

A D&D 3.5e Adventure for Characters of Levels 1-8



Original Material by Steve Perrin New Adaptation by Eric L. Boyd

Under Illefarn Anew: Fallen Kingdoms of the Shining Vale

A D&D 3.5e Adventure for Characters of Levels 1-8

"I am waiting for you, Vizzini. You told me to go back to the beginning. So I have. This is where I am, and this is where I will stay. I will not be moved."

The Princess Bride

To Heather and Alex, may you never lose your sense of wonder and whimsy.

Based on N5 – Under Illefarn, by Steve Perrin © 1987 Wizards of the Coast

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Introduction

N5 - Under Illefam is an AD&D® 1e campaign book set in the Forgotten Realms, during the era described in the original Forgotten Realms boxed set (the "old gray box"). It was one of the first adventures published for the Realms, and, as such, remains a fan favorite more than 30 years after its publication.

This unofficial revision of the module is an update that attempts to stay true to the original module, while updating the game mechanics to D&D 3.5e, the history to reflect stories uncovered in countless other game products (including A Grand History of the Realms, City of Splendors: Waterdeep, Dragons of Faerûn, FR11 – Dwarves Deep, Lost Empires of Faerûn, Serpent Kingdoms, and Volo's Guide to the Sword Coast, among others), and the story to fill in a backstory that ties the events more strongly into the Realms.

I opted to keep the module in the same timeframe as it first appeared, the month of Marpenoth in the Year of the Prince (1357 DR), although it could be easily shifted later in time, with little disruption, as discussed below.

I opted to include three "Hidden Enemies," as suggested in the original module, to explain much of the backstory of the module and to accommodate the wishes of my children, who wished to battle a black dragon, like the figurine on my desk. I opted to significantly revise the classes, spell selection, treasure and magic items found therein to better match the rules of thumb for D&D 3.5e. I also opted to significantly revise the monstrous inhabitants of each region to better reflect the broader diversity of options available in D&D 3.5e.

Thanks go to my wife, Letitia, who convinced me to pick up the figurative writer's pen and Dungeon Master's screen after many years of absence. Thanks go to my children, who see the Realms with the enthusiasm and wonder of first-time visitors and have rekindled the same feelings in me.

Thanks go to the Erskine "the Wandering Dwarf" Fincher who untangled the maps of the original adventure and whose modified maps appear herein.

Thanks also go to Mark "Markustay" Taylor, who drew the beautiful maps of Daggerford and the Shining Vale, found within.

Thanks go to Thomas M. Costa, for his diligent editing efforts and many suggestions to tighten up the campaign.

Thanks go to George Krashos, for his many contributions to untangling and expanding upon the history of the Fallen Kingdoms, including the many royal lineages found within.

Thanks go to Ed Greenwood, for his contributions great and small over many years to this and every other part of the Forgotten Realms, and for all the little bits of Realmslore that are scattered herein.

And thanks go to Steven E. Schend, who has long inspired me over the years to contribute to the ever-changing fabric of Faerin

The Daggerford Campaign

Under Illefarn Anew: Fallen Kingdoms of the Shining Vale is an episodic campaign, consisting of a loosely knit series of adventures. Initially, the mini-campaign is focused on the town of Daggerford, specifically the Daggerford militia. Membership in the militia gives novice characters a common origin and encourages them to consider themselves part of a team.

Once the characters are ready for action, you are provided with three simple militia missions in which the adventurers can hunt down raiding lizard men (Mission 1: Lizard Raid), protect a caravan (Mission 2: Caravan Duty), and rescue the duke's sister and make a powerful friend (Mission 3: The Rescue Mission). Small missions of the DM's devising may supplement these three adventures, building on the many plot hooks scattered throughout the text. Besides providing experience and the prospect of advancement, these adventures offer valuable clues and magical aid for the main adventure to come. At the end of these three adventures, the PCs should all be 3rd level characters.

The main adventure (Mission 4: Call to Laughing Hollow) begins when natural disaster strikes in the form of an earthquake and assumes all the PCs are of 3rd level. (If the characters are 4th level due to success in side missions of the DM's devising, that should not be too great a change to accommodate in the main adventure.) When the town discovers that the waters of the River Shining have been befouled as a result of the quake, the stalwart militia members who have done so well in previous missions are called to find the source of this curse. During this extended adventure, the plot hooks introduced in the first three missions are woven together into a large adventure centered on the abandoned dwarfhold of Runedardath, which lies beneath Mount Illefarn on the northern edge of the Laughing Hollow, upstream from the town of Daggerford.

Dungeon Master Goals

The Dungeon Master should keep two goals in mind: First, make the adventure fun for everyone. Players should have a good time running their characters and experiencing the adventures you present to them. You should have a good time astonishing them with your intriguing plots and interesting encounters. Second, keep the players guessing. There is a hidden backstory to each adventure explaining how the actions of the PCs unfold in a larger context, of which bits and pieces may become clear over time.

Controlling the Storyline

Many tips for being a successful Dungeon Master are found in Dungeon Master's Guide. In addition, novice DMs are encouraged to read this adventure several times until it becomes very Commented [EB1]: N5 – Under Illefarn, page 27.

familiar and slowly incorporate the tips and techniques for being a successful DM.

It can be frustrating when the PCs wander off in a direction the DM does not want them to take. Here are some methods to help keep the PCs following the storyline you want them to explore. For starters, make the characters an integral part of the campaign background. Is someone playing a knight? Then have her in service to the duke at the castle. Perhaps she is the scion of one of the Shining Barons, sent to the ducal court for tutelage under Lord Llewellyn, only to be caught up in the intrigues of the Fallen Kingdom's surviving nobles. Is someone playing an elf or half-elf? Maybe he is a scion of House Floshin, seeking legacies of the Fallen Kingdom on behalf of Lord Elorfindar Floshin. Is someone playing a wizard? Maybe she is an apprentice of Delfen "Yellowknife" Ondabarl. When the PCs begin to wander off course, their mentor can ask a question or make a request that has the effect of gently steering them back on track.

The militia of Daggerford provides the most compelling reasons to keep the PCs on track. The characters initially have to go out on adventures because it is their job, and they are under orders. The militia also functions as a family unit for the PCs and encourages ties of allegiance. A group that stays together is a lot easier to control; if one member of the group goes someplace, the rest are likely to follow if they share this common bond.

It is a good idea to maintain some control over the types of characters played. Evil characters, if played correctly, can create a lot of problems for a group of novice characters. Not only do they instill distrust, they can destroy the more fragile characters and significantly alter the adventure narrative (by allying with expected foes, etc.). Later, when everyone has had more roleplaying experience, these characters can be fun, but novices should maintain the same attitudes as the heroes of sword and sorcery stories, standing united against the forces of evil.

Tricks of the Trade

Here are a few techniques that can keep players coming back for more. Some may also be used as springboards for further adventures.

The Hidden Enemy

N5 – Under Illefarn left open such questions as who helped the lizardfolk enter Redhand Keep unnoticed, who encouraged a band of orcs to attack the Trade Way, why did Baron Agwain kidnap Bronwyn, and what was the origin of the corrupted aquifer beneath Runedardath.

In keeping with the suggestions made in N5 – Under Illefarm, three hidden enemies, who were not present in the original adventure, have been added to Under Illefarm Anew to explain these and other mysteries: Lord Tarn Urmbrusk (detailed in Chapter 2), Torleth Mindulspeer (detailed in Chapter 4), and Antharzyreph (detailed in Chapter 6). All remain offstage for much of the adventure, leaving the PCs to battle their minions and the effects of their machinations, but that makes

them no less of a threat (and sets the stage for further adventures of the DM's devising). In addition, the motivations and machinations of key individuals, like Kelthas the Dread, Redeye, and Wartsnak Direlord, have been expanded as well.

The DM can add additional actors who manipulate events behind the scenes, such as Lord Malas Hothemer of Waterdeep (House Hothemer is referenced in the write-up of Wheldor "the Stiff" Nondar in Chapter 2 and in the write-up of Ulmyn Andalor in Chapter 4) or Phalorm the Tri-Crowned (see the Fallen Kings sidebar in Chapter 1), or expand the role of minor players, such as Ignax "the Ghost" (detailed in Chapter 2) or Daernar "the Satyr" Jaqonspawn (detailed in Chapter 4), into major villains.

The Hidden Agenda

Under Illefarn left open the question of a hidden agenda behind the adventures and whether someone was manipulating events for weal or woe. In keeping with the suggestions made in the original adventure, there are many new agendas woven through Under Illefarn Anew: Fallen Kingdoms of the Shining Vale.

Some agendas are straightforward: Redeye seeks deadly revenge against the Marsh Marauder, Antharzyreph seeks to establish a new territory and lair beyond the reach of the lizardfolk, Kelson Darktreader seeks to recover *Kizidathil* and unveil and destroy any surviving devils in the region, Kelthas seeks to transform the Scourge of Axe and Arrow into a dracolich with himself as a powerful Dragon Cult leader, Wartsnak Direlord seeks to avoid detection by Kelson Darktreader and establish his own tribal territory, and Korin Ironaxe seeks to reclaim his ancestral home for the Stout Folk.

Other agendas are less defined and more likely to evolve in reaction to the unfolding of events: Initially, Torleth Mindulspeer seeks to provoke a calamitous war between the lizardfolk of the Lizard Marsh and the Duchy of Daggerford, as part of a larger plot to destroy what remains of civilization in the region. As events evolve, Torleth may seek to manipulate Antharzyreph's reappearance into a rampage of mass destruction. Lord Tarn Urmbrusk seeks to displace Duke Pwyll as ruler of Daggerford, but he is open to trying a variety of approaches to make that happen. Lord Elorfindar has long been looking for champions capable inspiring the restoration of the Fallen Kingdom ere his death. The recovery of the crown of Daurrow and other lost items of regalia from fallen Phalorm would be an inspiring first step towards that larger goal.

The DM is encouraged to modify and expand on the aforementioned agendas as events unfold, breathing life into the NPCs who shape the environment of the PCs.

The Constant Irritation

Using a reoccurring annoyance can keep the characters occupied and too busy to notice all of the clues. It can be almost anything, from an imperious council that makes too many demands, to an irritating non-player character (NPC) who tags along with the group and gets them into trouble. For example, perhaps the PCs

irritate one of the pixies of the Laughing Hollow (see Chapter 4). In revenge, the pixie starts following them around, causing havoc at the most inopportune times. Alternatively, perhaps the bold actions of the PCs draw the attention of a well-meaning, would-be adventurer, who insists on joining their adventures. Lady Bronwyn (see Chapter 2 and Mission 3) might well be an asset to the party, but not worth the headache of drawing the duke's ire. Not all such irritations are benign. For example, if the PCs draw the ire of Jardak "Sevenmouths" Herringdar (see Chapter 2), they might precipitate simmering tensions with every member of the Rivermen's Guild they encounter. Alternatively, if word of the PCs' battles with the Direlord Tribe reaches Daggerford, Ignax "the Ghost" (see Chapter 2) may shift his attention to the PCs, viewing them as a greater threat to the surviving devils in the region than Kelson Darktreader. The imp could possess some item carried by the PCs during the day (e.g. Meldar's map) and then sneak out in ethereal form at night to wreak cruel mischief.

The None-Too-Subtle Clue

Whenever any of the above techniques seems to be wearing thin and the players are getting restless, it is time to give them some satisfaction by allowing them to solve the problem or mystery at hand. Usually dropping a hint or a clue to the solution that cannot be missed can do this.

Such clues can come directly from an "interested party" who seeks to meddle in the course of events through the careful introduction of a clue, although the veracity of such information depends on the interests of the individual providing it. For example, if the PCs miss Clue #2.1 in Mission #3, an agent of House Hothemer might pass them a note saying that known provacateurs were seen in the shadows near the battle by River Gate. Such clues can also come in the form of an anomalous discovery, where something is clearly out of place. For example, after defeating the Direlord Tribe, the PCs recover a ducal heirloom that belonged to old Duke Pryden, prompting the inevitable question of how the orcs acquired the item and what that says about Duke Pryden's fate.

Timeframe of the Adventure

Although the adventure is set in Marpenoth of the Year of the Prince (1357 DR), it is easily adapted to almost any time period of the DM's choosing (e.g. 1367 DR, 1372 DR, 1374 DR, 1375 DR, 1479 DR). There are three basic ways to adapt the timeframe of the adventure: "ignoring," "aging," or "timeshifting."

"Ignoring" means running the adventure as listed, but do not worry about the timeframe. This is the simplest approach and works reasonably well because the Shining Vale, as described in 1357 DR, is not particularly dependent on the status of external locales.

"Aging" means assuming all the dates are as listed, but that the current year is later. This works best for very small timeframe shifts (e.g. 1367 DR), so that the living characters do not get "too old." The only incompatibilities in this approach

include offstage events (e.g. the death of Myrkul) and onstage events (e.g. some characters will be older, which might impact their abilities, or events like the Dragonspear War will have happened farther in the past, which might reduce their relevance). The former can be adapted to through small Realmslore changes (e.g. replace Jorkykul's deity with Velsharoon), while the latter can be adapted by incorporating subsequent events (e.g. Dragonspear Castle also erupted in 1363 DR)

"Timeshifting" requires adding the same number of years to all modern dates (roughly 1290 DR) or later). For example, if the campaign is set in 1479 DR, simply that means Duke Pwyll is born in 1454 DR (1332 +122). This works well for everyone except characters who lived through historical events (e.g. Elorfindar Floshin, Melandrach), who can be presumed to have simply lived a bit longer. The basic incompability with this approach is it leaves unexamined external effects like the Spellplague or the rise of Asmodeus. The former can be incorporated as part of the centuries-long pressures that have smothered civilization in the Shining Vale, while the latter can be tied directly to the eruption of Dragonspear Castle.

References

This mini-campaign assumes the DM has access to the 3rd edition Forgotten Realms Campaign Setting and that the PCs have access to the Player's Guide to Faerûn. All other needed information is included herein, although it would be helpful for the DM to have access to City of Splendors: Waterdeep, as the campaign grows and evolves. Likewise, it would be helpful for the players to have access to Races of Faerûn to help design and shape the PCs. Drizzt Do'Urden's Guide to the Underdark and Underdark provide additional information about the Realms Below, which lie beneath the Shining Vale.

Expanding the Campaign

By the page count alone, it should be obvious that far more information is provided in this mini-campaign than is needed to run the four basic missions provided. It is expected that the PCs will chart their own course, choose their own objectives, and otherwise not follow the chain of events precisely as detailed, so that information is intended to serve as a springboard to wherever the campaign may evolve. Expanding the campaign in this fashion is to be encouraged, as it allows the players and the DM to collectively contribute to the growth of a living, breathing world.

Sharing Your Adventures

I would love to hear what worked and did not work for you campaign. Feel free to drop me a note at ericlboyd@gmail.com with your comments, suggestions, and tales of your adventures. I cannot promise to reply to every question, but I do promise to listen to your feedback and hope to learn from it as a game designer.



MAP #1: PLAYER'S MAP OF THE SHINING VALE

Player's Guide

Inspiration and rules for player character (PC) creation in the Forgotten Realms are covered in the Forgotten Realms Campaign Setting, the Player's Guide to Faerûn, and Races of Faerûn. The starting assumption for this mini-campaign is that all characters are residents of Daggerford or staying in town for a period of time before moving on.

