can use in his old age.

Halmuth knows that the cleanest and quickest way to earn money is through adventuring. He has taken advantage of his position to order "investigations" of anything that might constitute a dungeon full of riches or a similar effort that might get him some coin.

He's acting under a doctrine he developed himself, which specifies that Melvaunt has the right and authority to investigate any *potential* threat to its security, even if that threat is beyond what anyone would consider its area of control. Indeed, Halmuth has "investigated threats" throughout the entire Moonsea region, claiming that he has a right to unilaterally secure his home lands, despite what other cities in the region might think.

Thus far, Halmuth's exploits haven't caused any diplomatic incidents. Nevertheless, the threat of encountering him seemingly at random along a road anywhere in the region continues. One would expect a commander to conduct himself well in public or away from his normal duties, but Halmuth cares nothing for such things and will, sometimes, go out of his way to inflict "discipline" on a poor farmer or other victim if it suits his whim or if he has failed to locate a dungeon he was after. His favorite method of discipline is to crush ankles with his spiked chain.

Halmuth Bruil: Male human fighter 13; CR 13; Medium humanoid; HD 13d10+26; hp 97; Init +3; Spd 20 ft.; AC 23, touch 12, flat-footed 22; Base Atk +13; Grp +16; Atk +20 melee (2d4+8/19-20, +2 *defending spiked chain*); Full Atk +20/+15/+10 melee (2d4+8/19-20, +2 *defending spiked chain*); AL NE; SV Fort +11, Ref +8, Will +6; Str 17, Dex 16, Con 14, Int 15, Wis 13, Cha 16. Height 6 ft., weight 180 lbs, 35 years old.

Skills and Feats: Diplomacy +11, Gather Information +5, Handle Animal +11, Intimidate +19, Knowledge (local) +10, Profession (military general) +9, Ride +13; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Greater Weapon Focus (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Trip, Mobility, Spring Attack, Weapon Focus (spiked chain), Weapon Specialization (spiked chain), Whirlwind Attack.

Languages: Damaran, Chondathan, Midani. **Possessions:** +2 full plate of spell resistance (13), +1 animated heavy shield, +2 *defending spiked chain*, ring of protection +1, cloak of resistance +1.

About the Author

Eric Haddock is an assistant online producer for online media at Wizards of the Coast. He and his wife are still unpacking from moving into their new house, which was recently built to their exacting geeky specifications. They share the house with two cats, Oracle and Ororo.

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Mourngrym Amcathra, "Lord of Shadowdale"

By Mike Boozer



Born in Waterdeep to a noble house, Mourngrym Amcathra grew up with almost everything he needed. He had several friends, and, while still a child, he started learning the ins and outs of the city. However, this wasn't enough for him: Mourngrym wished to feel useful, and he had a need to make his way on his own. As a result, he started training in various martial arts in his early adolescence. Also during these years, he came to the attention of Kheiben "Blackstaff" Arunsun. Due to an incident where Mourngrym assisted an associate of Kheiben's, the Chosen of Mystra made sure to watch the young man. Kheiben noted Mourngrym's ability to remain diplomatic in the face of adversity and his skill at arms when words failed to resolve a situation.

The very process of assisting others made Mourngrym realize his growing interests in local issues, and he eventually allied himself with the local Harpers. After a time, Kheiben himself requested that Mourngrym join Doust Sulwood, who was Lord of Shadowdale, in Sulwood's adventuring endeavors.

Mourngrym's initial reasons for joining up with Doust included lending aid to Doust in whatever capacity was needed and increasing his personal holdings while doing so, with the former of the two being more important to both parties. With his skill at combat, Mourngrym joined Doust's adventuring group, which were known as the Knights of Myth Drannor, and he served Doust well in a variety of skirmishes and tough situations. He so impressed the Lord of Shadowdale that when Doust decided to step down from his role in 1353 DR, Doust asked Mourngrym to take over. With Kheiben's encouragement, Mourngrym accepted, thereby gaining both the title Lord of Shadowdale and the *Pendant of Ashaba*, which is the symbol of office for the Lord of Shadowdale.

While acting as Lord of Shadowdale, Mourngrym met an intriguing woman who was acting as the diplomatic envoy from Cormyr. Her name was Shaerl Rowmantle, and while her actions initially kept them apart, her death while saving him from the fiends of Myth Drannor affected Mourngrym deeply. After destroying the foul beings that killed her, he sought to have Shaerl resurrected. In 1355 DR he married her, and they welcomed their first son Scotti into the world in 1358 DR.

Some of the more recent conflicts Mourngrym has dealt with include a battle between the forces of the Dalelands and Lyran the Pretender (1357 DR) and a larger conflict between the forces of Zhentil Keep and the Dales (led by Bane in 1358 DR). Ongoing skirmishes with various foes and possible incursions from below keep the current Lord of Shadowdale on his toes.

Mourngrym stays physically fit, and his brown hair and moustache are both neatly trimmed. He is a very shrewd man, and his abilities in the diplomatic arena both show caution and a great care for those he leads. He hopes to see his son Scotti take up the mantle of Lord of Shadowdale, but there are some reservations regarding hereditary leadership in Shadowdale.

Mourngrym Amcathra: Male human fighter 8; CR 8; Medium humanoid; HD 8d10+16; hp 60; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +8; Grp +12; Atk +15 melee (1d8+9/19-20, +1 longsword) or +11 ranged (1d8/x3, masterwork composite longbow); Full Atk +15/+10 melee (1d8+9/19-20, +1 longsword) or +11/+6 ranged (1d8/x3, masterwork composite longbow); AL NG; SV Fort +8, Ref +4, Will +3; Str 18, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Decipher Script +2, Diplomacy +8, Knowledge (geography) +3, Listen +3, Ride +12, Sense Motive +6, Survival +3; Blind-Fight, Cleave, Dodge, Great Cleave, Greater Weapon Focus (longsword), Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Common, Elven.

Possessions: +1 mithral chainmail armor, +1 longsword, amulet of natural armor +1, Pendant of Ashaba, masterwork composite longbow, 20 arrows.

Pendant of Ashaba: The *Pendant of Ashaba* was made by the water wizard Ashaba, who wore it while acting as the first Lord of Shadowdale. The actual pendant is a silver crescent moon with the horns pointed upward. It hangs from a silver chain created by the witch Sylune during Aumry's reign. This magic item serves as the symbol of office for the Lord of Shadowdale, and each new Lord of Shadowdale receives it when taking on the mantle of this office. Two of its known powers include the following:

- Upon command, the pendant will say in the voice of Ashaba (via a *magic mouth* effect), "The bearer of this token be the one and true lord of Shadowdale."
- The pendant can also detect the presence of overwhelming good, evil, law, and chaos. When wearing the pendant, the user immediately can detect the presence of an overwhelming evil, good, lawful, or chaotic aura in a creature within 30 feet three times per day. (It's possible that a creature could possess more than one of these auras; if so, the wearer detects all auras.) Refer to the *detect*

evil spell in the *Player's Handbook* to determine a creature's aura power; anything less than overwhelming is not detected by the wearer of the pendant.

Faint divination; CL 5th; Craft Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law*, *magic mouth*, *permanency*; Price 18,800 gp.

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Born to roam the plains of the Hordelands among his Tuigan brethren, Kang Yu was raised and trained as a scout among the warriors of his people. Kang Yu's father, a powerful warrior in his own right, proudly taught his son the way of the bow and the horse. As a young Tuigan lad, Kang Yu reveled in the lessons his father had to teach, though in his heart of hearts, he yearned for power -- the kind of power that would make beings quake with fear just to hear his name.

Having become overly ambitious, Kang Yu made his bid for power by attempting to assassinate his father and then supplant his leadership within the ranks of their people. Kang Yu failed miserably. Rather than execute his only son, Kang Yu's father had him banished to the west lands forever. Kang Yu stumbled out of the Hordelands and across the Golden Way, narrowly escaping the witches and berserker warriors of Rashemen, and finally found himself on the docks of Milvarune in the land of Thesk. Once there, Kang Yu became a dockworker, unloading ships that came to port and earning a pittance, which he drank away before the next day found him once again at the docks. It wasn't long before Kang Yu decided that this was not the life for him.

Having grown increasingly bitter, Kang Yu devoted a great deal of energy to mastering the exotic spiked chain, a weapon previously unknown to him. In particular, he was attracted to the fear it caused in others. Since no one knows precisely who taught Kang Yu how to use the horrible weapon, it is commonly whispered that Kang Yu's teacher must lie in an unmarked grave somewhere. It wasn't long before Kang Yu began gathering a war band of his own. Though, rather than a gathering of warriors worthy of the mighty Tuigan people, Kang Yu put together a collection of thieves and murderers whom he has kept in check through an absolute fear of his wrath.