Races

In the Forgotten Realms, the most likely characters are drawn from the ranks of the "Lawkeepers," a term employed by some sages to refer those races who generally live in harmony for the greater good, ironing out troubles by creating and adhering to laws. In the Shining Vale, most Lawkeepers are drawn from the ranks of Illuskan, Tethyrian, or Chondathan humans, lightfoot halflings, half-moon elves, shield dwarves, rock gnomes, and moon elves, as all such races can tie their heritage back to the Fallen Kingdoms that once ruled the Shining Vale. Feytouched^{1F}, forest gnomes, gold elves, Gur humans, hagspawn^{UE}, half-gold-elves, half-orcs, half-wood elves, half-wild elves, lizardfolk, maeluths^{5F}, tieflings, wood elves, and wild elves are much less common, but not unknown.

Dwarves, the Stout Folk

Shield dwarves have long resided in isolated holds throughout the Forlorn Hills, although their numbers are greatly reduced since the days of the Fallen Kingdom. Among the Stout Folk that remain in the region, many long to regain some of the lost glory of the vanishing dwarven race. In the town of Daggerford, most of the resident dwarves are members of Clan Ironaxe and related in some way to Derval and Dervin Ironaxe. Other regional clan names include Arlspar, Blackhammer, Dragonsteel, Gallowglar, Rockfist, and Yund, any of which might be appropriate for a dwarf from the Shining Vale.

Elves, the Fair Folk

Although their numbers have diminished greatly in recent years as increasing numbers of the Fair Folk have begun the Retreat, a handful of elves still remain in the Shining Vale, including moon elves, gold elves, wood elves, and wild elves. Half-elves are somewhat more common, the progeny of the large number of Fair Folk who once inhabited the forests of Ardeep. In the immediate vicinity of Daggerford, most gold and moon elves and half-elves of gold or moon elf descent have some sort of tie to Elorfindar's Estates, located a day's ride north of the town of Daggerford. Wild elves, wood elves, and half-elves of wild or wood elf descent usually hail from the Laughing Hollow or the Misty Forest.

Feytouched^{FF}, the Free Folk

Most feytouched in the Shining Vale are descended from the fey residents of the Laughing Hollow or the Misty Forest (usually dryads or satyrs) and continue to reside in the same geographic region as their fey ancestors. Feytouched are very rare in the larger communities of the Shining Vale, but more common in the hamlets that cling to the western verge of the Misty Forest.

Gnomes, the Forgotten Folk

There are a few rock gnome merchants in Daggerford and surrounding communities, as well as a few isolated holds in the Forlorn Hills (such as the hidden village of Hardstone) and the foothills of the Sword Mountains. Most rock gnomes can trace their ancestry back to the fallen city of Dolblunde. There are several communities of forest gnomes in the Misty Forest, but they are much less common in Daggerford or in communities along the Trade Way.

Hagspawn^{UE}, the Sons of the Covey

Most hagspawn in the Shining Vale hail from the Haglands, in the southwest reaches of the Open Marches. Most hagspawn are outcasts, unwelcome in the settled regions of the Shining Vale, except among outlaw groups, unless they can somehow hide their monstrous heritage.

Halflings, the Small Folk

Most lightfoot halflings in the region hail from Secomber, once the seat of halfling-ruled Imristar. Lightfoot halflings are relatively uncommon in the town of Daggerford, but halfling farmers who migrated from the Secomber area in decades past dominate several of the surrounding hamlets.

Half-Orcs, the Moor Folk

Half-orcs are not unknown in the Shining Vale, most often the legacy of repeated raids from the High Moor. Half-orcs are most common along the western verge of the Misty Forest and in Athwater Vale. Most are unwelcome in the communities from which they hail, forcing those who survive to find a home among outlaw groups or in the Rockshaws of the northeastern High Moor.

Humans

Humans of Illuskan, Tethyrian, and Chondathan heritage are common in the Shining Vale, living in cities, villages, and isolated farmsteads, and a small population of Curs wander the region as tinkers. Most humans live within a day's walk of a settlement large enough to have a marketplace. Scions of the Klaeverdar clan, from Snowhill Farms northwest of Secomber, have an innate talent for the Art and often become wizards.

Lizardfolk, the Marsh Folk

Most lizardfolk in the Shining Vale hail from the Lizard Marsh, although small numbers of lizardfolk are sometimes encountered at the mouth of the Selpir. Most lizardfolk are outcasts, unwelcome in the settled regions of the Shining Vale except among outlaw groups, although a few have forged a reputation as mercenaries and are tolerated in settlements along the Trade Way.

Commented [EB2]: Email from Ed Greenwood.

Commented [EB3]: *Races of Faerûn*, pages 84-88, 92-95, 102-105.

Commented [EB4]: Races of Faerûn, page 106.

Commented [EB5]: FOR13 - Secrets of the Magister, pages 80-81.

Tieflings and Maeluths^{FF}, the Hellspawned

Most tieflings and maeluths in the Shining Vale either hail from the Dragonspear Fields, descendants of the diabolic interlopers who passed through the Dragonspear portal during or after the Year of the Whelm (1290 DR), or are recent migrants, drawn to the banner of the Alliance of Avernus. Most tieflings and maeluths are outcasts, unwelcome in the settled regions of the Shining Vale, except among outlaw groups, unless they can somehow hide their diabolic ancestry. Discrimination against tieflings has increased since the start of the Dragonspear War.

Classes

In the Shining Vale, where this mini-campaign takes place, commonly encountered adventuring classes include bards, beguilers https://decircs.and.favored.souls.pdm.in.df. of Chauntea, Lathander, Tempus, Tymora, or Tyr, duskblades https://dischauses.couts.pdm.in.df. progress, spellthieves https://dischauses.couts.pdm.in.df. progress, spellthieves https://dischauses.couts.pdm.in.df. progress, spellthieves https://dischauses.pdm.in.df. progress, and wizards. Barbarians of the High Moor, clerics and favored souls.pdm.in.df. of other gods, dragon shamans https://dischauses.pdm.in.df. progress, p

Regional Backgrounds

The Shining Vale lies on the boundary of four general regions: The North, the Sword Coast, Waterdeep, and the Western Heartlands, as defined in the Player's Guide to Faerûn, page 7. Players desiring a local regional background may select any of those four regions, depending on their origin, heritage, and inclinations, with the Sword Coast being the default.

The choice of region also influences the availability of bonus equipment, bonus languages, and regional feats, as described in the *Player's Guide to Faerûn*, page 8.

Language and Knowledge (local)

Most individuals native to the Shining Vale speak Chondathan and the Calant dialect of Common, a soft, singsong variant spoken along the Sword Coast. Many speak Dwarf, Elven, Halfling, and/or Orc as well. (Chondathan is the automatic language for humans and shield dwarves who choose the southern half of the Sword Coast region as their regional background.)

Knowledge (local) skill ranks most directly applicable to the Shining Vale should be placed in Knowledge (local—Sword Coast). Many characters have at least 1 rank in Ride.

Character Backgrounds

Players are encouraged to work with the DM to develop backgrounds for their PCs that are closely integrated with the setting. Explain the type of character you are trying to create, and the DM can suggest ways to tie that character to the Shining Vale in a way that makes participating in the mini-campaign a logical result of the character's upbringing and past history.

Daggerford Militia

All able-bodied, adult residents of Daggerford are required to be members of the militia. Even transients of the right age find themselves either training with the militia or asked to leave the town

If a person stays in Daggerford for longer than two weeks, a militia soldier shows up at his residence to induct him. Of course, the person can try to evade this duty, but in a town the size of Daggerford, this is difficult. Anyone can avoid the duty by paying the expenses of another militiaman (5 sp /day), but most residents (including those staying in town for an extended period of time) would rather spend the time than the money. Those living in outlying areas are also expected to have militia training and duty. This is mainly accomplished by local musters, usually at the estate of a local baron or the common of a hamlet under the training of the duke's soldiers.

New militia recruits are taught to ride (if desired, but strongly encouraged) and to use a shortspear (or another weapon of their choice). Each militiaman is given a tabard, one spear (if desired), and one suit of studded leather armor (if desired). The tabard displays the simplified badge of the duke of Daggerford. (It is a crime to wear or otherwise display the tabard if not on duty.) If the armor is ruined in any way, the militiaman must replace it. Shortspears are replaced for free. The militia member must supply all militia equipment, aside from spears and armor. The militia has the use of light warhorses owned by the town and kept in the town stables (#T14). The town must be repaid for the loss of a horse, either with money or with extra militia service. Any militia member who can afford such weapons as maces and swords is trained in their use by the duke's master-at-arms, Lord Llewellyn Longhand. The duke's master-at-arms also provides advanced training in swords and riding to members of the nobility. The duke's huntmaster, Kelson Darktreader, gives instruction in bows and other hunting weapons to those with talent.

Militia duty is actually quite light, except in times of trouble. Militia members must show up for training at least one day per month. The militia is split up into various troops, and these troops meet on different days. Militia troops must serve three days out of the month, serving as in-town street patrol, wall guard, or road patrol (along the Delimbiyr Route or the Trade Way). Usually, at least two veteran militia members are on duty on any given day, while the new militia members train and help the veterans. Militia members who want to serve additional days per month can usually find a sponsor, earning 5 sp/day.

Militia members who participate in combat or other hazardous missions are entitled to split any loot they obtain among them. The town is entitled to buy any magic items recovered during such missions deemed necessary for the wellbeing of the town. Militia members who die in the line of duty will be raised if possible, but there is only one priest in Daggerford with this ability. Veteran militia members have priority for being raised.

Commented [EB6]: Player's Handbook 2, pages 6-11.

Commented [EB7]: Complete Divine, page 6,
Miniatures Handbook, page 5.

Commented [EB8]: Player's Handbook 2, pages 19-24.

Commented [EB9]: Player's Handbook 2, page 24-30.

Commented [EB10]: Complete Adventurer, pages 10-

Commented [EB11]: Complete Adventurer, pages 13-

Commented [EB12]: Complete Warrior, page 11-13.

Commented [EB13]: Complete Divine, page 6, Miniatures Handbook, page 5.

Commented [EB14]: Dragon Magic, pages 24-30.

Commented [EB15]: Complete Warrior, pages 5-8.

Commented [EB16]: Complete Divine, pages 14-18.

Commented [EB17]: Complete Arcane, pages 5-10.

Commented [EB18]: Complete Arcane, pages 10-14.

Commented [EB19]: Forgotten Realms Campaign Setting (3e), page 85.

Commented [EB20]: Note that the Forgotten Realms Campaign Setting (3e), page 85, says Chondathan is spoken in Waterdeep, the Sword Coast, and the Western Heartlands, but the Player's Guide to the Forgotten Realms, page 15, 19 claims Illuskan is the automatic language for humans and shield dwarves from the Sword Coast. The most likely explanation is that characters native to the Sword Coast region south of Waterdeep who speak a human language speak Chondathan, while characters native to the Sword Coast region north of Waterdeep who speak a human language speak Illuskan.



MAP #2: DM'S MAP OF THE SHINING VALE

Chapter 1: Shining Vale

Over the centuries, the region stretching from the Sword Mountains to the High Moor and encompassing the lower river valleys of the River Dessarin and the River Delimbiyr has been home to many realms, which have risen and fallen and whose borders have expanded and contracted with the vagaries of fate. The southern half of this region, which encompasses the watershed of the lower reaches of the River Delimbiyr (River Shining), from Julkoun to the east to the Sea of Swords to the west and from Stoneturn to the north to Dragonspear Castle to the south, is known as the Shining Vale.

Once claimed by the great elven realm of Illefarm, the forested lowlands of the Shining Vale eventually became part of the moon elf kingdom of Ardeep. The shield dwarf kingdom in the Dark Hills of Dardath has given way to the isolated dwarfholds of the Forlorn Hills, now largely abandoned. Human-dominated realms such as the Barony of Steeping Falls, Delimbiyran, Elembar, and Phalorm have all ruled this region in turn. Today the lower Delimbiyr river valley is claimed by the Duke of Daggerford, heir to a centuries-old title dating back to the Dukes of Calandor and the Kingdom of Man, but much of the region is wilderness, dotted with ruins and home to all manner of dangerous predators.

Fallen Kingdoms

For as many ages as elves, dwarves, and humans have dwelled on Faerûn, the North has been a rich but forbidding land of cold, inhospitable terrain. Its dark and dangerous woods hide tribes of trolls, goblins, and hobgoblins inured to the cold. Ores and giants struggle to survive in its frozen mountain ranges, and nomadic human barbarians prowl its frigid hills and plains, raiding towns for food and gold. A few civilized settlements occupy defensible positions by the sea, on hilltops, or along river valleys. Those who pass quietly through the ruins of the innumerable kingdoms that have risen and fallen here can almost hear the voices of lost civilizations whispering their tales of glory and anguish.

The long history of the North begins with the ancient elven realm of Illefarn and its successors-Ardeep, Ilivanbruen, and Rilithar - and the shield dwarf kingdoms of Besilmer, Dardath, Delzoun, Gharraghaur, Haunghdannar, Mirarar (Ironstar Kingdom), and Melairbode. The realms that succeeded these were shaped by four different waves of human migration. The seafaring Northmen settled Ruathym, Old Illusk, the other isles of the Trackless Sea, the northern Sword Coast, and the Shining Vale, in roughly that order. They were joined by Netherese refugees fleeing west, seeking new lands beyond the reach of the phaerimm and the hated archwizards, and Tethyrian tribes migrating northward, fleeing the atrocities of Calimshan and the Shoon Dynasty. Later, Chondathan traders spread language, commerce, and knowledge from the Heartlands into the Savage Frontier. Out of this mixture emerged such realms as Athalantar, Delimbiyran, Elembar, Illusk, Phalorm, Stornanter, Tavaray,

Uthtower, and Yarlith, all of which have risen and fallen in turn, leaving only the independent towns and cities that dot the North today. At various points in time, part or all of the Shining Vale has fallen under the rule of Illefarn, Ardeep, Dardath, Elembar, Athalantar, the Shining Kingdom of Delimbiyran, Phalorm, and the Kingdom of Man, all of which are discussed below.

Illefarn

Illefarn, the Realm of Whispering Woods, is perhaps the longest-lasting elven kingdom in Faerun, having existed in various forms from -22900 DR to 342 DR, with a brief interregnum between -9797 DR and -8500 DR.

Founding Years

The Realm of Whispering Woods was the third great elven civilization founded in Faerûn, beginning circa –22900 DR after the establishment of Aryvandaar and Shantel Othreier. In its earliest incarnation, Illefarn encompassed the great forests west of the River Dessarin, known as Illefor to the Fair Folk. By -22000 DR, Illefarn included the allied principality of Ardeep Forest (Modern: Lower Dessarin river valley) as well. Although green elves composed the bulk of the population, moon elves and gold elves both formed substantial minorities. Until its conquest by Aryvandaar in -9900 DR, the language of Illefarn was a dialect of Elvish known as Phaeraeze.

From its inception, Illefarn was ruled by the moon elves of House Auglathla (Winterbreeze) who took the title of [yilitan] Prominent noble houses of early Illefarn included House Audark (green elves), House Ilbaereth (moon elves), House Le' Quella (moon/green elves), and House Never (moon elves). For its first thirteen millennia, Illefarn had two capitals: a summer capital called Iilorivaedon in the northern woods (Modern: southeastern Neverwinter Woods) and a winter capital called Delimbever, at the mouth of the River Delimbiyr (Modern: ruins of Tavaray / Lizard Marsh).

Crown Wars

During the First Crown War (-12000 DR to -11300 DR), Illefarn remained neutral as Aryvandaar attacked Miyieritar. However, Iyilitar Narlatha "the Dragonqueen" Auglathla secretly sympathized with the fate of Miyeritari refugees driven from their homeland by the armies of Aryvandaar. With the iyilitar's secret blessing, the High Mages of Illefarn set about constructing a series of hidden safehavens for the refugees, cloaked by magic and natural features from the prying eyes of the diviners of Aryvandaar. Both Ascarle (Modern: off the coast of Trisk) and Jhachalkhyn (Modern: Northdark beneath the southeastern Neverwinter Woods) were created as safehavens as a result of Narlatha's decision to secretly intervene, while repurposing the Citadels of Teurmaurael proved to be a flawed effort to do the same.

Illefarn's borders and principal settlements shifted many times during its long history, the first of which was the

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There are a lot of problems continuity-wise with this article, so I redacted it back to its bare bones.

See also Horde of Mists: Fallen Kingdoms of the Sword and Shield

Commented [ELB22]: Dragon #297, page 86.

Commented [ELB23]: Volo's Guide to the North, page 41, The North: Cities, page 10.

Commented [ELB24]: The Grand History of the Realms, page 14,

http://forum.candlekeep.com/topic.asp?TOPIC_ID=3684 &whichpage=20

Commented [ELB25]: Cormanthyr, pages 81, 99-105, 113.

Commented [ELB26]: Elves of Evermeet, page 41.

Commented [ELB27]: The Grand History of the Realms, page 59.

Commented [ELB28]: "Delimbiyr" = shining, "Ever" = home.

Commented [ELB29]: FR5 – The Savage Frontier, page 37, The North: The Wilderness, page 42.

Commented [ELB30]: *Menzoberranzan: The City,* page 19, *Drizzt Do'Urden's Guide to the Underdark,* fold-out map, *The Grand History of the Realms,* page 53.

peaceful departure of Ardeep when its Laranla Terithaele married the coronal of Shantel Othreier in -11119 DR, during the three centuries of peace in the north between the First and Third Crown War. This royal marriage reduced the borders of Illefarn to west and north of the River Dessarin, west of the River Surbrin, and south of the Spine of the World, although the bulk of the population was concentrated in the lee of the Sword Mountains and the Llewyrrwood to the north. From -11119 DR until its destruction in -9797 DR, Iilorivaedon was Illefarn's only capital city.

During the Third Crown War (-10900 DR to -10500 DR), Illefarn saw the collapse of two allies, as first Shantel Othreier (-10600 DR) and then Miyeritar (-10500 DR) were overrun by Aryvandaar, leaving the Fair Folk of Illefarn effectively encircled by the sprawling territory of the Vyshaan Empire and helpless to resist the army of Aryvandaar, should its larger neighbor choose to intervene. Only Ardeep, then part of Shantel Othreier, retained its independence for any length of time from Aryvandaar, with the discrete military aid of Illefarn. However, House Vyshaan simply ordered the assassinations of Ardeep's last two laranlors—Ilitharath (in -10464 DR) and his grandson Tarosspur (in -10460 DR)— and Ardeep quietly fell under Aryvandaar's control, with Illefarn helpless to prevent its loss.

Illefarn watched impotently during the Fourth Crown War (-10450 DR to -10000 DR), as battles raged between Aryvandaar and Ilythiir across the eastern reaches of Keltormir, causing untold destruction. Thousands of elven warriors from Ardeep and Shantel Othreier died under the command of Aryvandaaran generals. In -10272 DR, to forcibly muster an army, Delimbever, the former southern capital of Illefarn, was razed by Aryvandaaran High Mages using the NTel'Orar ritual, leaving no trace of its existence aside from slightly destabilizing the caverns beneath it in the Realms

Beginning in –10110 DR, over a thousand Illefami priests and High Mages spent decades in fervent prayer, asking for salvation by the Seldarine from the continued destruction of the forested elven homelands by the fires of the corrupt dark elves of Ilythiir. Their prayers precipitated the intervention of the Seldarine, resulting in the transformation and banishment of the drow, unintentionally earning the people of Illefarn the undying enmity of their former Miyeritari dark elven allies.

One month after the Descent of the Drow, the Seldarine summoned representatives of all the elven subraces to a site that became the Elven Court, to settle differences and restore peace among the elves. Of particular note to Illefarn, the matriarch of House Audark, Lady Nyanthaara Audark, was summoned to participate, and many members of her house followed her to Arcorar

Although the fruits of Illefarn's prayers enabled Aryvandaar to march their armies south all the way to fallen Ilythiir, House Vyshaan did not forget or forgive their smaller neighbor's quiet resistance. As the first Aryvandaaran troops returned home, House Vyshaan simply sent them westward across the River Dessarin. Illefarn's attempts to placate their

warlike neighbor proved fruitless, for Aryvandaar simply destroyed a vast swath of contested woodlands (creating the Evermoors) to demonstrate their martial superiority. Rather than fight a hopeless battle, Illefarn's small army broke up into light mobile forces that harassed the occupying Aryvandaaran army for decades, but to little real effect.

Vyshaan Regency

By -9900 DR, Illefarn was fully under Aryvandaaran control with one of their chief vassals, Lord Tanagarr of House Marstarym (gold elves), installed as coronkhor (regent) of the realm. The members of House Auglathla who the Vyshaan had suffered to live were kept captive in their estates with two, adolescent twin scions, Orlomon and Raerintiira, installed as titular co-rulers of the realm. In complete control of Illefarn, agents of House Vyshaan were ruthless in rooting out possible traitors, including nearly every priest, wizard, or High Mage, causing much of the populace to flee. Most of the gold and moon elf noble houses fled to the remnants of occupied Shantel Othreier. Others settled in the forested region stretching from what is now the Misty Forest to the Trollbark Forest known then as Irithar, which lay just south of Ardeep and had historically been part of Shantel Othreier. The Llewyrr abandoned the mainland entirely for the sheltered isolation of the mountainous Moonshaes circa -9800 DR.

In 9797 DR, the capital city of Iilorivaedon was unexpectedly attacked by an army of drow from Jhachalkhyn who emerged from a long-forgotten portal in the depths of the nearby woods, turning on their former allies in a twisted bid for revenge against Aryvandaar. Lord Tanagarr and the Marstarym forces were caught completely unprepared for the assault, and the drow army easily sacked the city, putting the surviving populace to flight.

While the drow of Jhachalkhyn moved on to attack long-hidden Ascarle (Modern: off the coast of Trisk) using information recovered under duress from Iyilitara Raerintiira Auglathla, House Vyshaan could not stomach the affront of losing a battle to the hated dark elves so close to home. Coronal Gilvas Vyshaan ordered Aryvandaaran High Mages to raze lilorivaedon so completely that no trace of it remained, again using the N'Tel'Orar ritual. The remaining members of House Auglathla were summarily executed, and House Marstarym was put to the sword, with the exception of one sept, House Starym, who fled east to safety. Although nominally still independent, Illefarn was then placed directly under the harsh rule of Coronal Gilvas Vyshaan and Aryvandaar.

Subsequently, after centuries of debate at Elven Court, House Vyshaan, the ruling house of Aryvandaar, was determined to be at the heart of the strife that bedeviled all elves. In -9200 DR, the First Proclamation of the Elven Court stripped House Vyshaan of their rulership and nobility, and their lives were declared forfeit for the betterment of the Fair Folk (i.e. the entire elven race). After six centuries of harsh rule by House Vyshaan, little remained of Illefarn except for scattered, itinerant tribes of green elves and a handful of cowed moon and gold elf noble houses. The surviving wizards and

Commented [ELB33]: The Grand History of the Realms, page 15, Cormanthyr, page 31.

Commented [ELB34]: Progenitors of House Starym.

Commented [ELB35]: Cormanthyr, page 31.

Commented [ELB36]: Cormanthyr, page 31.

Commented [ELB37]: Note this is nearly two centuries earlier than the rise of drow civilizations in the South, as discussed in *Cormanthyr*, page 31. This seems reasonable, however, as the drow of Jhachalkhyn were already an intact society at the time of their transformation and not under any threat.

Commented [ELB38]: Full story given in Wrath of the Leviathan: Fallen Kingdoms of the Krakenreach.

Commented [ELB31]: Cormanthyr, page 135.

Commented [ELB39]: Volo's Guide to the North, page

Commented [ELB40]: Cormanthyr, pages 22, 31.

Commented [ELB41]: Cormanthyr, page 135.

Commented [ELB42]: Cormanthyr, pages 23, 28, 37, 38, 40, 56, 73, 87, 111, 112, 114, 117-118, 142, 143, 145, 152, 154, Volo's Guide to All Things Magical, pages 114-116.

Commented [ELB43]: Cormanthyr, pages 31, 106, The Grand History of the Realms, page 16.

Commented [ELB32]: Cormanthyr: Empire of Elves, pages 21-23, 29-30, 113, Fall of Myth Drannor, pages 7, 42, 63, "Vale of Lost Voices" – an online column by Roger E. Moore.

High Mages of Illefarn had gone into hiding, many of them joining other resisters in the caves beneath the Ithaelar (Modern: Greycloak Hills).

After learning of the decision from their spies, the power-mad rulers of the Vyshaantar Empire lashed out, assassinating elven High Mages and other foes across Faerûn. The Fifth Crown War raged for two centuries before an army of allied refugees from Illefarn, Shantel Othreier, and Miyeritar (composed primarily of small bands of green elves led by moon elves with martial training) combined with gold elf rebels from Aryvandaar (led by House Saerthal) overran the Vyshaantar Empire with the aid of the hitherto hidden High Mages and priests of those fallen realms. In the days leading up to the war's end, all but the most loyal noble houses of Aryvandaar abandoned the Vyshaan, fleeing to other holdings in Arcorar, Evereska, Evermeet, and elsewhere in a diaspora known as the Wandering Years, or rose up against them.

Aftermath of the Crown Wars

In the aftermath of the Crown Wars, Illefarn found itself unexpectedly part of the victorious side, but hardly more organized than allied bands of skirmishers. The Fair Folk who remained in the High Forest had nowhere else to go, as Miveritar, Shantel Othreier, and many other elven realms lay in ruins. Over time, these small, mixed race bands of elves evolved into tribes, joined by elves of all races who sought to return to simpler times and live closer to the land, a process repeated in forests across Faerûn once ruled by the Vyshaantar Empire. These tribes vowed never again to let internal strife tear their kind apart, retreating to the deepest woodlands to seek shelter from the madness of the world. Unlike the wild elves (descendants of pure-blooded green elves), these selfimposed exiles did not slip into barbarism. Rather, they formed tightly knit societies that staved in touch with other likeminded elven communities hidden away in other forests. These secluded elven communities grew closer to the natural world and further apart from the high magic and ancient lore the elves had brought from their first home and became a new subrace of elves apart from their kin: the wood elves. Meanwhile, tribes of pureblooded Illefarni green elves migrated back across the River Dessarin. Many reverted to barbarism, becoming itinerant wild elves in the eyes of their kin. While not actively hostile to other elves, they resisted all attempts to involve them in restoring civilization.

Over the next five centuries, five small centers of elven civilization reappeared amidst the great forest of Illefor in lands once claimed by Illefarn: Faeveryal (Modern: Mere of Dead Men), with its capital at Naerytar (Modern: Castle Naerytar), Iliyanbruen (Modern: Neverwinter Woods), with its capital at Sharandar (Modern: forest headwaters of the Gibdraw in the Neverwinter Woods), Rilithar (Modern: Westwood and Kryptgarden Forest), with its capital at Fiirathal (Modern: Weirwood Halls), Ardeep (Modern: Ardeep Forest and lower Dessarin Vale), with its capital at Elvedarr (Modern: Taskerleigh, when the Ardeep Forest was much larger), and Irithar (Modern: Misty Forest and Trollbark Forest), with its

capital at Arrenholme (Modern: The Dead Glade in the Misty Forest). Each kingdom was built by a handful of noble houses, led by a local laranlor (although titles varied from kingdom to kingdom). However, with elven might in ruins, other races such as giants, orcs in the Spine of the World, and trolls in the Evermoors were beginning to grow in number, threatening both the remaining noble houses and the green elf clans.

Councils of Illefarn

In –8,500 DR, the aged Lady Nyanthaara Audark returned from Arcorar and centuries of service on the Elven Court. She called the first Council of Illefarn by the shores of the natural deepwater harbor at the southern end of the Sword Mountains (Modern: Waterdeep). Such was her reputation that even a handful of green elf tribes agreed to participate. After much discussion, the leaders of the gathered kingdoms and tribes (with the exception of Faeveryal) agreed to unite for the common defense of all under the rule of a hereditary coronal of House Audark, Even the green elf tribes agreed to pledge their loyalty, with one of their own on the throne.

At the time of its re-inception, Illefarn claimed all the forested lands along the Sword Coast loosely encircled by the River Mirar, the River Dessarin, the High Moor, and the Troll Hills, with the exception of Faeveryal, west of the Sword Mountains. To mark the refounding of Illefarn, elven high mages forged the Audark tarlspira (crown of Illefarn) for the newly elevated coronal, linking it to the nine Quess'kerym Illefarnam (royal blades of Illefarn), one blade for the coronal's heir, one blade each for the rulers of the four realms, and one blade each for their respective heirs). Coronal Nyanthaara then proclaimed the founding of a new capital city, Aelinthaldaar (Modern: Waterdeep), on the site of the council and ruled for nearly a century before passing on to Arvandor.

Under the light rule of House Audark, informed by regular Councils of Illefarn, the Realm of Whispering Woods remained more an alliance than a kingdom, but its very existence preserved elven rule of the Dessarin river valley and the Shining Vale for seventy-four centuries. During this time, Illefarn slowly contracted, as the populace retreated to Evermeet or fell to the relentless assaults of successive hordes. Gradually, the number of pure green elf tribes diminished as well, either departing for Evermeet or gradually becoming wood elves as they interbred with other elven subraces.

The end of Illefarn came in stages that took over seventeen centuries to unfold. In –1100 DR, Coronal Syglaeth Audark formally ordered a Retreat to Evermeet and the razing of Aelinthaldaar by High Magic. By that time, Illefarn had effectively re-fragmented into four distinct realms, separated from each other by open lands claimed by other races: the moon elven realm of Ardeep (Modern: Ardeep Forest), the wood elven realm of Iliyanbruen (Modern: Neverwinter Wood), the green elven realm of Irithar (a realm only in name, encompassing the modern Misty Forest and Trollbark Forest), and the wood elven realm of Rilithar (Modern: Kryptgarden Forest and Westwood). In the wake of his call for the Retreat, Syglaeth Audark continued to serve as coronal, but he rotated

Commented [BE49]: https://www.sageadvice.eu/202 0/01/18/any-further-features-of-interest-about-mistyforest/

Commented [ELB44]: Further details in Crown of Eaerlann: Fallen Kingdoms of the High Forest.

Commented [BE45]: Cormanthyr: Empire of Elves, page 23.