Kang Yu Today

Roaming the streets of Milvarune, Kang Yu and his gang find daily entertainment in minor street battles they fight against the good people that dwell within Shou-town. They also delight in extorting hefty sums of money from the merchants and innkeepers whose businesses are unlucky enough to reside along the docks. While their activities have not yet come under the direct notice of Prince Auvur Mindosel, Kang Yu has made himself a nuisance to the local constabulary. Each time it looks as though Kang Yu may be caught, he and his gang members disappear like fog on a windy day. Some believe that Kang Yu wields magic gained through a pact made with the Red Wizards. Others believe that Kang Yu has made deals with otherworldly creatures that are far more sinister. The truth is much simpler.

Kang Yu uses money gotten from his illegal dealings to buy up properties around town. In each of these properties, he and his gang members create a connection to the sewers underneath the city, and they travel from there to a secret lair that is known only to Kang Yu and his men. The properties owned by Kang Yu are kept up and rented out to newcomers in the city, who are down on their luck. The rent is cheap, and Kang Yu requires that the residents keep the property in good shape at their own expense, and that they must allow Kang Yu access at a moment's notice. The good people living in these homes think of Kang Yu as their protector and friend, though they do not know what evil truly lurks within his heart.

In addition to furthering petty rivalries with the Shou and extorting monies from the less protected merchants in town, Kang Yu has been known, among the underbelly of the city, to hire himself out as an assassin. None living can attest to this, since Kang Yu works strictly through indirect intermediaries and messengers.

Kang Yu: Male human rogue 3/fighter 7; CR 10; Medium humanoid; HD 3d6+6 plus 7d10+14; hp 68; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 19; Base Atk +9; Grp +10; Atk +15 melee (2d4+2 plus 2d6, plus 1d6 to self, +1 vicious spiked chain) or +14 melee (1d6+1/19-20 masterwork short sword) or +14 ranged (1d6/x3, masterwork shortbow); Full Atk +15/+10 melee (2d4+2 plus 2d6, plus 1d6 to self, +1 vicious spiked chain) or +14/+9 melee (1d6+1/19-20 masterwork short sword) or +14/+9 ranged (1d6/x3, masterwork shortbow); SA sneak attack +2d6; SQ evasion, trap sense +1, trapfinding; AL CE; SV Fort +9, Ref +10, Will +4; Str 12, Dex 18, Con 14, Int 13, Wis 10, Cha 10. Age 38, height 5 ft. 10 in., weight 173 lb.; Patron Deity Mask.

Skills and Feats: Balance +12, Climb +14, Escape Artist +10, Gather Information +8, Hide +10, Intimidate +10, Jump +14, Knowledge (local) +7, Move Silently +10, Ride +16, Tumble +12; Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Mobility, Spring Attack, Weapon Finesse, Weapon Focus (spiked chain), Whirlwind Attack.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Kang Yu takes no damage with a successful saving throw.

Trap Sense (Ex): Kang Yu gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Trapfinding: Kang can use the Search skill to locate traps when the task has a DC higher than 20.

Languages: Common, Tuigan.

Possessions: +1 mithral chain shirt, +1 vicious spiked chain, masterwork short sword, masterwork composite shortbow [+1], 20 arrows, cloak of resistance +1, gloves of Dexterity +2, 4 potions of cure moderate wounds.

About the Author

A new contributor to the website, Chris Lindsay plays at Wizards of the Coast during the day and spends his evenings with his lovely wife and kids in not-so-sunny Renton, Washington. Any free time is devoted to **D&D**, and he is proud to be a developer for the **RPGA**'s Legacy of the Green Regent campaign.

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Abalajar Ocerat, Magehunter

By Robert Wiese



Life in Thay is rough. You may find it especially rough when you don't belong to the ruling class of wizards. Those in power look down upon the common people of Thay and think of them as inferior. They mistreat these people and consider them as holding little value. Where else do wizards get people for horrific experiments, or to make into armies of undead?

Abalajar Ocerat was the son of farmers in the tharch of Priador, and since the zulkirs detected no talent for wizardry in him, he remained there with his family while growing up. During his early years he saw the people around him brutally mistreated. He accepted this as part of life under zulkir rule, but he had enough when Red Wizards killed his parents in their own home over some slight of etiquette. As his parents burned, he fled into the night. Later he returned to bury the bodies and retrieve his few possessions, but then he made his escape from the dark land of his birth. The sight of his parents' deaths haunts him to this day. In fact, when under great stress, he suffers delusions of being back in his home as the wizards come through the door.

He ventured north, where he began to train as a ranger so that he could kill wizards. He shunned the arcane arts themselves during this period, even though he felt a growing talent with magical powers within him. During those years, he ran into a halfling named Perinsa Falmarya, who similarly had lost her family to wizard attacks. From her he learned that he could fight back, overcome, and accomplish something in life. He attributes his resolve to this meeting and to the example set by the spunky halfling. After a few years as a ranger, he met a man who suggested that he embrace the ways of wizards and use their own arts against them. Thus he started on the road to becoming a mage-killer. Years of study and practice on lesser spellcasters led eventually to his killing his first "official" wizard, as he counts it, four years ago.

Since then, he has moved around Faerûn and seen that wizards and their ilk have infiltrated all societies and aspects of life. One cannot escape them and their evil. In his youth he would have resigned himself to living with them, but now he cannot do so. Every wizard he sees he marks for death, which gives him a very large death list. He knows that he cannot kill all of them, but he sees himself as making Faerûn better one dead wizard at a time, and he hopes to train successors to carry on the work.

Given that his chief opponents are wizards, Abalajar has mastered some ways to defeat them. He relies on physical attacks after he has used spells to weaken opponents. He uses ray spells (combined with *true strike*) and touch spells to deal damage and reduce an opponent's capacity to cast spells. One of his favorite tactics is to use *touch of idiocy* twice on a wizard opponent, which pretty much leaves the opponent unable to cast spells. He always looks for magic items that raise his touch AC, knowing that he is vulnerable to his own tactics.

One advantage that he has over most arcane casters is the magical talent that he felt within him those many years ago: his ability to cast arcane spells as divine spells. This allows him to cast preparatory spells, and then don armor for the confrontation with the enemy wizard. Further, opponents have great difficulty determining what he is casting.

As Abalajar wanders throughout Faerûn, he generally travels alone, but sometimes he may be in the company of other people who don't cast arcane spells. He feels no particular devotion to a deity, but he thinks that they are worthy of respect and that they can be of use to mortals. He does not attack wizards haphazardly, but he plans carefully. Sometimes he spends weeks watching a chosen victim, learning what spells that wizard favors so that he can be prepared to counter or defend himself against them. He prefers to catch his victims alone, but he has killed a couple of wizards in the company of bodyguards. To date he has notched over forty wizards, most of whom have not returned to life (he does his best to make sure that only the most expensive magic can bring a victim back).

As a foe, he might be the apparent friend of the adventurers who actually is studying any wizard(s) in the group. As an NPC, he might be stalking some wizard from which the player characters need assistance, or he might be responsible for a string of murders in the city where they are resting from their last adventure.

Abalajar Ocerat: Male human (Mulan) ranger 2/diviner 7/mage-killer 2; CR 11; Medium humanoid; HD 2d8+4 plus 7d4+14 plus 2d4+4; hp 53; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +7; Atk +6 melee (1d8+1/19-20, masterwork longsword) or +9 ranged (1d8+1/x3, masterwork composite longbow [+1 Str bonus]); Full Atk +6/+1 melee (1d8+1/19-20, masterwork longsword) and +6 melee (1d6/19-20, masterwork short sword) or +9/+4 ranged (1d8+1/x3, masterwork composite longbow [+1 Str bonus]); SQ combat style (two-weapon fighting), favored enemy (humans +2), wild empathy +2; AL N; SV Fort +12, Ref +13, Will +13; Str 12, Dex 14, Con 14, Int 15, Wis 14, Cha 8. Age 31, height 5 ft. 8 in., weight 170 lb.

Skills and Feats: Climb +5, Concentration +14, Decipher Script +9, Gather Information +9, Heal +7, Hide +6, Knowledge (arcana) +9, Knowledge (geography) +6, Listen +7, Move Silently +6, Search +7, Spellcraft

+14, Spot +7, Survival +7; Augment Summoning[B], Combat Casting, Great Fortitude, Lightning Reflexes, Quicken Spell[B], Scribe Scroll, Southern Magician, Still Spell, Track[B], Two-Weapon Fighting[B].

Favored Enemy: Abalajargains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gets the same bonus on weapon damage rolls against humans.

Wild Empathy (Ex): The ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal (such as a bear or a monitor lizard). This ability functions just like a Diplomacy check to improve the attitude of a person. His bonus on the check is +2. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. Abalajar and the animal must study each other for 1 minute. This ability can also be used to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Wizard Spells Prepared (5/6/6/4/3/2; save DC 12 + spell level; 20% chance of arcane spell failure): 0 -- acid splash, detect magic***, detect poison***, mage hand, ray of frost; 1st -- expeditious retreat, Kaupaer's skittish nerves**, know protections**/***, magic missile, shield, true strike***; 2nd -- cat's grace, darkvision, fox's cunning, scorching ray, see invisibility***, touch of idiocy; 3rd -- arcane sight***, clairaudienceclairvoyance***, dispel magic, lightning bolt; 4th -- dimension door, locate creature***, summon monster IV; 5th -- ball lightning*, quickened true strike***.

Spellbook: 0 -- acid splash, arcane mark, dancing lights, daze, detect magic***, detect poison***, disrupt undead, flare, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st -- comprehend languages***, expeditious retreat, Kaupaer's skittish nerves**, know protections**/***, magic missile, magic weapon, shield, spirit worm**, true strike***, 2nd -- bear's endurance, blindness/deafness, cat's grace, darkvision, detect thoughts***, fox's cunning, scorching ray, see invisibility***, touch of idiocy; 3rd -- arcane sight***, clairaudienceclairvoyance***, dispel magic, lightning bolt, nondetection, protection from energy, ray of exhaustion, summon monster III; 4th -- bestow curse, dimension door, Evard's black tentacles, lesser globe of invulnerability, locate creature***, Rary's mnemonic enhancer, spell enhancer*, summon monster IV; 5th -- ball lightning*, cone of cold, kiss of the vampire**, prying eyes***, Simbul's spell matrix*.

Typical Spells Carried When Hunting a Wizard (5/6/6/4/3/2; save DC 12 + spell level; 20% chance of arcane spell failure): 0 -- acid splash, detect magic***, ray of frost (2), touch of fatigue; 1st -- expeditious retreat, Kaupaer's skittish nerves**, know protections**/***, magic missile, magic weapon, shield, true strike*** (3, prepared with Rary's mnemonic enhancer); 2nd -- fox's cunning, scorching ray (2), see invisibility***, touch of idiocy (2), touch of idiocy; 3rd -- arcane sight***, dispel magic, lightning bolt (2); 4th -- locate creature***, Rary's mnemonic enhancer, spell enhancer*, 5th -- quickened true strike***, Simbul's spell matrix*.

*Spells from the *Player's Guide to Faerûn* accessory.

**Spells from the *Magic of FaerûnForgotten Realms* accessory.

***Divination spell.

Languages: Common, Draconic, Infernal, Mulhorandi.

Possessions: +2 chain shirt, masterwork longsword, masterwork short sword, masterwork composite longbow (+1 Str), quiver with 20 arrows, vest of resistance +3, ring of counterspells (usually loaded with scorching ray), 3 pearls of power 1st level, various small supplies and spell components.

Given time to prepare, he casts Rary's mnemonic enhancer to get three more *true strike* spells. Just before the attack, he precasts a number of spells: *expeditious retreat*, *fox's cunning*, *magic weapon*, *arcane sight*, and *Simbul's spell matrix*. His *Simbul's spell matrix* contains a *true strike* spell. Then he dons his armor and makes his attack. He makes use of his ability to cast arcane spells as divine spells to avoid armor penalties on his first four spells that would suffer arcane spell failure due to armor.

Southern Magician (from Races of Faerûn): Once per day per two caster levels, you can cast a divine spell as an arcane spell, or an arcane spell as a divine spell. This enables you to bypass arcane spell failure due to armor, or gain additional benefit from a spell that functions differently for a divine caster than it would for an arcane caster. A spellcaster who doesn't have this feat takes a -4 penalty on attempts to counterspell or dispel your spells changed with this feat, and they must succeed on a caster check (DC 11 + spell level) to detect the spell with *detect magic*. The actual source of the spell's power doesn't change, and neither does its means of preparation. You are merely weaving the strands of magic together in an unconventional way that makes the spell behave somewhat differently. (Abalajar can cast four arcane spells per day as divine spells.)

About the Author

Robert Wiese began playing D&D with the blue boxed set (the one after the original three small pamphlets). He has campaigned through three and a half editions of his favorite roleplaying game and has tried *Call of Cthulhu*, *Star Wars*, and some other games as well. Throughout it all he has learned that a great DM makes a great campaign. So he is happy to assist great DMs with little ideas such as these

random encounters. He led the **RPGA** Network through the tough times and now works at UNR as a biochemical researcher. Life is very full between studies, work, pets (two dogs, two cats, fish, a toad, and two rats), and gaming, but he always puts his wife and his faith first.

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Ghiz'kith, Devotee of the True Sseth

By Christopher Lindsay



Driven from Okoth prior to its fall (circa -34,100 DR), Ghiz'kith fled from his defeat at the hands of the foul albino, Pil'it'ith. Retreating into Mhairshaulk, the powerful sarrukh wizard longed for further arcane knowledge. Ultimately, he sought knowledge that would allow him to outlast his enemy and survive into the future, that he might rise to power once again. He scoured his vast personal library for answers, though none could be found. At long last, in the twilight of his life, it looked as though Pil'it'ith had succeeded in finally destroying Ghiz'kith when Ghiz'kith made a desperate plea to Sseth, praying for the knowledge that had eluded him begging for immortality. Sseth responded to his disciple and bestowed upon him knowledge of a process that would transform him body and soul, turning arcane might into the long sleep from which Ghiz'kith would awaken as a lich. To this day, the reason for Sseth's assistance to Ghiz'kith is unknown. Perhaps he had foreseen his imprisonment by the dark god Set or perhaps he did this to test his chosen, Pil'it'ith. Whatever the reason, Ghiz'kith slumbered in an amber chrysalis and slowly changed.

The yuan-ti of Mhairshaulk displayed Ghiz'kith in his amber prison, hanging the massive amber tomb from the ceiling in the grand temple like some misbegotten crystal chandelier. Ghiz'kith's corpse, contained within, served as a constant reminder of the past and the yuan-ti's slavery to the sarrukh. The Time of Troubles came, and indeed Sseth found himself imprisoned by Set. Shortly after Set began granting spells to his sarrukh worshipers, Sseth began struggling against the bonds of eternal slumber. As a result of these struggles, Ghiz'kith awoke, much to the surprise of the yuan-ti of Mhairshaulk, who, upon opening the proceedings of what was to be a grand sacrifice, entered their place of worship to find the amber prison shattered and its former occupant missing. A great hunt for the body of Ghiz'kith ensued, but for a time, he was nowhere to be found.

Though he ultimately seeks to unseat Set from his current dominion, Ghiz'kith is quite happy to draw what power he can from that dark god, until such a time as he may strike out openly against him, and finally free the slumbering Sseth from his eternal prison. To this end, Ghiz'kith allows the yuan-ti to rule, advising them only. Ghiz'kith emerged from hiding, to offer himself up as a slave for what he described as the 'transgressions of the past.' In this manner, Ghiz'kith manipulates the nobility of this proud people into serving his purpose, even as they believe he serves them in their own. Recently, Ghiz'kith has become aware that his former usurper Pil'it'ith, still lives. Gleefully, he seeks out his adversary, indirectly influencing those who might take offense at Pil'it'ith's activities, and causing them to strike against the aging sarrukh in an attempt to weaken him unto the point of morbidity if possible. Ghiz'kith delights in finding groups of heroes who seek to destroy evil (or mercenaries entertaining the prospect of vast wealth), and sending them against Pil'it'ith.

Ghiz'kith: Male sarrukh lich wizard 10/arcane devotee of Sseth 5; CR 38; Medium undead (augmented monstrous humanoid); HD 14d12 plus 10d12 plus 5d4; hp 225; Init +6; Spd 30 ft.; AC 37, touch 19, flat-footed 35; Base Atk +22; Grp +28; Atk +28 melee (1d4+6, claw) or +28 melee (1d8+5 negative energy [Will DC 22] plus paralysis, touch) or +29 melee (4d4+28/19-20, *manyfang dagger*) or +30 melee (1d6+11, *staff of power*); Full Atk +28 melee (1d4+6, 2 claws) and +23 melee (1d4+3 plus poison, bite) or +28 melee (1d8+5 negative energy [Will DC 22] plus paralysis, touch) or +29/+24/+19/+14 melee (4d4+28/19-20, *manyfang dagger*) and +23 melee (1d4+3 plus poison, bite) or +30/+25/+20/+15 melee (1d6+11, *staff of power*) and +23 melee (1d4+3 plus poison, bite); SA fear aura (lich), fear aura (sarrukh), manipulate form, paralyzing touch, poison, spell-like abilities; SQ damage reduction 15/bludgeoning and magic, darkvision 60 ft., *divine shroud*, divine synergy, immunities (cold, electricity, fire, polymorph), reach of the holy, sacred defense +2, spell resistance 20, turn resistance +4, undead traits; AL NE; SV Fort +17, Ref +24, Will +30; Str 23, Dex 15, Con --, Int 41, Wis 20, Cha 20.