Commented [BE50]: Blades of the Illefarni unified people.

Commented [BE46]: Volo's Guide to the North, page 108, Dungeon #72, pages 52, 61,

Commented [BE47]: Volo's Guide to the North, page 43, The North: Cities, page 10.

Commented [ELB48]: Elminster: Making of a Mage (hardcover), page 219.

his court and his throne between the three remaining capitals of Illefarn: Elvedarn (later supplanted by Teurrendiir), Fiirathal, and Sharandar.

Waning of the Four Realms

The gradual decline of Illefarn went hand in hand with the waning of the four realms ruled by House Audark.

Irithar

By the time of Syglaeth's call for a Retreat (-1100 DR), Irithar was a kingdom only in name, for the last of its moon and gold elf houses had already departed for Evermeet or Cormanthyr, following the destruction of the capital of Arrenholme by beholders from the Greypeaks Hive in -1351 DR. In their wake, the noble houses left only the isolationist tribes of green elves in Narivaemista (Modern: Misty Forest) and the Laughing Hollow. Although Irithar faded away and never technically fell, the name was, in effect, resurrected in the Year of the Trials Arcane (523 DR), with the founding of Phalorm, Realm of Three Crowns. Ruardh "Lightshiver" Aloevan, Laranlor of Ardeep, ruled as Shantarcor of Irithar, representing his sovereignty over both the Ardeep Forest and Nariyaemista on behalf of the tripartite throne of Phalorm. The fall of Phalorm in the Year of the Lamia's Kiss (615 DR) marked the final fall of the Realm of Misty Glades. See below for further details.

Rilithar

Rilithar's collapse began in the Year of Glittering Coins (-582 DR), when the eastern half of the realm was lost to Harska Thaug's Second Horde. The Realm of Singing Swords survived only thanks to the self-sacrifice of its last coronal. In the Year of Elfsorrows (-206 DR), Coronal Syglaeth Audark, the aging coronal of Illefarn, finally met his doom, when drow raiders from hachalkhyn sacked Rilithar's capital city of Fiirathal and seized the Audark tarlspira (crown of Illefarn). Despite the loss of Fiirathal, Rilithar continued on for nearly three centuries under the rule of the Circle of Swordsongs. In the Year of Clinging Death (75 DR), Rilithar was abandoned because of the encroachment of human settlers and unceasing orc and troll raids, and the remaining elves departed for Evermeet and the Grey Forest.

See Horde of Mists: Fallen Kingdoms of the Sword and Shield for further details.

Ilivanbruen

In the Year of the Troublesome Vixen (177 DR), the elves of Iliyanbruen destroyed the orcs of Argrock (Modern: Luskan), though the effort costed much of their strength. By the Year of Fallen Pillars (180 DR), Iliyanbruen was no more and the capital city of Sharandar had been abandoned. Many of Iliyanbruen's moon elf inhabitants traveled west to Evermeet or south to Ardeep, leaving only scattered wood elf settlements in their wake.

See Wrath of the Leviathan: Fallen Kingdoms of the Krakenreach for further details.

Ardeep

Elvedarr lasted as the capital of Ardeep until the Year of Glittering Coins (-582 DR), when it was sacked by by the trolls of Harska Thaug's Second Horde. Although Elvedarr was rebuilt by the Fair Folk, Laranlor Corym "the Tall" Le'Quella of Ardeep made the difficult decision to relocate his court to Teurrendiir (Modern: Crypts of the Deepening Moon), as much of the forest surrounding Elvedarr had been destroyed, marking the effective loss of the northern third of the realm. Ardeep itself lasted in one form or another until the Year of the Lamia's Kiss (615 DR), until its last laranlor, Ardryll Aloevan heeded the retreat to Evermeet. See below for further details.

Fall of Illefarn

Illefarn was formally dissolved in the Year of the Cantobele Stalking (342 DR) at the last Council of Illefarn, when most of the remaining green elf tribes agreed to migrate to Evermeet in the face of endless conflicts with orcs and the ever-growing presence of humans in the region. At the time of its dissolution, the last major populations of green elves in the historical territories of Illefarn occupied only the Laughing Hollow and Narivaemista (Misty Forest), once known as the kingdom of Irithar. However, the name of the realm—Illefarn—lived on in the form of a compact signed between the moon elves of Ardeep and the dwarves of Dardath in the halls of Mount Illefarn, an alliance that later evolved into Phalorm, the Realm of Three Crowns, at the Council of Axe and Arrow in the Year of Trials Arcane (523 DR). Ardeep / Phalorm lasted until the Year of the Lamia's Kiss (615 DR), when the inundation of Uthtower drowned most of its army, and the rest of the elves sailed away to Evermeet.

Despite its long history, Illefarn became legendary, in large measure, because its elves left so little written material or oral tradition behind, and because everything that was left behind was so effectively dismantled by the Fair Folk or destroyed in the wake of their departure. Elven cities and manors were taken apart for building materials after being looted of the few valuables they possessed. Barbarians defaced carved words, burned artwork, and built crude castles from stones that were once the foundations of elven halls of learning. Even some great works and relies that Illefarn's elves took with them as they left were often lost in later wars, disasters, or feuds that befell their scattered people. Today, a sage can struggle for decades to locate only one reliable source of information on this legendary kingdom of the Fair Folk.

Song Paths of Illefarn

Among Illefarn's enduring legacies are the song paths of its poet-mages. These individuals created vast portal networks linked to songs and poems of epic length. These networks could be activated by walking over certain enchanted stones while singing the songs used to create them. Many such song paths linked outposts and hidden glades in Illefarn's vast forests, and together they spanned most of the Sword Coast North. Most of the song paths were disabled shortly before the Retreat to Evermeet, but at least one still remains because the elf noble who was to disenchant it could not bear to do so. Instead, he took with him all available copies of the poetic work that activated the portal system and separated it into smaller parts, so that no whole version of it remained in existence. This song path, the "Voices of the Lost," is detailed in Appendix 1.

Commented [ELB51]: *Elminster: Making of a Mage* (hardcover), page 219.

Commented [BE56]: "Teu" = silver, moon. "Irrendiir" = memories

Commented [ELB57]: The Grand History of the Realms, page 71.

Commented [EB52]: Literally "No sunlight forest."

Commented [EB58]: Literally "No sunlight forest."

Commented [ELB59]: The Grand History of the Realms, page 90.

Commented [ELB53]: Menzoberranzan: The City, p. 19, Drizzt Do'Urden's Guide to the Underdark, fold-out map, The Grand History of the Realms, page 53.

Commented [EB60]: Lost Empires of Faerûn, pages 57-58,

 $\frac{\text{http://www.wizards.com/dnd/article.asp?x=fr/pg20010}}{131\text{b.}}$

Commented [ELB54]: *The Grand History of the Realms*, page 66.

Commented [BE55]: Dungeon #101, page 17.

House Auglathla

Iyilitar/Iyilitara	Realm Ruled	Born (DR)	Reigned (DR)	Death (DR)	Notes
Rhamashal "the Moonblessed"	Illefarn	-23388	-22900/-21987	-21987	First ruler of Illefarn; installed as Iyilitar by acclamation after his bravery during a Rage of Dragons; descendant of the legendary Sharlario Moonflower; dies of old age.
Nemalas	Illefarn	-22443	-21987/-21501	-21501	Son of Rhamashal; dies of old age.
Velithuil	Illefarn	-21874	-21501/-20661	-20661	Second son of Nemalas; dies of old age.
Taethor "the Moon Arrow"	Illefarn	-21110	-20661/-20337	-20337	First son of Velithuil; slain in battle against the frost giants of Kaltfjell.
Menaril	Illefarn	-20912	-20337/-19475	-19475	Second son of Velithuil; dies of old age.
Lathreila "the Emerald Witch"	Illefarn	-19929	-19475/-18516	-9900	Granddaughter of Menaril; first Iyilitara of Illefarn; abdicates throne and becomes a baelnorn; destroyed by the Vyshaan.
Maerlune	Illefarn	-18843	-18516/-17004	-9900	Granddaughter of Lathreila; abdicates throne and becomes
"the Scarlet Witch"	2	1991	5	. 19	a baelnorn; destroyed by the Vyshaan.
Keryth	Illefarn	-17798	-17004/-16751	-16751	Grandson of Maerlune; dies of old age.
Phanath "the Masked"	Illefarn	-17200	-16751/-16444	-16444	Sole son of Keryth; dies in battle against an orc horde from the Spine of the World.
Jaeris	Illefarn	-16785	-16444/-15439	-15439	Second son of Phanath; dies of old age.
Uthalion	Illefarn	-15886	-15439/-14727	-14727	Grandson of Jaeris; dies of old age.
Taethor "the Star Arrow"	Illefarn	-15278	-14727/-14511	-14511	Sole son of Uthalion; slain in battle against the great red wyrm Gorlgorthaugh, Blood of Mahatnartorian.
Balandra "the Azure Witch"	Illefarn	-14862	-14511/-13855	-9900	Daughter and sole heir of Taethor; abdicates throne and becomes a baelnorn; destroyed by the Vyshaan.
Norlimon	Illefarn	-14409	-13855/13197	-13197	First son of Balandra; dies of old age.
Tathlamar	Illefarn	-14003	-13197/-13006	-13006	Sole son of Norlimon; lost at sea.
Saraeth	Illefarn	-13605	-13006/-12887	-12887	First son of Tathlamar; dies of winterchill fever.
Imithil	Illefarn	-13117	-12887/-12005	-12005	Daughter of Saraeth; dies of old age.
Narlatha "the Dragonqueen"	Illefarn	-12378	-12005/-11208	-11208	Granddaughter of Imithil; gold dragonrider; dies of old age.
Hyanaras "the Craven"	Illefarn	-11839	-11208/-10755	-10755	Son of Narlatha; refuses to aid Shantel Othreier against the Vyshaan; dies of old age.
Emetherion "the Riven"	Illefarn	-11219	-10755/-10621	-10621	First son of Hyanaras; dies of wounds suffered in battle against marauding giants.
Umetherion "the Ill-Fated"	Illefarn	-11103	-10621/-10500	-10500	against inflaturing graits. Second son of Hyanaras; dies during the Dark Disaster whilst attempting to broker a détente between Miyeritar and Aryvandaar.
Vaerthalar "the Pious"	Illefarn	-10811	-10500/-10000	-10000	Son of Umetherion; priest of Corellon; dies during the casting of the High Magic ritual that transforms the dark elves into drow.
Niiraeth	Illefarn	-10489	-10000/-9900	-9900	Son of Vaerthalar; executed by the Vyshaan when they annex the realm.
Orlomon "the Puppet" Raerintiira	Illefarn	-10056	-9900/-9797 -9900/-9797	-9797 -9797	Twin son and daughter of Niiraeth who are installed as co- rulers by the Vyshaan under a regency; Orlomon is executed by the Vyshaan and Raerintiira is kidnapped,
"the Tormented"	The state of				tortured and killed by the drow of Jhachalkhyn.
Tanagarr Marstarym [R]	Illefarn	-10426	[-9900/-9797]	-9797	Vassal of the Vyshaan who is installed as <i>coronkhor</i> (regent until executed by his masters due to his defeat by the drow
				YALL	of <mark>Jhachalkhyn.</mark> Thereafter, the Vyshaan rule Illefarn directly until their defeat.

Commented [ELB61]: Menzoberranzan: The City, p. 19, Drizzt Do'Urden's Guide to the Underdark, fold-out map, The Grand History of the Realms, page 53.

House Audark

Coronal	Realm Ruled	Born (DR)	Reigned (DR)	Death (DR)	Notes
Nyanthaara "the Wise"	Illefarn	-10696	-8500/-8407	-8407	Sister of Vaerthalar; made Coronal by acclamation after uniting the scattered moon elves and green elves of her ancestral lands; dies of old age. Founds Aelinthaldaar.
Laeroth	Illefarn	-8854	-8407/-7549	-7549	Great-great-grandson of Nyanthaara; dies of old age.
Tarathorl	Illefarn	-8120	-7549/-7203	-7203	Second son of Laeroth; never marries; slain by the great green wyrm Caerlaurgoth.
Amrauil	Illefarn	-8043	-7203/-7001	-6880	Daughter of Laeroth; abdicates throne to her granddaughter and retires to Evermeet.
Imarune "the Moonblaze"	Illefarn	-7348	-7001/-6500	-6500	Granddaughter of Amrauil; priestess of Sehanine; disappears after using a <i>portal</i> to visit Jhyrennstar.
Rennyr	Illefarn	-6805	-6500/-6119	-6119	Second son of Imarune; slain in battle against a gnoll horde out of the High Moor.
Carumandar	Illefarn	-6487	-6119/-5228	-5228	Son of Rennyr; dies of old age.
Tardrannor "Stoutfriend"	Illefarn	-6055	-5228/-4786	-4786	Son of Carumandar; allows the dwarves of Haunghdannar to settle in his lands; dies of old age.
Uldrein	Illefarn	-5432	-4786/-4193	-4193	Son of Tardrannor; dies of old age.
Aramalas	Illefarn	-4674	-4193/-3655	-3655	Grandson of Uldrein; dies in battle against an orc horde from the Spine of the World.
Thalanil	Illefarn	-4170	-3655/-3389	-3389	Son of Aramalas; dies in battle with the Rabble Horde that bring ruin to Haunghdannar.
Alinar	Illefarn	-3521	-3389/-2770	-2770	Son of Thalanil; dies at the hands of monsters when seeking to bring aid to beleaguered Sharrven.
Ornthalas	Illefarn	-3105	-2770/-1864	-1864	Son of Alinar; dies of old age.
Haerthil	Illefarn	-2278	-1864/-1299	-1199	Grandson of Ornthalas; abdicates throne to his son and retires to Evermeet.
Syglaeth "the Last"	Illefarn	-1792	-1299/-1100	-206	Son and sole heir of Haerthil; commands a retreat to Evermeet which dissolves Illefarn into the sub-kingdoms of Iliyanbruen, Rilithar and Ardeep while remaining titular ruler; slain by drow raiders out of Jhachalkhyn.

House Naerlath

Laranlor/Laranla	Realm	Born	Reigned (DR)	Death	Notes
	Ruled	(DR)		(DR)	
Teuinfarnth	Ardeep	-24187	-23600/-22534	-22534	Founder of Ardeep. Dies of old age.
Ilynaarnor	Ardeep	-23374	-22534/-21902	-21902	First son of Teuinfarnth. Instrumental in the forging of Illefarn. Brings Ardeep into Illefarn in -22002 DR.
Varune	Ardeep	-23001	-21902/-21675	-21675	Son and sole heir of Ilynaarnor; dies of old age.
Relemath	Ardeep	-22866	-21675/-21339	-21339	First son of Varune; dies of old age.
Oroshin	Ardeep	-22207	-21339/-20818	-20818	Grandson of Relemath; dies of illness.
Innarenil	Ardeep	-20969	-20818/-19953	-19953	Granddaughter of Oroshin; dies of illness.
Rhimathaer "the	Ardeep	-20388	-19953/-19508	-19508	Great-grandson of Innarenil; slain by the red dragon
Dragondoomed"					Terklauthaggar.
Namalaarn	Ardeep	-20076	-19508/-18995	-18877	Son and sole heir of Rhimathaer; abdicates throne for his
					grandson.
Shammarant "the	Ardeep	-19462	-18995/-17600	-17600	Grandson of Namalaarn; High Mage; dies in the Sundering
Ancient"			2		Ritual.
Belerick	Ardeep	-18374	-17600/-17103	-17103	Great-great-grandson of Shammarant; dies of old age.
Handrathon "the	Ardeep	-17687	-17103/-16648	-16648	Grandson of Belerick; dies in a shipwreck in the reaches of
Seamaster"	1.75				the Trackless Sea.

Velemorn	Ardeep	-17117	-16648/-16444	-16444	Grandson of Handrathon; dies in battle against the orcs of the Whitewyrm Horde from the Spine of the World, protecting his liege Phanath of Illefarn.
Urmalynd "of the Unicorns"	Ardeep	-16873	-16444/-15756	-15756	Daughter of Velemorn; dies of old age.
Lyrûne "of the Pegasi"	Ardeep	-16558	-15756/-15382	-15382	Daughter of Urmalynd; dies of old age.
Cathaela "of the Eagles"	Ardeep	-16226	-15382/-15177	-15177	Daughter of Lyrûne; dies of old age.
Menaerimm	Ardeep	-15754	-15177/-15022	-15022	Grandson of Cathaela; assassinated by his lover, Ridras Eremoar.
Relvaspur "Wildcrown"	Ardeep	-15685	-15022/-15004	?	Grandson of Cathaela; driven insane by the Naerlath <i>kiira</i> and flees the kingdom to a fate unknown.
Esselendar	Ardeep	-15431	-15004/-14769	-14769	First son of Relvaspur; slain by frost giants while scouring the northern mountains looking for his father.
Hulair	Ardeep	-15122	-14769/-13995	-13995	Son and sole heir of Esselendar; dies of old age.
Tamandra	Ardeep	-14364	-13995/-13276	-13276	Granddaughter of Hulair; dies of old age.
Jarassarl "the Stormstar"	Ardeep	-13883	-13276/-13104	-13104	Grandson of Tamandra; dies of injuries suffered in an earthquake.
Paeris	Ardeep	-13529	-13104/-12471	-12471	Son and sole heir of Jarassarl; dies of old age.
Naeryndam	Ardeep	-12994	-12471/-11876	-11876	Third son of Paeris; dies of old age.
Selglaeth	Ardeep	-12328	-11876/-11643	-11203	Grandson of Naeryndam; dies of old age.
Terithaele	Ardeep	-11452	-11203/-11119	-10591	Great-granddaughter of Selglaeth; marries Coronal Beireath Vendarra in -11119 DR, bringing Ardeep peacefully into Shantel Othreier; abdicates rule of Ardeep to her younger brother; dies of old age.
Belrael	Ardeep	-11376	-11119/-10764	-10764	Brother of Terithaele; dies without issue.
Tarune	Ardeep	-11112	-10764/-10500	-10500	Second son of Beireath and Terithaele; inherits rule of Ardeep from his uncle; dies in the Dark Disaster while serving his liege, Coronal Umetherion Auglathla of Illefarm
Ilitharath	Ardeep	-10969	-10500/-10464	-10464	Son and sole heir of Tarune; killed by agents of House Vyshaan of Aryvandaar.
Tarosspur	Ardeep	-10587	-10464/-10460	-10460	Grandson of Ilitharath. Last of his line. Rules from the shadows, resisting the writ of House Vyshaan of Aryvandaar. Crushed by a horrific vasuthant.

House Siiryltiir

Laranlor/Laranla	Realm Ruled	Born (DR)	Reigned (DR)	Death (DR)	Notes
Rathiain "Stormbringer"	Ardeep	-8856	-8500/-7714	-7714	Proclaimed laranlor of Ardeep by the Council of Illefarn. First to wield [Huankerym], one of nine royal blades of Illefarn. Dies of old age.
Alphaeris	N/A	-8430	DNR	-7935	Son of Rathiain. Sickly from birth. First to wield Nirkerym, one of the nine royal blades of Illefarn.
Taleisin	Ardeep	-8033	-7714/-7203	-7203	Son of Alphaeris; dies alongside Coronal Tarathorl Audark of Illefarn in battle with the green dragon Caerlaurgoth.
Ornthalar	Ardeep	-7712	-7203/-6701	-6701	First son of Taleisin; dies of old age.
Elhoras	Ardeep	-7200	-6701/-6174	-6174	Grandson of Ornthalar; dies of old age.
Nuliarann	Ardeep	-6658	-6174/-6119	-6119	Great-grandson of Elhoras; slain in battle against the gnolls of the Snarling Horde out of the Shaar by way of an ancient portal to the High Moor.

Commented [BE62]: The Grand History of the Realms, page 15, Cormanthyr, page 22.

Commented [BE63]: The Grand History of the Realms, page 15, Cormanthyr, page 22.

Commented [BE64]: Monster Manual III, pages 182-183, Crown of Eaerlann: Fallen Kingdoms of the High Forest.

Commented [KA(ANB6S65]: "Huan" = storm. "Kerym" = sword.

Commented [BE66]: "Nir" = star. "Kerym" = sword.

0.1 #1	1		*****		
Galantras "the	Ardeep	-6421	-6119/-4430	-4430	Son and sole heir of Nuliarann; dies in battle with the troll
Sleeper in Gems"			0 2 12		"king" Grakar "Everclaws".
Shyael	Ardeep	-4677	-4430/-3502	-3502	Descendant of Galantras; dies of old age.
Vesperr	Ardeep	-3915	-3502/-3287	-3287	Grandson of Shyael; dies of disease.
Galandar	Ardeep	-3664	-3287/-2513	-2513	Son and sole heir of Vesperr; blind from birth; dies of old
"Mooneyes"					age.
Tulomorn	Ardeep	-3096	-2513/-2301	-2301	Grandson of Galandar; slain in the Clash of Firestorms.
Yhilintha	Ardeep	-2659	-2301/-1547	-1547	Daughter of Tulomorn; dies of old age.
Phaltherion "the	Ardeep	-2002	-1547/-1100	-898	Grandson of Yhilintha; abdicates, heeding the command of
Obedient"					Coronal Syglaeth to retreat to Evermeet; dies of old age.

House Torglamaer

Laranlor/Laranla	Realm	Born	Reigned (DR)	Death	Notes
THE RESERVE OF THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN COLUMN TW	Ruled	(DR)		(DR)	
Niirantaor	Irithar	-9251	-8500/-8114	-8114	Made laranlor by acclamation by the leaders of House
	2	13.			Biirathyl, House Erembelore, House Vaerinhiir, and House
					Waelynfiir. First to wield Daenkerym, one of nine royal blade
	100				of Illefarn. Dies of old age.
Faorlyniir	Irithar	-8937	-8114/-8006	-8006	Son of Niirantaor. First to wield Alikerym, the Unicorn Blad
"Songstrider"			2.1		one of nine royal blades of Illefarn. Dies of old age.
Asaargilda	Irithar	-8611	-8006/-7937	-7937	Daughter of Faorlyniir. Ascends to Arvandor in the
	1				Rapture of Hanali.
Tarnarth	Irithar	-8289	-7937/-7145	-7145	Son of Asaargilda. Dies of old age.
"Blackgold"					
Uvaelyntra	Irithar	-7447	-7145/-6119	-1351	Granddaughter of Tarnarth and sole heir. Gravely
				78	wounded in battle with the Snarling Horde. Becomes a
1	34		*		baelnorn. Destroyed in the Battle of Arrenholme.
Ilinyth	Irithar	-6441	-6119/-5511	-5511	Grandson of Uvaelyntra and sole heir. Dies of old age.
Roarintaeiltar	Irithar	-6109	-5511/-5204	-5204	Son of Ilinyth. Built Seatower of Ilinyth Dies of old age.
"the Crafter"	1				, , , , , , , , , , , , , , , , , , , ,
Edaeliira "the Elder"	Irithar	-5816	-5204/-3912	-3912	Daughter of Roarintaeiltar. Dies of old age.
Orlumbor	Irithar	-4116	-3912/-3382	-3382	Great-great-grandson of Edaeliira. Dies in battle at sea wit
"Seastrider"					the Leviathan of the Vast Deeps, one of the escaped krake
beabarder					of Arauwurbarak (Modern: Ruathym).
Zathylor	Irithar	-3582	-3382/-2770	-2204	Grandson of Orlumbor. Abducted during the Slaughter of
"the Lost Laranlor"			-2440/-2204		Sharrven by a beholder. Imprisoned deep beneath the
the Bost Eurumor			2410/ 2204		Greypeaks in the beholder city of Harxynkulrar. Later
					rescued by an elite band of elven adventurers, although
	-				Daenkerym remains lost. Dies of old age.
Hunthoryn	Irithar	-3019	-2770/-2440	-2314	Patriarch of House Moonglamaer, green elven sept of
Moonglamaer [R]	IIIIIIII	-301)	-2770/-2440	-2314	House Torglamaer. Rules as coronkhor (regent) when all
wioongiamaer [K]					living members of House Torglamaer foreswear the thron
					Alikerym is given to him and his heirs in tribute for his
			· ·		
Galonicer "the	Irithar	2072	DNR	2(122	service. Dies of the Dragonspit Plague.
	iritnar	-2873	DINK	-2612?	Son of Zathylor. Confronts Crimaladrano, son of
Wanderer"					Ramarthragar, who claims the northeastern Misty Forest a
					his lair. Vanishes along with the ancient green dragon after
					an ill-considered pact with the Netherese sorceress
			1		Arlathra.
Ilynaeri	Irithar	-2626	-2204/-1548	-1351	Great-granddaughter of Zathylor. Becomes a baelnorn.
	1			O SUL	Destroyed in the Battle of Arrenholme.
Aarondiir	Irithar	-2056	-1548/-1351	-1351	Grandson of Ilynaeri. Last of his line. Dies in the Battle of
		*			

Commented [BE67]: The Herald, page _.

Commented [BE68]: "Daen" = mist. "Kerym" = sword.

Commented [BE69]: "Ali" = horn. "Kerym" = sword.

Commented [BE70]: Volo's Guide to the Sword Coast, page 216, Dungeon #73, page 46.

Commented [BE71]: FR11 - Dwarves Deep, page 56.

Commented [BE72]: FR4 – The Magister, page 54.

Commented [BE73]: Unleash the Kraken: Fallen Kingdoms of the Sword Coast and the Trackless Sea.

Commented [BE74]: Dungeon #73, page 46.

House Le'Ouella/Aloevan

Laranlor/Laranla	Realm(s)	Born	Reigned (DR)	Death	Notes
	Ruled	(DR)		(DR)	
Ruvym Le'Quella	Ardeep	-1402	-1100/-794	-794	Clan elder; elected Laranlor by acclamation; dies of old ago
Edrym Le'Quella	Ardeep	-998	-794/-592	-592	First son of Ruvym; Dies of old age.
Corym "the Tall" Le'Quella	Ardeep	-809	-592/-434	-434	Third son of Edrym; dies in battle with the Netherese Archwizard Cathalegaunt.
Eallyrl "the Dawnflame" Le'Quella	Ardeep	-586	-434/-401	-401	First daughter (twin) of Corym; dies in battle with the blac dragon Brakabalnyth.
Fildaerae "the Nightflame" Le'Quella	Ardeep	-586	-401/-395	-395	Second daughter (twin) of Corym; dies during a raid by orcs of the Braeskull tribe led by Gulmuth, "the Hand of Gruumsh."
Imdalace Le'Quella	Ardeep	-529	-395/4	?	Grandniece of Eallyrl and Fildaerae; granddaughter of Tannym (slain by Cathalegaunt in -434 DR), older brother of the twins; disappears on the summer solstice and never seen again.
Embrae Aloevan	Ardeep	-190	4/308	308?	Fifth cousin of Imdalace; Chosen of Sehanine and Mystra; driven insane by the silverfire of Mystra, living on as a spirit in the Court of Silver Fire.
Ruardh "Lightshiver" Aloevan	Ardeep / Irithar / Phalorm	180	308/557 523/557 523/557	557	Nephew of Embrae Aloevan; slain at the Battle of Blunted Fangs.
Ellatharion Aloevan	Ardeep / Irithar/ Phalorm	403	557/604 557/604 557/604	?	First son of Ruardh; disappears in the High Forest.
Lathlaeril "Leafspear" Aloevan	Ardeep / Irithar / Phalorm	417	604/612 604/612 604/612	612	Second son of Ruardh; slain at the Battle of Firetears.
Ardryll Aloevan	Ardeep / Irithar /	418	612/615 612/615	985	Nephew of Ruardh and last Laranlor of Ardeep; calls for a Retreat to Evermeet.

Ardeep

Most folk of modern-day Faerûn believe that the Fair Folk of Ardeep inhabited only the area currently covered by the Ardeep Forest, but in truth the Realm of the Deepening Moon occupied at least three times that much territory. Thus, the ruins of Ardeep can be found not only in the depths of Ardeep Forest, but also in the surrounding countryside. At its height, the elven kingdom of Ardeep encompassed the lands between the Sword Mountains and the northwestern High Moor and between the Dark Hills (now the Forlorn Hills) and the Sword Coast near the mouth of the River Delimibity.

At various points in history up until the end of the Crown Wars, the Realm of the Deepening Moon has been independent or a vassal of the elven empires of Illefarn, Shantel Othreier, and Aryvandaar. After the Crown Wars, a refounded Ardeep was one of four loosely allied realms of a reconstituted Illefarn. Ardeep's final chapter ended as one of three pillars of Phalorm, the Realm of Three Crowns.

First Incarnation of Ardeep

Millennia before the Sundering, the moon elves of House Naerlath founded Ardeep as an independent realm in 23600 DR with its capital at Delimbever (Modern: ruins of Tavaray / Lizard Marsh) at the mouth of the River Delimbiyr. The rulers of Ardeep were known as laranolrs (feminine form: laranlas), an elven term meaning "Regal Lord (Lady)" and denoting the king (queen) of an elven vassal realm or minor kingdom. This realm existed for just over thirteen millennia before being crushed under the heel of the mighty Vyshaan, rulers of the imperious elven empire of Aryvandaar.

Under the leadership of Laranlor Ilynaarnor, House
Naerlath was instrumental in uniting the Realm of the
Deepening Moon with the green elf tribes to the north and the
moon elves of the Llewyrrwood. Ardeep's second laranlor
formally brought the realm into Illefarn in | 22002 DR| and
willingly swore an oath to serve Rhamashal "the Moonblessed"
Auglathla, elected coronal of Illefarn by acclamation.

Commented [EB75]: Elves of Evermeet, page 41.

Commented [BE76]: Demihuman Deities, pages 127-128

Commented [EB77]: Forgotten Realms Campaign Setting (3e), page 16.

 $\begin{tabular}{ll} \textbf{Commented [BE79]:} The \textit{Grand History of the Realms,} \\ page 10. \end{tabular}$

Commented [ELB80]: "Delimbiyr" = shining, "Ever" = home.

Commented [e78]: Lost Empires of Faerûn, pages 136-141.

Commented [BE81]: The Grand History of the Realms, page 10

In the millennia that followed, with the strong support of House Naerlath, Illefarn continued to grow in strength and number. Before the Crown Wars, the greatest threats to Ardeep's integrity were the Steamfire Burnings, unleashed by the red dragon Terklauthaggar in -19508 DR, and the orcs of the Whitewyrm Horde from the Spine of the World in -16444 DR. In -17600 DR, the leaders of Illefarn participated in the Sundering, which reshaped the surface of Toril and created the Green Isle of Evermeet, alongside their counterparts from other elven realms.