Skills and Feats: Appraise +39, Bluff +34, Concentration +37, Decipher Script +42, Diplomacy +36, Disguise +7, Forgery +17, Heal +31, Hide +10, Intimidate +38, Knowledge (arcana) +47, Knowledge (history) +47, Knowledge (religion) +47, Listen +15, Move Silently +34, Search +23, Sense Motive +13, Spellcraft +42, Spot +39; Alertness, Combat Casting, Combat Expertise, Deceitful, Delay Spell, Enlarge Spell, Greater Spell Focus (enchantment), Improved Initiative, Persuasive, Power Attack, Scribe Scroll, Spell Focus (enchantment), Spell Penetration.

Fear Aura (Lich) (Su): Ghiz'kith is shrouded in a dreadful aura of death and evil. Any creature with fewer than 5 HD in a 60-foot radius that looks at Ghiz'kith must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 29th). A creature that successfully saves cannot be affected again for 24 hours. The save DC is Charisma-based.

Fear Aura (Sarrukh) (Su): As a free action, Ghiz'kith can create an aura of fear in a 10-foot radius. This effect is otherwise identical to the *fear* spell (caster level 14th; save DC 22). A creature that succeeds on the save cannot be affected again by Ghiz'kith's fear aura for 24 hours. Other sarrukh are immune to this aura. The DC is Charisma-based.

Manipulate Form (Su): At will, Ghiz'kith can modify the form of any Scaled One native to Toril, except for aquatic and undead creatures. With a successful touch attack, he can cause one alteration of his choice in the target creature's body. The target falls unconscious for 2d4 rounds due to the shock of changing form. A successful DC

22 Fortitude save negates both the change and the unconsciousness. Sarrukh are immune to this effect. The save DC is Charisma-based.

Ghiz'kith may use this ability to change a minor aspect of the target creature, such as the shape of its head or the color of its scales. It may also choose to make a much more significant alteration, such as converting limbs into tentacles, changing overall body shape (snake to humanoid, for example), or adding or removing an appendage. Any ability score may be decreased to a minimum of 1 or increased to a maximum equal to Ghiz'kith's corresponding score. Ghiz'kith may also grant the target an extraordinary, supernatural, or spell-like ability or remove one from it. The change bestowed takes effect immediately and is permanent. Furthermore, the alterations are automatically passed on to all the creature's offspring when it breeds with another of its unmodified kind.

See [Serpent Kingdoms](#) for the typical physical alterations that sarrukh bestow with this ability.

Paralyzing Touch (Su): Any living creature that Ghiz'kith hits with his touch attack must succeed on a DC 22 Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, page 203 of the *Player's Handbook*). The effect cannot be dispelled. Anyone paralyzed by Ghiz'kith seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Poison (Ex): Bite, injury, Fortitude DC 22, initial and secondary damage 1d6 Con.

Spell-Like Abilities: 3/day -- *disrupt undead, identify, invisibility, knock, magic missile, misdirection* (DC 17), see *invisibility, sleep* (DC 16); 2/day -- *confusion* (DC 19), *fireball* (DC 18), *lightning bolt* (DC 18), *polymorph*; 1/day -- *teleport* (DC 20), *wall of force*. Caster Level 14th.

Divine Shroud (Sp): Once per day Ghiz'kith may surround himself with a shroud of glowing divine power that protects him against hostile spells. This ability functions like the *spell resistance* spell (caster level 5th), except that the divine shroud is of a color appropriate to Ghiz'kith's patron.

Divine Synergy (Ex): Ghiz'kith has learned to harmonize his magic with that of Sseth's worshipers. Any time he is the target of a harmless spell cast by a divine spellcaster of Sseth, the spell functions as if affected by the Empower Spell feat, if applicable. The spell must be cast by another character -- even if Ghiz'kith has levels in a divine spellcasting class, he does not gain this benefit for divine spells he casts on himself. A spell that cannot be affected by the Empower Spell feat gains no further benefit from this ability.

Reach of the Holy (Ex): At 1st-level, Ghiz'kith may apply the effects of the Enlarge Spell feat to any spell he casts. He does not need to prepare it as an enlarged spell in advance, and the use of this ability does not increase the casting time or use a higher-spell slot. Ghiz'kith may use this ability six times per day.

Sacred Defense (Ex): Ghiz'kith gains a +2 bonus on saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Turn Resistance (Ex): Ghiz'kith is treated as a 33-HD undead for the purpose of turn, rebuke, command, or bolster attempt.

Undead Traits: Ghiz'kith is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. He is not subject to critical hits, nonlethal damage, ability damage to his physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. He cannot be raised, and resurrection works only if it is willing. Darkvision 60 ft.

Wizard Spells Prepared (4/8/8/8/7/7/6/5/3; save DC 25 + spell level): 0 -- *detect magic, mage hand, read magic, resistance* (2); 1st -- *charm person* (2; DC 28), *disguise self, expeditious retreat, feather fall, mage armor, shield* (2); 2nd -- *detect thoughts* (DC 27), *false life, levitate, minor image* (DC 27), *misdirection, scorching ray* (+24 ranged touch), *shatter* (DC 27), *touch of idiocy* (+28 melee touch); 3rd -- *deep slumber* (DC 30), *displacement, fly, hold person* (DC 30), *nondetection, protection from energy, sleet storm, vampiric touch* (+28 melee touch); 4th -- *charm monster* (DC 31), *dimension door, enervation* (2), *Evard's black tentacles, solid fog, stoneskin*; 5th -- *break enchantment, cloudkill* (DC 30), *dismissal, dominate person* (DC 32), *hold monster* (DC 32), *prying eyes, summon monster V*; 6th -- *chain lightning* (DC 31), *disintegrate* (DC 31), *greater dispel magic, Otiluke's freezing sphere* (DC 31), *summon monster VI, true seeing*; 7th -- *limited wish, prismatic spray* (DC 32), *reverse gravity, spell turning, teleport without error*; 8th -- *mass charm monster* (DC 35), *horrid wilting* (DC 33), *power word stun*.

Spellbook: 0 -- *acid splash* (+24 ranged touch), *arcane mark, dancing lights, daze* (DC 29), *detect magic, detect poison, disrupt undead* (+24 ranged touch), *flare* (DC 27), *ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost* (+24 ranged touch), *read magic, resistance, touch of fatigue* (DC 27); 1st -- *charm person* (DC 28), *disguise self, enlarge person* (DC 28), *expeditious retreat, feather fall, identify, mage armor, shield*; 2nd -- *detect thoughts* (DC 27), *false life, knock, levitate, minor image* (DC 27), *misdirection, scorching ray* (+24 ranged touch), *shatter, touch of idiocy* (+28 melee touch); 3rd -- *deep slumber* (DC 30), *displacement, fly, hold person* (DC 30), *nondetection, protection from energy, shrink item, sleet storm, tongues, vampiric touch* (+28 melee touch); 4th -- *animate dead, charm monster* (DC 31), *dimension door, enervation, Evard's black tentacles, phantasmal killer* (DC 29), *solid fog, stoneskin*; 5th -- *break enchantment, cloudkill* (DC 30), *dismissal, dominate person* (DC 32), *hold monster* (DC 32), *prying eyes, summon monster V, teleport, wall of force*; 6th -- *antimagic field, chain lightning* (DC 31), *circle of death* (DC 31), *disintegrate* (DC 31), *greater dispel magic, Otiluke's freezing sphere* (DC 31), *summon monster VI, true seeing*; 7th -- *limited wish, prismatic*

spray (DC 32), *reverse gravity, spell turning, teleport without error, vision*; 8th -- *mass charm monster* (DC 35), *horrid wilting* (DC 33), *polymorph any object, power word stun*.

Possessions: *Manyfang dagger [SK], staff of power, cloak of resistance +5, ring of evasion, ring of protection +5, tome of clear thought +5 (read)*. Note: This is not a comprehensive list of Ghiz'kith's possessions, merely what he is likely to have on his person at any given time. His list of spells prepared can be altered as well. You should feel free to adjust these lists based on the needs of your campaign. His total resources should not exceed a value greater than 1,200,000 gp.

[SK] Serpent Kingdoms

About the Author

A new contributor to the website, **Chris Lindsay** plays at Wizards of the Coast during the day and spends his evenings with his lovely wife and kids in not-so-sunny Renton, Washington. Any free time is devoted to **D&D**, and he is proud to be a developer for the **RPGA**'s Legacy of the Green Regent campaign.