Ardeep remained a vassal of Illefarn until -11119 DR, when Laranla Terithaele Naerlath married Coronal Beireath Vendarra, bringing the Realm of the Deepening Moon into Shantel Othreier. Initially, rule of Ardeep passed to her younger brother, Belrael, who died without issue before reverting to his nephew and her second son, Tarune.

After the Third Crown War erupted in -10900 DR, Tarune's reign was marked with strife, which culminated with his death and the destruction of neighboring Miyeritar during the Dark Disaster of -10500 DR. The last two laranlors of Ardeep in its first incarnation were lithrarath, son of Tarune, and his grandson, Tarosspur. The Vyshaan actively hunted the remnants of House Naerlath to the point of extinction, to the extent that when the Vyshaan met their end, there were no males of royal blood to take up the Duskwood Throne.

Second Incarnation of Ardeep

Ardeep ceased to exist as an autonomous realm after the assassination of Laranlor Tarosspur in -10460 DR. By the order of Coronal Phirvaas "the Ruthless" Vyshaan, the realm was placed under the despotic rule of House Tilemmerath. Although the Vyshaan court continued to refer to the region as Ardeep, most elven scholars today do not associate the Realm of the Deepening Moon with the horrors of House Tilemmerath; instead, they refer to this realm as the Tilemmerath Manthurlim.

In the decades that followed, most of Ardeep's surviving moon and green elves fled to Illefarn or the remnants of Shantel Othreier; those that remained were forcibly enlisted into the armies of Aryvandaar to serve as expendable shock troops in battle against the dark elves of Ilythiir during the Fourth Crown War (-10450 DR to -10000 DR). Vast numbers of elven warriors from occupied Ardeep and Shantel Othreier died in 10448 DR at Dala Shalanilis (the "Battle of Shalane Ford," Modern: where Pikeman's Folly crosses the Shalane River to meet the Tethir

In -10272 DR, the Fair Folk of Delimbever (the Vyshaan-occupied capital of Ardeep), rose up in rebellion after House Tilemmerath ordered the conscription of another army. In response, House Tilemmerath had Delimbever razed by Aryvandaaran High Mages using the N'Tel'Orar ritual, leaving no trace of the city's existence, aside from slightly destabilizing the caverns beneath it in the Realms Below.

Bereft of their homes, the surviving warriors of Ardeep were forced once again to march to war, where all but a handful died at Dala Cirlurlea (the "Battle of the Shining Plains") in-10270 DR, marking the start of the Stone and Claw
Campaigns, In their wake, Ardeep reverted to wilderness,
becoming a largely unoccupied hunting preserve of House
Tilemmerath

The Reclamation of the Ardeep

By -9000 DR, House Tilemmerath was no more, having fallen in the final days of the Fifth Crown War. For three centuries, the ancient forest of the Ardeep lay unclaimed, bereft of elven song for the first time in centuries. Then, in -8717 DR, moon elves of Houses Aloevan, Le'Quella, Siiryltiir, and Talithyn and gold elves of House Floshin came together to found Elvedarr (Modern: Taskerleigh), a settlement they hoped would reclaim the legacies of House Naerlath.

Over the next two centuries, the Fair Folk "of the Ardeep" began to trade with the Fair Folk of Arrenholme to the south and Fiirathal (Modern: Weirwood Halls in Westwood) to the north. Gradually, as Elvedarr grew in size, tribes of green elves began settling in the surrounding forest, drawn back to the historic woodlands of the Ardeep.

Third Incarnation of Ardeep

By the time of Illefarn's refounding, Ardeep had once again become a small realm in its own right, one of four such realms to be bound together as the Realm of Whispering Woods. The loose borders of Ardeep at that time were the Sword Mountains to the west, the ford over the River Dessarin to the north and east (Modern: Ironford), and the River Delimbiyr to the south.

When Lady Nyanthaara Audark called the first Council of Illefarn in -8500 DR, some of her strongest supporters were drawn from the noble houses of Ardeep. Those leaders then selected reclaimed Ardeep's first ruler in the wake of Lady Nyanthaara's coronation as coronal, choosing Lord Rathiain "Stormbringer" of House Siiryltiir, a powerful priest of Aerdrie Faenya, as laranlor. As Rathiain first drew the blade Huankerym one of the nine Quess kerym Illefarnam (royal blades of Illefarn), great peals of thunder rolled across the land, indicating the approval of the Bringer of Rain and Storms.

In the centuries that followed, Ardeep's population spread south towards Aelinthaldaar, the newly founded capital of Illefarn. The moon elf houses and green elves tribes gradually intermixed, forming clans of wood elves scattered through the forest. By -6000 DR, when Ardeep was at its peak population, the majority of the Fair Folk dwelled in settlements along the banks of the River Dessarin, following the primary trail between Aelinthaldaar and Elvedarr. They gathered in the sprawling, lightly settled cities of Teurendiir (Modern: Crypts of the Deepening Moon), Parltharion (Modern: Green Glade), and Melardon (Modern: Phylund Lodge) and wandered throughout the surrounding woodlands.

Enveloped by Rilithar and Irithar, the Realm of the Deepening Moon was largely peaceful, troubled only by wideranging dragons and the occasional predator that emerged from the wastelands of Miyeritar (Modern: The High Moor). In the

Commented [BE90]: Keltormir withdrew to "the Highlands" in -10300 DR.

Commented [BE91]: Cormanthyr, page 31, The Grand History of the Realms, page 15.

Commented [BE92]: Cormanthyr, page 31, The Grand History of the Realms, page 16,

Commented [BE93]: Demihuman Deities, pages 127-128.

Commented [BE94]: FOR5 – Elves of Evermeet, pages 41, 45, 51, 93, Under Illefarn Anew: Fallen Kingdoms of the Shining Vale.

Commented [BE95]: Elminster: Making of a Mage (hardcover), page 219, Dragon #228, page 31.

Commented [BE96]: N5 – Under Illefarn, pages 17-18, The North: Daggerford, page 32. The Last Mythal: Forsaken House, page 64, City of Splendors web enhancement: Environs of Waterdeep, page 4-5, Under Illefarn Anew: Fallen Kingdoms of the Shining Vale.

Commented [ELB97]: Elminster: Making of a Mage (hardcover), page 219.

Commented [BE82]: "Manth" is place. Tweak "urlril" to "urlilm" (meaning conquered, plundered, seized). So "occupied territory/dominion" can be "manthurlim" (man-THUR-lim).

Commented [KA(ANB6S98]: "Huan" = storm. "Kerym" = sword.

Commented [BE99]: Blades of the Illefarni unified people.

Commented [BE100]: Demihuman Deities, page 94.

Commented [BE83]: This means it was one of the first battles as Clan Hune made its way up the western shore of the Deepwash.14

Commented [BE84]: "Dala" = battle. Shalane is derived from the elven name which include "shala." "Lanilis" = ford, water crossing.

Commented [BE85]: The Vilhon Reach: Dungeon Master's Reference, pages 5, 6, 46. Although not labeled on the fold-out map, the road's name is mentioned in the text.

Commented [BE86]: Named in *Night Masks*, page 11. River between Impresk Lake and Shalane Lake.

Commented [BE87]: Named on the fold-out map in *Lands of Intrigue*. See also: *Lands of Intrigue*: *Tethyr*, page 19.

Commented [BE101]: "Teu" = silver, moon. "Irrendiir" = memories.

Commented [ELB88]: Cormanthyr, page 135.

Commented [BE89]: "Dala" = battle. "Cirlar" = dazzle, bright sparkle, strong reflected shine. "Lurlea" = open, expansive.

wake of the Crown Wars, the first conflict to despoil the eastern reaches of the Realm of the Deepening Moon occurred in -6119 DR. A horde of gnolls from the Shaar emerged from an ancient portal that once linked Miyeritar to llythiir. The armies of Illefarn, including many warriors from Ardeep and Irithar, shattered the Snarling Horde on the banks of the River Delimbiyr in great battle known as Dala Delimbiyr (the "Battle of the River Delimbiyr") at the cost of many elven lives, including the life of Laranlor Nullarann Siiryltiir, and the Tower of Winds, the preeminent school of high magic in Irithar.

Ardeep was blessed with sixteen centuries of peace before war broke out again in the northwestern reaches of the High Moor. In -4543 DR, unknown elven explorers despoiled an ancient Aryvandaaran ruin built during the Fifth Crown War, triggering an ancient magic—N'Imrel'Mifir'Quessir—that transformed them into trolls. Illefarni sages later concluded that House Vyshaan had used the site to study and try to weaponize the Curse of Giilvas, uttered by the dying queen of the fey woodlands along the banks of the Avaetaliluin (Modern: Laughingflow) in -9996 DR. Somehow, the fell magics they had researched were triggered millennia later by the unlucky explorers.

Within a few decades, the initial gang of trolls had grown in number sufficiently to control the northwestern reaches of the High Moor under the command of the troll king, Grakar "Everclaws." For twelve decades (-4498 DR to -4376 DR), Illefarni armies ranged across the High Moor, battling gangs of trolls, in a campaign known as the Moorburnings. The endless battles came at great cost in elven lives, including the death of Laranlor Galantras "the Sleeper in Gems" Siiryltiir of Ardeep in -4430 DR. In some small way, this conflict was a blessing for the Fair Folk of Illefarn, for it kept the Realm of the Whispering Woods, including Ardeep, from becoming entangled in the Seven Citadels War (-4500 DR to -4300 DR) that raged far away in the High Forest. However, the enduring presence of trolls on the High Moor and amidst the boughs and peaks of the Trollclaw Forest and the Troll Hills to this day can be traced back to this magical transformation, one more fell legacy of House Vyshaan.

Fourth Incarnation of Ardeep

In -1100 DR, Illefam's last coronal, Syglaeth Audark, dissolved the Realm of Whispering Woods and called for a Retreat. This fragmented Illefam's three largely autonomous realms: Ardeep, Iliyanbruen, and Rilithar. Laranlor Phaltherion "the Obedient" of House Siiryltiir announced his intention to join the Retreat and quietly departed for the Green Isle as well, leaving the Realm of the Deepening Moon without a laranlor for the first time in millennia.

The Fair Folk of Ardeep who elected not to heed the Retreat called a Gathering, at which they elected Ruvym, leader of House Le'Quella, as laranlor of the Realm of the Deepening Moon. The Le'Quella line ruled Ardeep for centuries, defending the Realm of the Deepening Moon against attacks by dragons and Netherese archwizards alike.

The fourth incarnation of Ardeep avoided wholesale war until its collapse, but the numbers of the Fair Folk continued to decline and threats beyond the borders of elf-held woodlands multiplied rapidly over the course of centuries. These dangers came to a head when the troll warlord, Harska Thaug, gathered a second horde in the Year of Pyramids (-584 DR) and marched down the Dessarin river valley. This led to the sacking of Elvedarr and the burning of the northern third of Ardeep in the Year of Glittering Coins (-582 DR). Although the moon elves of House Talithyn rebuilt Elvedarr, Laranlor Corym "the Tall" Le'Quella relocated the capital of Ardeep to Teurrendiir (Modern: Crypts of the Deepening Moon).

Such dangers continued to grow, as increasingly bold humanoids launched raids into Illefam's heartlands. Laranla Fildaerae "the Night Flame" Le'Quella of Ardeep was slain during one such raid in the |Year of Ashen Faces (-395 DR)|by orcs of the Braeskull tribe led by Gulmuth, "the Hand of Gruumsh." She was succeeded by her grand-niece, Imdalace Le'Quella, last of her direct line.

In the Year of Terrible Anger (-111 DR), Laranla Imdalace led Ardeep into battle alongside the Fair Folk of Iliyanbruen, Rilithar, Ardeep, Siluvanede, and Eaerlann. The elven realms united to shatter the strength of the Orc Marches, creating a funnel down the Dessarin river valley through which the orcs of the western horde were channeled. Only a fraction of the horde survived, but the remnants escaped into the wastelands of the High Moor. She then disappeared in the Year of the Slaked Blade (4 DR) and rulership of Ardeep passed to her distant kinswoman Embrae Aloevan. Embrae became a Chosen of Mystra and Sehanine in the Year of Frostfires (292 DR), before descending into madness and death in the Year of Promise (308 DR), consumed by silver fire.

Ruardh "Lightshiver" Aloevan succeeded his aunt as laranlor. He forged the Alliance of Illefarn with the shield dwarves of Dardath in the Year of the Cantobele Stalking (342 DR). In the Year of Trials Arcane (523 DR), this alliance became Phalorm, the Realm of Three Crowns. Ruardh ruled as the elven king of Irithar, one of the three kingdoms of Phalorm, until the Year of Melding (557 DR), when he fell at the Battle of Blunted Fangs near the site of present-day Dragonspear Castle against a horde of hobgoblins. His eldest son, Ellatharion, succeeded him, ruling until the Year of the Immured Imp (604 DR), when he vanished along with a contingent of elves and halflings pursuing the Hunting Horns Horde of orcs into the High Forest. He was succeeded by his younger brother, Lathlaeril "Leafspear," who died in the Year of the Jester's Smile (612 DR) at the Battle of Firetears, south of modern day Triboar, against the orcs of the illithid-led Everhorde. Sickened by the endless warring, Ardryll Aloevan, Ardeep's last laranlor, called for a Retreat, and most of Ardeep's moon elves abandoned Phalorm in the Year of the Lamia's Kiss (615 DR) and took ship to Evermeet.

Commented [BE102]: "Dala" = battle. "Delimbiyr" = River Shining.

Commented [BE103]: "N'" = negative. "Imrel" = controlled magic. "Mifir" = undying. "Quessir" = People.

Commented [e105]: Dragon #270, page 95.

Commented [ELB104]: "Avae" = delight, "Tal" = swift, "Iluin" = long river.

Commented [EB106]: Forgotten Realms Campaign Setting (3e), page 16.

Commented [e107]: Lost Empires of Faerûn, page 137, Dragon #270, page 95.

Commented [e108]: The Seven Sisters, p.6; Demihuman Deities, p.127; FR11 – Dwarves Deep, p.56; Dragon#270, p.95.

Commented [e109]: Forgotten Realms Campaign Setting, page 267, 269, FR11 – Dwarves Deep, page 56; FR5 – The Savage Frontier, page 4; Cormanthyr, page 40; Silver Marches, page 6; Races of Faerûn, pages 93, 103.

Commented [e110]: FR11 - Dwarves Deep, page 56.

Commented [e111]: Forgotten Realms Campaign Setting, page 267; Dragon #252, page 72; Dungeon#73, page 24; Dragon#164, page 62; Races of Faerûn, page 93.

Commented [e112]: Dragon #164, page 62.

Commented [e113]: FR11 - Dwarves Deep, page 56; Silver Marches, page 6, Races of Faerûn, pages 93, 103

Fifth Incarnation of Ardeep

In the Year of the Curse (882 DR), the elven realm of Ardeep was re-founded by Eaerlanni moon elves fleeing the demons erupting from Ascalhorn. The Alliance of Illefarn was briefly reborn as well, but the Eaerlanni elves quickly withdrew due to rising anti-human sentiment among their number. Led by a council of mages known as the Starfire Circle, the moon elves dwelt in quiet fellowship beneath the boughs until the Year of the Moonfall (1344 DR), when the last of the Fair Folk heeded the call of the Retreat and departed for Evermeet (with the notable exception of the gold elves of House Floshin and their moon elven retainers).