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Fyldrin of the Eleven Chairs

By Robert Wiese



A certain amount of prestige and respect comes from being the son of the ruler, even if that ruler serves at the pleasure of others. In Rashemen, the Iron Lord runs the nation's business, protects its borders, and generally keeps things prosperous. He is appointed by the Witches of Rashemen, and he can be removed at any time. Rarely is the title passed to the son of the previous Iron Lord.

Faced with these realities, Fyldrin nonetheless grew up in his father's shadow and tried to emulate his success and prowess. Whether Fyldrin wanted to be Iron Lord someday is unknown, but it is certainly possible. His cronies during his youth would have thought so, simply because he tried to do everything his father did. And life would have continued normally for Fyldrin, as it does for so many people, if his father were not Iron Lord.

When fifteen years old, Fyldrin found himself in the hands of Thayan slavers as a captive. The Thayans are constant enemies to the Rashemi, and the two sides fight on the shores of River Mulsantir on a regular basis. Sometimes the fight takes the form of guerrilla actions more than military ones, and during one such attack on the coast of Rashemen, Fyldrin was captured by slavers. Where others would be sold to cruel masters, Fyldrin was merely thrown into a cell to be used as leverage against his father, the Iron Lord.



In that cell he languished for nearly three years, because his father did not bow to Thayan demands. A true leader, he knew that he could not allow the whole nation to suffer because of his own needs, so he publicly disowned his son. At the same time, he launched punitive raids of his own against Thayan targets and drove the Thayans back to their own shores for a time. However, he never heard of Fyldrin's whereabouts after his declaration.

Fyldrin, meanwhile, grew increasingly bitter during his years in confinement, both at his captors and his father. Or so it appeared to the Thayans, who eventually believed that Fyldrin had turned his back on his homeland. They offered him a chance at the revenge he seemed to want, hoping to use his knowledge of Rashemen and its people to aid the Thayan efforts, and he took it. He joined a Thayan slaver gang and worked his way through the ranks. A number of Rashemi died at his hands, but Fyldrin hardened his heart to play the part he had chosen. He learned that a group of eleven Thayan nobles had masterminded and financed his abduction, and he sought revenge.

His charade came to an end when he and several other gangs attacked a large group of Rashemi. By this time Fyldrin had won the loyalty of most of the gang, and during the battle he slew his leader and took control of the gang. His actions turned the tide of battle in favor of the Rashemi, and the Thayans were routed and destroyed. Fyldrin entered his homeland as a returning hero.

However, his homecoming was somewhat rocky, since his father had previously disowned him. A painful scene took place between father and son, with the result that Fyldrin stalked out of his father's house and returned to Mulsantir. For reasons unknown, Fyldrin's father refused to accept him as a son, and that action caused a permanent rift between the two. Fyldrin, never expecting to become Iron Lord himself, had no reason to remain in Immilmar and made Mulsantir (and the lake) his home. Even though his father is no longer Iron Lord, Fyldrin has felt no desire to reconcile with him.

However, Fyldrin's commitment to his home nation is not in any doubt, and he began a successful campaign of attacking Thayan slavers and disrupting Thayan shipping. After four years of this work, he is popular in Mulsantir and well regarded by the Witches.

Two years ago, Fyldrin rescued a young ranger named Colrodin from Thayan slavers, and in gratitude this young man swore an oath of service to Fyldrin. Since then, Colrodin has become a skilled and almost indispensable part of Fyldrin's plans, as well as a close friend. However, Fyldrin keeps a certain amount of distrust of all his warriors, including Colrodin, since he remembers his own ruse to escape and thwart his captors.

His painful youth has made Fyldrin a hard, but fair, man. He knows that his father did the right thing for Rashemen in abandoning him when he was captured, and he strives to be as much like his estranged father as he can be. He leads with an iron hand, but he treats his warriors very well and has made them all quite rich. To Thayans he gives no quarter whatsoever, and few survive his attacks to carry tales. Some hard lessons in the early years have taught him tactics, and he seems a natural at understanding his enemies.

One small room within his home has eleven chairs mounted against the walls. These chairs serve as confinement and (occasionally) torture devices, thanks to sets of manacles and painfully barbed chains that are used to confine the seated prisoners. Mindful of the number of Thayans responsible for his imprisonment, he

keeps only eleven prisoners at a time. Sometimes these prisoners are ransomed, and sometimes they join the warriors. A majority, however, find themselves stranded on small deserted islands or fed to the lake creatures.

Fyldrin of the Eleven Chairs: Male human (Rashemi) barbarian 9; CR 9; Medium humanoid; HD 9d12+18; hp 76; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17; Base Atk +9; Grp +12; Atk +13 melee (2d6+5/17-20, +1 flaming greatsword) or +12 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +13/+8 melee (2d6+5/17-20, +1 flaming greatsword) or +12/+7 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); SA rage 3/day; SQ damage reduction 1/-, improved uncanny dodge, literate, trap sense +3, uncanny dodge; AL CN; SV Fort +8, Ref +5, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 12. Height 6 ft. 4 in., weight 245 lb., age 28.

Skills and Feats: Climb +9, Intimidate +7, Jump +9, Knowledge (geography) +4, Knowledge (Rashemen local) +4, Knowledge (Thay local) +4, Listen +3, Profession (sailor) +7, Speak Language (Mulhorandi), Swim +5; Bullheaded, Cleave, Improved Critical (greatsword), Leadership, Power Attack.

Languages: Common, Mulhorandi, Rashemi.

Rage (Ex): Three times per day, Fyldrin can enter a state of fierce rage that lasts for 7 rounds. The following changes are in effect as long as he rages: hp 94; AC 15, touch 10, flat-footed 15; Grp +14; Atk +15 melee (2d6+8/17-20, +1 flaming greatsword) or +12 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +15/+10 melee (2d6+8/17-20, +1 flaming greatsword) or +12/+7 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); SV Fort +10, Will +7; Str 20, Con 18; Climb +11; Jump +11, Swim +7. At the end of his rage, Fyldrin is fatigued for the duration of the encounter.

Improved Uncanny Dodge (Ex): Fyldrin cannot be flanked and can only be sneak attacked by a character who has at least thirteen levels of rogue.

Uncanny Dodge (Ex): Fyldrin retains his Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (he still loses his Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +2 studded leather armor, +1 flaming greatsword, masterwork composite longbow (+3 Str bonus) with 30 arrows, clothing, personal effects, 240 gp.

Colrodin, the Stalker of Mulsantir: Male human (Rashemi) ranger 6; CR 6; Medium humanoid; HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 15, touch 11, flat-footed 15; Base Atk +6; Grp +8; Atk +7 melee (1d8+3/19-20, +1 longsword) or +7 ranged (1d8+2/x3, masterwork composite longbow [+2 Str bonus]); Full Atk +7/+2 melee (1d8+3/19-20, +1 longsword) and +7/+2 melee (1d6+1/19-20, masterwork short sword) or +7/+2 ranged (1d8+2/x3, masterwork composite longbow [+2 Str bonus]); SQ animal companion (eagle; link, share spells), favored enemy Red Wizards (organization) +4, favored enemy monstrous humanoids +2, improved combat style, wild empathy +7; AL CG; SV Fort +7, Ref +5, Will +2; Str 15, Dex 11, Con 14, Int 13, Wis 10, Cha 12. Height 5 ft. 10 in., weight 166 lbs.

Skills and Feats: Climb +8, Hide +9, Knowledge (geography) +7, Knowledge (nature) +9, Listen +9, Move Silently +9, Spot +9, Survival +9, Swim +3, Tumble +4; Endurance[B], Far Shot, Improved Two-Weapon Fighting[B], Point Blank Shot, Precise Shot, Track[B], Two-Weapon Defense, Two-Weapon Fighting[B].

Animal Companion (Ex): The companion's abilities and characteristics are summarized below. Colrodin and Argentin enjoy the link and share spells special qualities.

Argentin: Female eagle companion; CR --; Small animal; HD 3d8+3; hp 16; Init +3; Spd 10 ft., fly 80 ft. (average); AC 17, touch 14, flat-footed 14; Base Atk +2; Grp -2; Atk +6 melee (1d4, talons); Full Atk +6 melee (1d4, 2 talons) and +1 melee (1d4, bite); SQ evasion, low-light vision, tricks (attack, come, defend, down, guard, seek, stay, track); AL N; SV Fort +4, Ref +6, Will +3; Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +7, Listen +4, Spot +14; Flyby Attack, Weapon Finesse.

Evasion (Ex): If Argentin is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Animal Companion Benefits (Ex): Colrodin has an eagle named Argentin as an animal companion. The ranger and Argentin enjoy the link and share spells special qualities.

Link (Ex): Colrodin can handle Argentin as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his eagle.

Share Spells (Ex): Colrodin may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. The ranger may also cast a spell with a target of "You" on his animal companion.

Favored Enemy (Ex): Colrodin gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against Red Wizards. He gains the same bonus on weapon damage.

Against monstrous humanoids, he gains a +2 bonus on these skill checks and on weapon damage rolls.

Possessions: +1 studded leather armor, ring of protection +1, +1 longsword, masterwork short sword, masterwork composite longbow (+2 Str bonus) with 30 arrows, personal effects, 140 gp.

Dauphal, the Dangerous Bull

By Robert Wiese



Across the Shaar, and in the Golden Water region, small herds of nomadic loxo hunt, gather, and keep to themselves. The elephantine humanoids appear strange even to people used to seeing orcs and bugbears on a daily basis, but they are only one of group of strange humanoids that wander the Shaar. The nomadic humanoids of the Shaar leave the shy loxo to their own devices, trading with them but never forming bonds. The loxo fiercely protect their herds, and some actually resent the intrusion of strange humanoids (read: non-loxo) on their peace and serenity.

Every so often, though, a loxo is seen in the marketplace of Halagard in Halruua, the taverns of Chavyondat in Estagund, in the pirate stronghold of Yaulazna, or among the mercenaries in the Border Kingdoms. Sometimes they move even farther north. Curiosity, or some dark deed, drives these young loxo to venture forth into unknown lands and seek their fortunes. They are prized as mercenaries and bodyguards, and that is a sure way for them to make coin, but some few of these follow other paths.

One such loxo is Dauphal, who is of average size and build (for a loxo). Born into a normal loxo childhood, he felt the yearning to wander at a young age and got into trouble frequently for exploring where his parents told him not to go. At age 14 he fled the herd of his birth and found his way to the trade city of Delzimmer. He has sometimes told people that wemics massacred his herd, but that and any other colorful details are mere exaggerations that he says so that he sounds interesting.



Possessed of a keen mind but very poor social skills, Dauphal found life difficult at first. He learned to fight with the weapons of humans, worked as a thug to afford food, and strangely enjoyed every minute of that part of his life. Having to buy food in itself was a novel experience, and the start of many novel experiences. Eventually he took the road westward, and, after some travels, he fell into the hands of the Wyrm Master, a gnoll chieftain that operates from the Wyrmbones. Some loxo deity must have intervened on Dauphal's behalf, because the Wyrm Master chose to train Dauphal as his personal bodyguard rather than kill him. The loxo spent a number of years with the gnolls, learning the crafts of wilderness survival, tracking, and fighting. Though he never participated in any raids on caravans, and indeed never wanted to, he did help scout for locations and track down survivors so they could be killed.

Eventually, his inherent morality objected to the evil that the gnolls did, and he used his skills to leave them in the night. He made his way south into Halruua, and the town of Alaurim. Here, he was exposed to magic on a large scale for the first time, and he found it wonderful and frightening at the same time. After some initial hesitancy, he decided to learn this magic himself and asked the wizardess Rhodea Firehair to take him as an apprentice. She was, after all, the only one fearless enough to take on such a monstrous student. Dauphal learned a lot from her and was saddened when an accident with a dragon in the town mint caused her demise. When Rhodea's daughter was killed, Dauphal recognized evil forces at work and prudently decided to continue his wanderings.

Dauphal may be found anywhere in the Shining South, or indeed anywhere else. He is curious about everything, and he fearlessly faces battle. Confident of his abilities, he nonetheless does not rush into a dangerous situation without thinking things through. He has a tendency to tell lies about his past, and though people are not sure that he is being truthful, they also don't know for certain that he is not. His curiosity can lead him into allying with evil forces, at least for a while, as well as good ones. Thus, he can be an ally, friend, or enemy of any player characters that cross his path.

In combat, he has learned to take advantage of his size, strength, and reach. He is trained to charge as well as defend against charges, and his large glaive is always close to his hand. His longsword and short sword are never far from his hip. When someone charges him, he generally gets two attacks of opportunity against that foe, and then follows up with a withering set of blows. His magic is used primarily in support of his combat prowess, but he can cause damage with spells as well.

Dauphal: Male loxo ranger 5/wizard 2; CR 9; Large monstrous humanoid; HD 10d8+40 plus 2d4+8; hp 98; Init +2; Spd 30 ft.; AC 22, touch 13, flat-footed 20; Base Atk +11; Grp +21; Atk +16 melee (1d6+6, 2 slams) or +13/+8/+3 melee (2d6+7/19-20, +1 longsword) and +13 melee (1d8+4/19-20, +1 short sword) and +11 melee (1d6+3, slam) or +13/+8/+3 melee (2d8+7 plus 1d6 fire/x3, +1 flaming glaive) and +11 melee (1d6+3, slam) or +14/+9/+4 ranged (2d6+6/x3, +2 composite longbow [+4 Str bonus]); Space/Reach 10 ft./10 ft. (20 ft. with glaive); SA berserk rage, trample (1d8+9); SQ animal companion (lizard; link, share spells), darkvision 60 ft., familiar benefits (Alertness, empathetic link, share spells), favored enemy humans +4, favored enemy monstrous humanoids +2, wild empathy +5 (+1 magical beasts); AL N; SV Fort +9, Ref +10, Will +9; Str 22, Dex 14, Con 18, Int 14, Wis 12, Cha 6. Age 26, height 7 ft. 3 in., weight 490 lbs.

Skills and Feats: Climb +16, Heal +6, Hide -3, Jump +8, Knowledge (dungeoneering) +10, Knowledge (nature) +12, Listen +16, Search +7, Spellcraft +4, Spot +16, Survival +14, Swim +6; Alertness[B], Combat Reflexes, Endurance[B], Furious Charge, Hold the Line, Power Attack, Practiced Spellcaster, Scribe Scroll[B], Track[B].

Languages: Loxo, Common, Dwarven, Shaaran.

Rage (Ex): If Dauphal sees a clan member (a loxo of the same clan) killed or incapacitated, he can enter a state of berserk rage that lasts for 9 rounds. The following changes are in effect as long as Dauphal rages: hp 122; AC 20, touch 11, flat-footed 18; Grp +23; Atk +18 melee (1d6+8, 2 slams) or +15/+10/+5 melee (2d6+9/19-20, +1 longsword) and +15 melee (1d8+5/19-20, +1 short sword) and +13 melee (1d6+4, slam) or +15/+10/+5 melee (2d8+9 plus 1d6 fire/x3, +1 flaming glaive) and +13 melee (1d6+4, slam) or +14/+9/+4 ranged (2d6+6/x3, +2 composite longbow [+4 Str bonus]); SA trample 1d8+11 (DC 20); SV Fort +11, Will +11; Str 26, Con 22; Climb +18, Jump +10, Swim +8. At the end of his rage, Dauphal is fatigued for the duration of the encounter.

Trample (Ex): As a standard action, Dauphal can trample creatures of Medium size and smaller by moving over them. The trample deals 1d8+9 points of bludgeoning damage. A trampled opponent can make an attack of opportunity with a -4 penalty against Dauphal or attempt a Reflex save DC 18 for half damage.

Animal Companion (Ex): Dauphal has a snake named Slithe as an animal companion (see *Monster Manual*, page 279). The companion's abilities and characteristics are summarized below.

Slithe: Male viper companion; CR --; Small animal; HD 1d8; hp 4; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +0; Grp -6; Atk or Full Atk +4 melee (1d2-2 plus poison, bite); SA poison; SQ low-light vision, scent, tricks (attack, come, guard, stay); AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +11, Jump -14, Listen +5, Spot +5, Swim +6; Weapon Finesse.

Poison (Ex): Slithe has a poisonous bite (Fortitude DC 10) that deals initial and secondary damage of 1d6 Con.

Animal Companion Benefits (Ex): Dauphal and Slithe enjoy the link and share spells special qualities.

Link (Ex): Dauphal can handle Slithe as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding his snake.

Share Spells (Ex): Dauphal may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. Dauphal may also cast a spell with a target of "You" on his animal companion.

Familiar: Dauphal's familiar is a lizard named Mopeke. The familiar uses the better of her own and Dauphal's base save bonuses. The creature's abilities and characteristics are summarized below.