Irithar

Irithar, the Realm of Misty Glades, was a little-known successor to the northwesternmost province of Shantel Othreier. (The name "Irithar" did not come into common usage until -8550 DR, although most sages believe it was derived from the province of Irimanth.) At its height, Irithar occupied the forested lands south of the River Delimbiyr, west of the High Forest, and north of the Troll Hills, as well as the isle of Orlumbor.

Irithar began as the city of Arrenholme (Modern: The Dead Glade), in what is now the heart of the Misty Forest. Arrenholme was founded in -8802 DR by moon elves of House Biirathyl, House Erembelore, and House Waelynfiir and by gold elves of House Torglamaer and House Vaerinhiir. Over the next three centuries, the Fair Folk of Irithar began to trade with the Fair Folk of Elvedarr (Modern: Taskerleigh) to the north and their kin in the Chionthar river valley as well.

When Lady Nyanthaara Audark called the first Council of Illefarn in -8500 DR, the isolationist nobles of Irithar took a great deal of convincing to join but eventually they came around. Those leaders then selected Irithar's first ruler in the wake of Lady Nyanthaara's coronation as coronal, choosing Lord Niirantaor of House Torglamaer, a noted sea captain from Evermeet, as laranlor. As Niirantaor first drew the blade Daenkerym, one of the nine Quess kerym Illefarnam (troyal blades of Illefarn), a great maelstrom emerged briefly in the waters between Orlumbor and the Sword Coast, indicating the approval of Deep Sashelas, the Sailor's Friend.

In the centuries that followed, Irithar's population sprawled out into isolated steadings across the realm, linked by a primary trail than ran roughly along what is now the Trade Way. The moon elf houses and green elf tribes gradually intermixed, forming clans of wood elves who wandered through the forest and fished the Sea of Swords. By -5000 DR, when Irithar was at its peak population, the primary settlements of the Realm of Misty Glades included Arrenholme as well as Rellesar (Modern: Moon Isle), Athra (Modern: Telthin's Mill), and Elüvaerath (Modern: Tragonspear Castle).

Irithar was more exposed to hostile threats than its northern neighbors, and it was forced to be quite militant in terms of guarding its eastern and southern borders. Like Ardeep, its northern neighbor, the Snarling Horde of -6119 DR and the

Moorburnings campaign (-4498 DR to -4376 DR) against the trolls inflicted great losses on the Realm of Misty Glades as well. (See the write-up of Ardeep for further details.)

Among the many dangers faced by Irithar, perhaps the most unique was the never-ending need to defend against the lingering horrors of Miyeritar that emerged from time to time from the ravaged High Moor. All manner of oozes, slimes, and fungi emerged from the many ravines of the High Moor to slither down into the Realm of Misty Glades. Time and again, ghaunadan assumed the guise of Iritharan nobles, causing great confusion among the elven defenders. It is thought that kampfults (a woodland form of roper, see Horde of Mists: Fallen Kingdoms of the Sword and Shield) emerged as deadly predators in the Misty Forest during this time as well.

In -3387 DR, word reached Laranlor Orlumbor Torglamaer that several settlements of elven fisherfolk on the large island off the Broken Shore had vanished without a trace. Within a year, Orlumbor had mustered a great navy of swan-winged sailing ships and set about patrolling the coastal waters of the Sea of Swords. In -3382 DR, the "Seastrider," as he came to be known, finally tracked down the Leviathan of the Vast Deeps, one of the escaped krakens of Arauwurbarak (Modern: Ruathym). Orlumbor was last seen athwart the mantle of the beast, with his trident embedded deep in one of its eyes. In the wake of the Seastrider's presumed death, the island was renamed in his honor and the eastern shore settlements were restored.

The fall of Irithar began, of all places in the southern High Forest during the Slaughter of Sharvven (-2550 DR). Laranlor Zathylor of Torglamaer, later known as "the Lost Laranlor," was abducted by a beholder and later imprisoned deep beneath the Greypeaks in the beholder city of Harxynkulrar. For over a century, the fate of the "Lost Laranlor" consumed the up-and-coming nobles of Irithar. Unwilling to concede the death of Zathylor, all living members of House Torglamaer foreswore the throne, forcing Hunthoryn Moonglamaer to step in as *coronkhor* (regent). Many nobles were lost in ill-fated rescue missions following uncertain clues, greatly weakening the realm. In -2440 DR, Zathylor was finally rescued by an elite band of elven adventurers who slaughtered numerous eye tyrants in the process, but *Daenkerym* remained lost.

In -2619 DR, Crimaladrano, son of Ramarthragar, claimed the northeastern reaches of Irithar as his domain. After elven high mages in serviced to the throne proved unable to dislodge the ancient green dragon from his newly claimed lair, Galonicer Torglamaer, heir apparent, turned to darker means to defeat the son of Ramarthragar. In his wanderings in search of his father, the elven prince had encountered human woman named Arlathra. In -2612 DR, "the Wanderer," as he was known, vanished after making an ill-considered pact with the Netherese sorceress, and Crimaladrano disappeared as well.

While the Realm of Misty Glades considered the matter of Zathylor's abduction closed, the eye tyrants of Harxynkulrar did not. In -1351 DR, a swarm of beholders of the Greypeaks Hive suddenly emerged from a temporary portal amidst the tree-

Commented [e114]: FR5 – The Savage Frontier, page 51.

Commented [e115]: FR5 – The Savage Frontier, page 45, Dragon #128, page 8.

Commented [BE120]: FR4 - The Magister, page 54.

Commented [BE121]: Unleash the Kraken: Fallen Kingdoms of the Sword Coast and the Trackless Sea.

Commented [BE116]: The Herald, page _.

Commented [BE117]: "Daen" = mist. "Kerym" = sword.

Commented [BE118]: Blades of the Illefarni unified

Commented [BE119]: Demihuman Deities, page 104.

dwellings of Arrenholme and began slaughtering the population. Although the eye tyrants were all slain with swords and spells, the Battle of Arrenholme led to the destruction of that city and the deaths of much of the populace. Notable deaths included two former laranlas—the baelnorns Üvaelyntra and Ilynaeri—as well as Laranlor Aarondiir Torglamaer, last of his

In the wake of the battle, most of the surviving noble houses of Irithar (with the notable exception of House Narthil, a minor sept of House Birathyl) departed for Evermeet. Although tribes of wild elves continued to wander the forests of the Realm of Misty Glades for centuries thereafter, as a realm Irithar vanished in all but name.



Dardath

The shield dwarven realm of Dardath has long claimed the Dark Hills (also known as the Horn Hills), now known as the Forlorn Hills or, less commonly, the Fallen Hills or (never by dwarves) the Sword Hills, (The latter breeds even more confusion, as it conflates the Forlorn Hills with the Sword Hills south of the River Delimbiyr and implies human rule over both regions, a claim that was extended during the Kingdom of Man.) The sign of the realm was a gleaming mithral axe atop a rugged black iron anvil, drawing on the symbols of Clan Ironstar and Clan Honedaxe, found on waymarkers throughout the Forlorn Hills.

In the Year of the Black Marble (-148 DR), dwarven prospectors from Ammarindar (which lay beneath the Grepeak Mountains to the east of the High Moor) began mining for black marble and dark granite in the Dark Hills (now the Forlorn Hills), just north of the River Delimbiyr. Their numbers swelled as refugees from the Northkingdom of Delzoun (far to the north amidst the headwaters of the River Dessarin) migrated south into Ammarindar and then, over time, west to the lightly settled clanholds of the Dark Hills, following the Northkingdom's collapse in the Year of the Black Unicorn (-100 DR).

The name "Dardath" did not come into common usage until the Year of the Five Mountains (-26 DR), when traders from

Tavaray began trading with the scattered clanholds of the Stout Folk. Dardath "the Elder" Honedaxe of Ammarindar, for whom the realm was named, was the first clan leader to unite the scattered dwarfholds into an alliance of common defense.

In the Year of the Majestic Mace (207 DR), the fall of the dwarven realm of Ironstar (also to the north) forced the surviving dwarves of Clan Ironstar to flee south down the Dessarin river valley, harried all the while by a horde of orcs. After the death of King Daurvos "Frostbeard" Ironstar on the Stone Bridge, his daughter, Tammas "Forkbeard" Ironstar, led the survivors—mostly women and children—south to Dardath, escorted by an avatar of Moradin Soulforger, The Ironstar survivors did not establish their own hold in Dardath but spread out among the existing settlements and eventually married into many clans. After marrying Dardath "the Younger" Honedaxe, Tammas Forkbeard was elected arcrown (essentially "queen") of Dardath. Tammas and Dardath "the Younger" established the royal house of Ironaxe, a surname thereafter inherited by her descendants, all of whom bore the crown of Daurvos*.

In the Year of the Cantobele Stalking (342 DR), an orc horde overran Athalantar (a human kingdom in what is now Athwater Vale) and nearly conquered the dwarfholds of Dardath. Only the unexpected help of an army of moon elves from Ardeep and wood elves from Iliyanbruen and Rilithar allowed the Stout Folk to prevail. In the wake of that victory, the Fair Folk called a Council of Illefarn on the slopes of what came to be known as Mount Illefarn, above the dwarfhold that served as Dardath's royal seat. At that council, the Fair Folk dissolved the long-fragmented realm of Illefarn and many wood elves finally joined the Retreat. With their numbers greatly reduced and the benefits of working together still fresh in their minds, the rulers of Ardeep and Dardath entered the Alliance of Illefarn, pledging to work towards a common defense.

In the Year of Trials Arcane (523 DR), the rising power of orc hordes in the North led to the calling of the Council of Axe and Arrow. There, the humans of Delimbiyran, the shield dwarves of Dardath, the elves of Ardeep, the rock gnomes of Dolblunde, and displaced lightfoot halflings from Meiritin (far to the south) who had settled Athwater Vale collectively found the Tri-Crowned Kingdom of Phalorm, the Realm of Three Crowns. Dardath's king became one of the three kings of Phalorm and the realm of Dardath was accorded the status of a duchy in Phalorm.

The fall of Phalorm in the Year of the Shattered Scepter (614 DR) began the long, slow decline of Dardath. The Stout Folk who survived the hordes that beset the Realm of Three Crowns retreated to their isolated holdings within the Forlorn Hills and largely withdrew from their neighbors. While the dwarven holdings of Dardath technically fell within the territory claimed by Delimbiyran, the Kingdom of Man, the Stout Folk considered themselves independent, and restricted their interactions with their neighbors to the trading of goods. Dardath itself existed only in name, with the formal writ of its kings restricted to Runedardath, the dwarfhold beneath Mount Illefarn, although they usually spoke on behalf of the Stout Folk of the region.

Commented [EB124]: *Cormanthyr: Empire of Elves,* page 37.

Commented [BE122]: Dragon #228, page 31.

Commented [EB123]: Dragon #270, page 92.

Arcrown	Realm(s) Ruled	Born (DR)	Reigned (DR)	Death (DR)	Notes
Dardath "the Elder"	Clanholds of the Dark	-129	-26 / 125	125	First speaker of the clanholds of the Dark Hills;
Honedaxe of	Hills	12)	20 / 125	123	died in battle with a raging sapphire wyrm that
	Tillis				
Ammarindar		40	125 / 205	207	came up into the mines from below
Bharaun "the Elder"	Clanholds of the Dark	-40	125 / 207	207	Son of Dardath "the Elder"; second speaker of
Honedaxe	Hills				the clanholds of the Dark Hills; died of old age
Daurvos "Frostbeard"	Ironstar	- 6	176/207	207	Last king of Ironstar, died in battle with orcs on
Ironstar			11.00	100	the Stone Bridge
Tammas "Forkbeard"	Dardath	123	207/340	340	Daul (daughter) of Daurvos; married Dardath
Ironstar / Ironaxe			N. Land		"the Younger" Honedaxe, son of Bharaun "the
		940		4	Elder," and founded royal house of Ironaxe;
					died of old age
Bharaun "the Fair"	Dardath	- 210	340/462	462	Son of Tammas, discovered Kanaglym and
Ironaxe	Illefarn		342/462		established a trading alliance, died of old age
Daurvos "the Younger"	Did not rule	284	Did not rule	381	Son of Bharaun; drank a poisoned drink
Ironaxe	The second second				
Yanthaera "Forkbeard"	Did not rule	365	Did not rule	456	Daul of Daurvos "the Younger"; died in
Ironaxe			*		childbirth
Fauril "the Regent"	Dardath	369	462/512	512	Rules as barakuld (regent). Son of Daurvos "the
Ironaxe [R]	Illefarn	307	462/512	312	Younger"; died in battle with a wyvern
Torghatar Ironaxe,	Dardath	456	462/579	579	Son of Yanthaera; falls to duergar assassins
Blood of Bharaun	Illefarn	436		379	S4
blood of bharaun			462/523		whilst on his way to answer a false call for aid
	Thaltekhth / Phalorm	101 - 14	523/579		in the vicinity of Rarg's Hold (present-day
					Ironford)
Oskilar Ironaxe, Son of	Dardath	464	579/614	614	Son of Fauril; dies in battle with orcs of the
Fauril	Thaltekhth / Phalorm		579/614		Horde of the Wastes
Faurilarn Ironaxe, Son of	Dardath	538	614/617	, 617	Son of Oskilar, dies of lingering war wounds
Oskilar	Thaltekhth / Phalorm		614/615		
Faurilosk Ironaxe, Son	Dardath	542	617/620	620	Son of Oskilar, brother of Faurilarn; dies with a
of Oskilar					poisoned blade in his back, killer unknown
Interregnum	Dardath		621/624		Younger brothers of Faurilosk battle for regence
Delg "the Clanless"	Dardath		624/671 ®	671	Bastard son of Oskilar claims regency of
					Dardath, but his writ barely extends beyond
			411		Runedardath; murdered by Sharran assassins
Oskilar "the Younger"	Dardath	617	620/671	671	Son of Faurilosk; never reigned outside of
Ironaxe					regency; murdered by Sharran assassins
Devin "Blackheart"	Dardath	619	671/850	850	Son of Faurilosk; dies of old age
Ironaxe	Durdum	017	0, 1,000	000	son of runnoss, dies of old age
Bharaun "the Younger"	Dardath	694	850/882	Unknown	Son of Dovin: disappears into High Forest in 88
Ironaxe	Dardani	074	030/002	Ulkilowii	Son of Devin; disappears into High Forest in 88
	Dandath	(05	900/040	042	DR, never to return
Devinarn Ironaxe	Dardath	697	882/942	942	Son of Devin; dies in battle with drow raiders o
	Phalorm		882/882		House Fey-Branche of Jhachalkhyn
Tammas "the Younger" Ironaxe	Dardath	770	942/950	950	Daul of Devinarn; dies in battle with Dragon Cultists
Daurvosarn Ironaxe	Dardath	846	950/1018	1018	Son of Tammas "the Younger"; dies in battle
Designer #th N "	Dandath	000	1010/1000	1000	with an enraged wrym
Devinarn "the Younger" Ironaxe	Dardath	928	1018/1090	1090	Son of Daurvosarn; killed by a Malarite during the Great Hunt
Devin "the Younger"	Dardath	1006	1090/1235	1235	Son of Devinarn; dies in battle with orcs of the
Ironaxe					Black Horde; last to bear the crown of Daurvos

[R] Served as barakuld (regent).