Mopeke: Female lizard familiar; CR --; Tiny magical beast; HD 1/2 d8 (effective 12d8); hp 49; Init +2; Spd 20 ft., climb 20 ft.; AC 15, touch 14, flat-footed 13; Base Atk +11; Grp -1; Atk or Full Atk +15 melee (1d4-4, bite); Space/Reach 2-1/2 ft./0 ft.; SQ darkvision 60 ft., improved evasion, low-light vision; AL N; SV Fort +5, Ref +10, Will +9; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +18, Heal +6, Hide +10, Jump -13, Listen +15, Search +3, Spot +15, Survival +14, Swim -2; Weapon Finesse.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex save for half damage, Mopeke takes no damage on a successful save and half damage on a failure.

Familiar Benefits: Dauphal gains special benefits from having a familiar. This creature grants Dauphal a +3 bonus on Climb checks (included in the above statistics).

Alertness (Ex): *Mopeke grants her master Alertness as long as she is within 5 feet.

Empathic Link (Su): Dauphal can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Dauphal may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Favored Enemy (Ex): Dauphal gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gains the same bonus on weapon damage.

Against monstrous humanoids, he gains a +2 bonus on these skill checks and on weapon damage rolls.

Ranger Spells Prepared (caster level 5th): 1st -- *endure elements*.

Wizard Spells Prepared (caster level 9th; 15% chance of spell failure): 0 -- *acid splash* (+14 ranged touch), *ray of frost* (+14 ranged touch), *resistance, touch of fatigue* (+19 melee touch, DC 12); 1st -- *expeditious retreat, shield, true strike*.

Spellbook: as above plus 0 -- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, read magic*; 1st -- *burning hands, disguise self, mage armor, magic missile*.

Possessions: +2 studded leather, ring of protection +2,+1 large flaming glaive,+1 large longsword,+1 large short sword,+2 large composite longbow (+4 Str bonus) with 20 arrows and 10 cold iron arrows, wand of cure light wounds (caster level 5th), bag of tricks (*tan*), backpack, bedroll, other adventuring gear, 128 gp.

Feats from Non-Core Sources

Hold the Line (from *Shining South*): You can make an attack of opportunity against a charging opponent as soon as it enters your threatened area. Your attack of opportunity happens immediately before the charge attack is resolved. Your attacks of opportunity are still limited to the number allowed by Combat Reflexes.

Practiced Spellcaster (from *Complete Divine*): When determining caster level for one of your spellcasting classes, you can add a bonus of up to +4. The amount of the bonus depends on the number of nonspellcasting class levels you have; you can add +1 for each nonspellcasting class level up to the limit of +4.

About the Author

Robert Wiese began playing **D&D** with the blue boxed set (the one after the original three small pamphlets). He has campaigned through three and a half editions of his favorite roleplaying game and has tried *Call of Cthulhu*, *Star Wars*, and some other games as well. Throughout it all he has learned that a great DM makes a great campaign. So he is happy to assist great DMs with little ideas such as these random encounters. He led the **RPGA** Network through the tough times and now works at UNR as a biochemical researcher. Life is very full between studies, work, pets (two dogs, two cats, fish, a toad, and two rats), and gaming, but he always puts his wife and his faith first.

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Realms Personalities

Irilivar Celevessin

by Roger E. Moore



If the powers that be in the Evereskan government need someone eliminated, it's Irilivar Celevessin that gets the job. You'll need every ounce of cunning to survive this Evereskan assassin.

Irilivar Celevessin: Male elf Rog5; CR 5; Medium-size humanoid; HD 5d6+5; hp 24; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 14, flat-footed 17); Atk +5 melee (1d8+2/19-20/x2, +1 longsword); SA sneak attack (+3d6); SQ elf traits, evasion, traps, uncanny dodge; AL N; SV Fort +2, Ref +8, Will +4; Str 13, Dex 18, Con 12, Int 17, Wis 16, Cha 13.

Skills and Feats: Balance +10, Climb +7, Craft (trapmaking) +8, Disable Device +9, Disguise +7, Escape Artist +11, Gather Information +6, Hide +11, Knowledge (architecture and engineering) +6, Listen +13, Move Silently +11, Open Lock +10, Ride (horse) +6, Search +11, Spot +13, Swim +6; Alertness, Improved Initiative.

Languages: Common, Elven, Goblin, Orc, Sylvan

Possessions: +1 leather armor, +1 ring of protection, two potions of invisibility, +1 longsword, shortbow, 30 arrows, variable quantities of smokepowder and bomb-making items (always hidden), masterwork artisan's tools for bomb making (always hidden), masterwork thieves' tools, disguise kit, coinage of 50 gp or less, assorted unremarkable clothing, boots, and gloves. All items appear dirty and much used; magic items are concealed in old sheaths, under gloves, etc. Irilivar has a normal suit of leather armor that he wears when scouting a target in disguise.



Appearance

Irilivar is notable primarily because he is not notable, being unremarkable in appearance and mannerisms. A moon elf, Irilivar is slightly below average in height and weight (5 feet 6 inches, 125 pounds), with bland facial features and a constant look of weary boredom. His clothing varies but is nearly always worn, dusty, and dull in color, and his dark hair is uncombed. He looks like he doesn't have a lot of money and must work hard for what he does get. He says little and avoids eye contact when possible except for brief, casual encounters, such as when asking questions. His most typical gesture is a tired shrug.

If watched for a longer period, Irilivar's less pleasant personality traits begin to surface. He has little patience and treats others with minimal respect. His requests come across as demands, and his mood darkens swiftly when he is frustrated; his cold stare is remarkable. Irilivar does not directly attack those who trouble him but he will certainly remember them.

This demeanor changes when Irilivar works on a project. He becomes animated, tireless, quick, and sure. His deftness and skill are immediately apparent. He wastes no time in attacking his assignment with visible eagerness. His impassive facial expression, however, rarely changes. People who actually get to know him (currently just his superiors in Evereska) know he is rather paranoid, but this is understandable given his line of work.

Background

Those who know the most about Irilivar Celevessin are certain elves in the government of Evereska, but they say the least about him. Even they are not entirely sure of the facts about his past. Irilivar is unhelpful in supplying details, in any event. Evereska officially knows nothing about Irilivar, and its government and nobles consistently deny that he is engaged in any work that they have commissioned. (Though this is the actual case, few know it, so those who deny it aren't really lying.)

Irilivar was born somewhere in the High Forest about 160 years ago. His family noted early on that he was not only a loner but lacked any form of compassion for other beings. In his youth, he disappeared on long journeys into the woods. His family preferred to think he was only hunting game and did not question him about his activities, as they already feared his temper. They praised him nonetheless for his cleverness with tools, as he was an unusually patient and gifted weapons crafter.

His family moved to Evereska to escape a feud with another elven family after Irilivar killed some of their pets in gruesome ways. In desperation, his family sought the help of someone who could at least moderate Irilivar's increasingly heartless behavior. A commander in Evereska's military heard them out, spoke with Irilivar for an evening, then enrolled him in a little-known school that Evereska used to train what were glibly called "unconventional diplomatic agents" (spies, saboteurs, scouts, assassins, thieves, and other necessary but unacknowledged professions). Few within the government are even aware of this school or its graduates, who

performed numerous missions across Faerûn in support of Evereska and its policies, most often (but not exclusively) against evil governments and cults that desire Evereska's destruction. Evereska's government is itself somewhat chaotic, and some elves in it have no love for anything or anyone who is not elven. Irilivar fits perfectly into their plans.

Irilivar graduated seven years ago from a program recently instituted at the school, which has no official name itself. He is a trapmaker who specializes in setting *smokepowder* traps and throwing similar bombs. Since *smokepowder* was introduced to Faerûn during the Time of Troubles, its use has slowly spread to a variety of peoples, and the elves (as much as they dislike it) are no exception. Irilivar's combat expertise lies not in melee, but in carefully planned ambushes involving exploding traps and flung bombs. He does most of his scouting while invisible, but he sometimes comes in plain view to question locals if he feels he can get away with it.

His attack method selected, Irilivar then gets a large quantity of *smokepowder* from certain people (well paid by third parties) to whom Irilivar is directed by his supervisor. He then manufactures an appropriate trap, supplementing its destructive power with *smokepowder* bombs.

Irilivar is effective at sneaking in to a target's residence, placing a trap quickly and efficiently, and sneaking out again. He prefers to set traps in a target's own home—the target's feeling of safety almost ensures that the trap will go unnoticed until it is triggered. He has been very successful of late, eliminating three minor political threats to Evereska in the past year. He has also finished a personal vendetta by blowing up an annoying Baldur's Gate merchant and his wagon on a Sword Coast wilderness road. Irilivar's superiors are unaware of this last "exercise." All told, he is responsible for about five dozen deaths and eight-score injured victims across the Western Heartlands and Sword Coast. Most of these victims were quite evil, but some were not; a bomb isn't a choosy weapon, and innocents sometimes get in the way during a mission.

Irilivar, though sociopathic, is relatively loyal to his superiors in Evereska. Only through them can he get his supplies of *smokepowder*, his training, and the chance to work unhindered by the government. He is paid well, but the money is unimportant to him. Destructive power is what he wants. His superiors are well aware of this and are careful to keep him far from Evereska, so he is not tempted to turn his talents against his adopted homeland. They also work with him through third parties to avoid having his activities traced back to the Evereskan government. Irilivar is also wise enough to recognize the good deal he has, considering that he would be a hunted criminal (or dead) by now if he had picked any other line of work. For now, he is content to be a professional, do his job, and enjoy the chaos and terror he brings.

Meeting Irilivar

Irilivar has no established residence as such, staying only a few days in any one place. His workshops are often improvised affairs in rented rooms, abandoned cottages, and so forth. He crosses paths with player characters primarily if they happen to be in the wrong place at the wrong time, namely at the scene of his latest "technical exercise," as his superiors call his missions. He is currently assigned to destroy parts of a ruined castle south of Evereska, as its dungeon is being used by members of the Cult of the Dragon to stage attacks against Evereska's borders. It is highly possible that PCs are hired by other persons, perhaps even unknowing Evereskan officials, to raid the castle at about the same time. The PCs might the bomb attacks, discovering that the noisy attacks have alerted the cultists. They might arrive before Irilivar's attack and end up witnessing the thrown or planted bombs and the destruction they do. They might also arrive before Irilivar himself appears (while invisible) to scout out the place's defenses.

A merchant house in Baldur's Gate might also contact the PCs, asking them to investigate the destruction of a wagonload of valuable furs and cloth. The wagon blew up shortly after leaving a small community near Baldur's Gate, killing the merchant, his aide, and three guards nearby. Five others were wounded. (Perhaps one of the victims was a friend or relative of a PC.) Remnants of the wagon were preserved by others in the caravan and can be given to the PCs. Some items have a sharp, burnt smell that only someone who had previously handled *smokepowder* would be able to identify. Fragments of the bomb might also have been discovered but not recognized for what they are. The merchant was known to have a bad temper and vile habits, but most people put up with him because he had good connections across the Sword Coast and gave a good return on his trade items. He was known to hate elves, however, and bitterly criticized the end of their Retreat, preferring they all left Faerûn.

Irilivar is prone to reinvestigate the scenes of his missions, examining the aftereffects of the bomb attacks and trying to devise more effective *smokepowder* traps. It is possible for PCs to meet him unknowingly in this manner, as they look over the ruins of a structure to figure out what caused the destruction. He has many ways of evading discovery and capture, from stealing horses to taking hostages to cover his escape, but he rarely resorts to such tactics. He prefers to avoid notice entirely.

Capturing or killing Irilivar does not fully resolve any given situation. He has very powerful allies (if no friends) within Evereska's government, and these elves will be greatly put out if Irilivar's missions are interrupted, particularly the current one against the Cult of the Dragon. His training was expensive, and he is without a doubt the best at what he does. Though he is heartless and cruel, he has done much good for Evereska, from his superiors' point of view. It is almost certain that missions to free him or raise him from the dead will be undertaken, even if he is held captive by other elves. A dark revenge against his slayers cannot be ruled out.

Realms Personalities
Cala Graycastle

By Sean K Reynolds



Cala was born and raised in Damara, a harsh, wintry place hundreds of miles from the civilized lands in the west of Faerûn or the fortified halfling homeland of Luiren in the south. Cala's parents fell in with the evil forces of the Witch-King Zhengyi when it became apparent to them that he would conquer Damara. Still young and impressionable at the time, Cala saw how quickly her parents capitulated in the face of great evil and realized that evil was a road to power. Although she was not yet an adult when the Witch-King was destroyed, Cala chose the path of darkness and embraced the evil in her own heart. Feeling contempt for the weak humans of country, she learned the most effective ways to kill them.

Cala works as a mercenary guide and a guard for caravans in rugged or cold places. Sometimes she sneaks away from camp to kill human members of her group with arrows, or plants false trails ahead to help lure her "friends" into dangerous situations. She may be encountered outside of Damara, Vaasa, and Impiltur in pursuit of a magic item (she would particularly like to get her feet into some *boots of elvenkind*) or an old vendetta, or even to escape someone who discovered her habit of killing her traveling companions. Cala trusts only herself, but she puts on a friendly face when dealing with strangers. Only with other halflings (and particularly lightfoot halflings, at that) is she truly friendly.



Cala Graycastle: Female Rgr2/Ftr3; CR 3; Small humanoid (lightfoot halfling); HD 2d10+4, 3d10+6; hp 37; Init +8; Spd 20 ft.; AC 18 (touch 15, flat-footed 14); Atk +10/+10 melee (1d4/19-20/x2, masterwork daggers) or +6 ranged (1d6/x3, masterwork shortbow); SQ favored enemy: humans, halfling traits; AL LE; SV Fort +9, Ref +6, Will +1; Str 11, Dex 18, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Climb +5, Hide +13, Jump +1, Listen +1, Move Silently +9, Spot +4, Swim +3, Use Rope +9, Wilderness Lore +4; Improved Initiative, Track, Twin Sword Style (when fighting with two daggers, may choose one opponent on her action and gain a +2 armor bonus to AC against that target; this bonus stacks with the armor bonus from armor and shield), Weapon Finesse (dagger), Weapon Focus (dagger).

Favored Enemy: The ranger has selected human as a favored enemy. She gains a +1 bonus to her Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against humans. She gets the same bonus to weapon damage rolls against creatures of this type. She also gets the damage bonus with ranged weapons if the target is within 30 feet.

Halfling Traits: +2 morale bonus to saving throws against fear; +1 racial bonus to all saving throws, +1 racial attack bonus with a thrown weapon, +2 racial bonus to Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

Possessions: necklace of fireballs (Type II), 3 sleep arrows, masterwork studded leather armor, 2 masterwork daggers, masterwork short bow, 17 arrows, 50 gp.

Realms Personalities
Ramas Fezim-Ret

By Sean K Reynolds



Ramas is the fourth child of the Fezim-Ret noble family in Mulhorand. Having little inheritance but his family name, he enlisted in the palace guard of the Pharaoh and quickly earned a name for himself as a loyal, trustworthy, disciplined, and intelligent man. Trained in dealing with the aloof nobles of his home country, Ramas has acted as an assistant and protector of the Pharaoh and several other members of the royal family. Versed in the lore of his people, Ramas is a proud man who is used to a certain amount of respect and deference from commoners. He may be found in the company of a noble (acting as bodyguard) or traveling in another country investigating a rumored threat to the Pharaoh.

Mulhorand is an old country and was in decline until only a decade ago. Now they have revived their military, conquered most of the territory controlled by Unther (their closest rival nation) and are looking to establish connections with the rest of Faerûn. Some nobles prefer the old Mulhorand, decadent and slothful, and have made attempts to stop the nation's progress. Others outside of Mulhorand, particularly Thay and Chessenta, look to the new Mulhorand with a wary eye and scheme to prevent her from gaining too much power. It is against these foes, both internal and external, that Ramas fights.



Ramas sometimes hires others to investigate leads for him when he is busy defending a noble, but more often than not is seen at the head of a contingent of Mulhorandi investigators (fighters and wizards of level 1-3). When he fights, he prefers to trip opponents, giving him an advantage to hit them and making it easier for his compatriots to subdue them for later questioning. He is perfectly willing to kill those that cross him or threaten the nobles he guards, and at least once he has been sent to eliminate a known threat to the Pharaoh.

Ramas Fezim-Ret: Male Human Ftr6; CR 6; Medium-size humanoid; HD 6d10+12; hp 45; Init +4; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +10/+5 melee (1d8+4/19-20, +1 khopesh) or +7/+2 ranged (1d8/x3, masterwork longbow); AL LN; SV Fort +7, Ref +4, Will +3; Str 15, Dex 10, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Climb +3, Diplomacy +1, Handle Animal +4, Jump +3, Knowledge (Mulhorandi Geography) +7, Knowledge (Mulhorandi local) +4, Knowledge (Mulhorandi nobility and royalty) +9, Listen +5, Ride (horse) +8, Spot +5, Wilderness Lore +2; Alertness, Education, Exotic Weapon Proficiency (khopesh), Expertise, Improved Initiative, Improved Trip, Lightning Reflexes, Weapon Focus (khopesh).

Possessions: +1 breastplate, +1 khopesh, masterwork longbow, quiver with 20 arrows, potion of haste, potion of bull's strength (2), 185 gp.

Khopesh: The famed sword of Mulhorand, the khopesh looks like a normal longsword whose blade suddenly turns sickle-shaped about a foot from the hilt. It is heavy and awkward to use without a lot of training. A khopesh can make trip attacks due to its hooklike blade.