Commented [EB125]: Follows format given in *A Grand History of the Realms*, pages 74-86.

Commented [EB126]: FR11 – Dwarves Deep, pages 53-54.

Commented [EB127]: FR11 – Dwarves Deep, pages 53-54

Commented [BE128]: FR11 – Dwarves Deep, gatefold.

Commented [EB129]: Cormanthyr: Empire of Elves, page 37.

Commented [EB130]: FR11 – Dwarves Deep, page 56.

Commented [EB131]: FR11 – Dwarves Deep, page 56

Commented [EB132]: FR11 – Dwarves Deep, page 56, Lost Empires of Faerûn, page 91.

Commented [EB133]: FR11 – Dwarves Deep, page 56, Lost Empires of Faerûn, page 93.

Commented [EB134]: "Fauril" + "Arn". Combining names is a dwarven tradition. FR11 – Dwarves Deep, gatefold.

Commented [EB135]: "Fauril" + "Osk". Combining names is a dwarven tradition. FR11 – Dwarves Deep, gatefold.

Commented [EB136]: FR11 – Dwarves Deep, page 57.

Scholars still debate how to mark the fall of Dardath. The realm conceded some of its sovereignty to the Alliance of Illefarn (342 DR) and all of its sovereignty with the establishment of Phalorm (523 DR). After the fall of Phalorm, its territory was absorbed into Delimbiyran, the Kingdom of Man, even if the Stout Folk maintained their independence. The failure to refound the Alliance of Illefarn in the Year of the Curse (882 DR) marked the abandonment of many of Dardath's dwarfholds. Arcrown Devin, the last king in the line of Tammas Forkbeard to bear the *crown of Daurvos** died without an heir in the Year of the Black Horde (1235 DR). And yet, even today, small groups of dwarves dwell in the Forlorn Hills and refer to the region as dwarf-ruled Dardath.

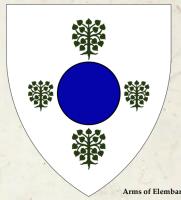
Tavaray

In the Year of the Phandar (-50 DR), the city-state of Tavaray was founded at the mouth of the River Delimbiyr by Clan Aulgaard of Ruathym, heralding a new influx of Illuskan settlers from the island kingdoms of the Sea of Swords to small settlements along the Sword Coast. The Illuskan migration was precipitated by famine brought on by a series of bad fishing seasons and the depredations of drow raiders from Karsoluthiyl (a subterranean city deep beneath the Sea of Swords west of Baldur's Gate).

Although Tavaray's location gave it ready access to the interior, as the River Delimbiyr was navigable as far east as Ammarindar, it was surrounded by marshland to the south and east and the southwestern verges of elf-controlled Ardeep Forest to the north, limiting the extent of its potential growth.

The early inhabitants of Tavaray took to the sea for their livelihood, fishing up and down the Sword Coast. Over time, Tavaray developed into a stopover for ships from the southern kingdoms headed up the Sword Coast to Illusk. After the merchants of Tavaray began trading with the Stout Folk of the Dark Hills in the Year of the Five Mountains (-26 DR), the city-state became a trading port in its own right, where southern merchants could acquire dwarf-made metalwork, furs brought for trade by barbarian tribes, and other treasures of the Delimbiv river valley.

Tavaray's collapse was as sudden as it was unexpected. In the Year of the Deep Bay (302 DR), the land beneath the mouth of the River Delimbiyr trembled, as if shaken by the collapse of some great subterranean cavern, and then abruptly sank as much as six feet. The city was quickly flooded by the rising waters from the sea and the River Delimibyr, forcing the population to evacuate as their homes sank from sight. While some Tavarayans migrated inland to Elembar, others followed their last lord northward to the lands surrounding Deepwater Harbor, in hopes of establishing a new settlement (a dream that would eventually become Waterdeep, City of Splendors).



Elembar

In the Year of the Preordained Youth (82 DR) and the years that followed, Tavaray experienced an influx of Tethyrian refugees fleeing religious persecution by Qysar Shoon II of the Shoon Imperium (present-day Calimshan). They included worshippers of the deity Eldath, led by the Archdruid Elembar, who had fled their forest grove home in the foothills of the western Cloud Peaks after repeated incursions from Shoon-sponsored brigands who roamed the Ralamnish Ridings (present-day Amn).

The Eldathyns were part of a larger diaspora that founded settlements in what are now known as the Fields of the Dead and the Greenfields (although in bygone eras this region had a plethora of names: the elves called it Askavar which also served as the name of a short-lived realm of moon elves that fled the fall of Keltormir; the dwarves of Shanatar named it Tynnor (literally "field of danger") when they trekked northwards to found the Lost Kingdoms, disliking its open spaces; and many early humans called it simply Olar, or "the Wide" in the ancient Thorass tongue, for it was the biggest open expanse of territory early humans ever encountered, surrounded as they were by elven forests and dwarven and goblinoid-held mountains). Only a courageous few travelled even further north, lured by tales of fallen Netheril and the great elven empire of Aryvandaar, which promised immense riches to those willing to brave the slumbering dangers of these vanished realms.

Elembar and his followers did not settle in burgeoning Tavaray proper but established small grove settlements on the fringes of the Ardeep Forest. At first, the elves were concerned and the younger, more intolerant warriors, wishing to prove themselves in battle, urged Laranla Embrae Aloevan to lead them to bloody war, scouring their forest of the intruders and then in turn driving the humans of Tavaray into the sea. The wise Embrae counselled patience, noting that in ages past, other elven lands had sought to war on humans, only to lose or at best obtain détente when the elves could find no answer to humanity's numbers.

Aulgaard Dynasty

Clanlord	Realm(s) Ruled	Born (DR)	Reigned (DR)	Death (DR)	Notes
Threlgar, "the Stormborn"	Tavaray	-112	-50/-21	-21	Clan elder; Leads his people from Ruathym and founds Tavaray at the mouth of the River Delimbiyr; Dies of old age.
Ruulf	Tavaray	-73	-21/-1	-1	2nd son of Threlgar; Dies in battle with trolls.
Brandur, "the Flamespear"	Tavaray	-48	-1/12	12	1st son of Ruulf; Lost in an expedition to eradicate the trolls of the southern forests.
Skorgal	Tavaray	-19	12/39	39	3rd son of Brandur; Dies of winterchill fever.
Framar, "the Grim"	Tavaray	7	39/51	51	Son and sole heir of Skorgal; Lost at sea after a great storm.
Halthar	Tavaray	30	51/92	92	1st son of Framar; Dies of old age.
Jarulf, "the Ill-Fated"	Tavaray	55	92	92(?)	1st son of Halthar; Spell-cursed by the wizard Suul of Illusk to involuntarily change shape at every highsun, Jarulf disappears after a few months on the throne, with most believing him dead by his own hand.
Unndor	Tavaray	60	92/114	114	2nd son of Halthar; Dies in battle with trolls.
Lornil	Tavaray	89	114/145	145	3rd son of Unndor; Slain by assassins whilst visiting the holding of his vassal Uth Myrmoran.
Helgart, "Longstride"	Tavaray	116	145/154	?	1st son of Lornil; Famed traveller who travels north with a group of retainers and braves the dangers of Undermountain, never to be seen again.
Draagar	Tavaray	121	154/160	160	2nd son of Lornil; Dies of winterchill fever.
Ragnar, "the Beardless"	Tavaray	142	160/182	182	1st son of Draagar; Slain in the blood feud that erupts between the Darskuls and the Aumars, who are driven out of Tavaray.
Evald, "the Brave"	Tavaray	162	182/225	225	Son and sole heir of Ragnar; Rides to war with the elves of Ardeep against the orc horde of Gluthtor and is slain at the Battle of Hungry Arrows.
Ingmar, "the Foolish"	Tavaray	191	225/270	270	2nd son of Evald; Dies of old age.
Narthel	Tavaray	218	270/275	. 275	Son and sole heir of Ingmar; Dies after a fall from a horse.
Erundar	Tavaray	233	275/281	281	Son and sole heir of Narthel; Dies of plague.
Agundar	Tavaray	256	281/302	338	Son and sole heir of Erundar; Orders the
frequency and					abandonment of Tavaray and leads his people north to settle in the lands around Deepwater Harbor.

Commented [EB137]: Follows format given in *A Grand History of the Realms*, pages 74-86.

Commented [EB138]: Ruins of Undermountain: Campaign Guide, pages 73-75.

Commented [EB139]: A Grand History of the Realms, page 61. Wizards were exiled from Ilusk in 96 DR.

Commented [EB140]: A Grand History of the Realms, page 63.

Commented [EB141]: Ancestors of Elminster, as described here: *Dragon #228*, page 27. This gives them a reason to settle what would become Athalantar.

Commented [EB142]: City of Splendors: Waterdeep (2e): Who's Who in Waterdeep, page 9.

Monarch	Realm(s) Ruled	Born (DR)	Reigned (DR)	Death (DR)	Notes
Caruth I	Elembar	102	146/179	179	Clan elder; Leads his people from Daerimathlor in a great sea voyage north and founds the realm of Elembar and its first settlement and capital Delimbiyran; Dies of old age.
Caruth II	Elembar	133	179/209	209	1st son of Caruth I; Dies of old age;
Davilarhh I	Elembar	164	209/217	217	Son and sole heir of Caruth II; Dies in the Great Fires that destroy the Halangorn Forest whilst out hunting.
Farryd I, "the Fierce"	Elembar	191	217/225	225	1st son of Davilarhh I; Rides to war with the elves of Ardeep against the orc horde of Gluthtor and is slain at the Battle of Five Falcons.
Farryd	Elembar	220	DNR	228	Son and sole heir of Farryd I; Dies before he can take the throne, some say murdered by his uncle.
Narilath [R]	Elembar	195	225/228 228/263	263	2nd son of Davilarhh I; Regent for his nephew before he seizes the throne; Dies without issue.
Larnorth I, "the Towerlord"	Elembar	221	263/269	269	Nephew of Narilath by his sister Jhessail; Hires dwarven stonemasons of Dardath to build Delimbiyran's first stone walls; Slain whilst leading his armsmen against an incursion of ogres from the Horn Hills; Dies without issue.
Caruth III	Elembar	226	269/294	294	Nephew of Narilath by his sister Jhessail; Slain by Malarites in the Watchers of the North whilst travelling to the Mlembryn lands.
Gelidarhh, "the Tormented"	Elembar	256	294/295	295	1st son of Caruth III; Born lame and with a withered swordarm; Commits suicide after learning of his wife's adultery with his brother.
Davilarhh II	Elembar	260	295/330	330	2nd son of Caruth III; Marries his dead brother's wife; Dies of old age.
Davilarhh III, "the Bloody"	Elembar	297	330/342	342	Ist son of Davilarhh II; Dies in battle with the orcs of the Horde of Black Banners, leading his warriors in a valiant attempt to aid the realm of Athalantar.
Larnorth II	Elembar	305	342/354	354	3rd son of Davilarhh II; Dies in battle with barbarians raiding south out of the Dessarin Valley.
Tarilath I	Elembar	, 326	354/402	402	1st son of Larnorth II; Dies of old age.
Tarilath II	Elembar	353	402/422	422	Son and sole heir of Tarilath I; Dies of plague.
Harnorth I, "the Blackaxe"	Elembar	383	422/442	442	2nd son and sole heir of Tarilath II; Slain by Ghaulantatral the "Old Mother Wyrm" whilst travelling to Westdelve for the accession of Axelord Emerlyn.
Caruth IV, "the Greybeard"	Elembar	409	442/499	499	Son and sole heir of Harnorth I; Dies of old age.
Harnorth II	Elembar	470	499/511	511	Grandson of Caruth IV; Dies in battle against the orcs of the Horde of Red Eyes out of the Greypeaks; The realm of Elembar is laid waste and its dominion is reduced to the environs of the capital Delimbiyran.

[R] Served as Regent.

In this regard Embrae was guided by visions received from the goddess Sehanine, showing her that her life and the future of Ardeep were now inextricably linked with humankind. She therefore began to consort with humans in various spellspun guises, manipulating and thwarting those who would do ill to the Ardeep, but forming friendships and growing to love those humans who were of a different bent; those who were committed to peace and harmony and wished to live in accord with the mysterious elves of the woodlands. Of those humans, Embrae learned to love and respect Elembar of Eldath the most.

In the Year of the Quiet Valley (93 DR), she revealed herself to him, allowing the Eldathyn druids to travel freely through select areas of the Ardeep Forest (then much bigger and encompassing the open lands between the present-day Ardeep Forest and Forlorn Hills) following the clear forest streams to the site of deep springs which were used as sites of worship in the Eldathyn rite known as the Cleansing.

Within a (human) generation, the Fair Folk had established a trademeet in a clearing on the southwestern edge of Ardeep. Embrae established the Oak Pact with Clanlord **Commented [EB143]:** Follows format given in *A Grand History of the Realms*, pages 74-86.

Commented [EB144]: Dragon #230, page 39.

Commented [EB145]: Dragon #228, page 35.

Unndor Aulgaard, ruler of Tavaray, which acknowledged their respective territorial boundaries and formalized matters of trade and diplomatic ties. Through all this, the clarity of thought and measured presence of the now venerable Elembar was a boon to both the humans of Tavaray and Ardeep's elves, and his wisdom averted many conflicts as the years rolled on.

In the Year of the Jagged Leaves (114 DR), disaster struck when the venerable green dragon Draeithimatar, forced out of his High Forest lair after coming to the unwelcome attention of the deadly Imvaernarho of the Star Mounts, descended on Ardeep Forest seeking to claim it as his own. The battle might of Ardeep whelmed swiftly and the great wyrm was laid low in a titanic battle above the trees when Laranla Embrae Aloevan and a host of elven knights and wizards mounted on spectral pegasi assailed the dragon. In its death throes, the wyrm's venomous breath, coupled with the effects of its shimmering spell mantle, thought to be of Netherese origin, devastated the south-central portion of the forest, leaving a desolate, poisoned, uninhabitable scar.

While the elves mourned the damage to the forest, Elembar of Eldath and his fellow druids, now gathered in the Stillwater Circle, set about healing the land. In a mighty weaving of magic, blessed, sages say, by the touch of the Green Goddess herself, Elembar brought life back to the blasted soil, crowning the ritual with the willing sacrifice of his own life. That area of land, whilst healed, remained treeless and came to be called the Dragonfields by both elves and humans alike, dividing the great forest of Ardeep into two woodlands: the western half (thereafter known as Ardeep Forest) and the eastern half (thereafter known as the Halangorn Forest, which lay upon the westernmost foothills of the Forlorn Hills), both separated from Qyarnundessor (Modern: Westwood and Kryptgarden Forest) in the north.

In the Year of the Prowling Naga (142 DR), the city-state of Tavaray saw the arrival of a fleet of ships from the island realm of Daerimathlor (a realm of pirate-mages that took in the isles around the Race, off present-day Tethyr, and was a successor to the Netherese-in-exodus city-state of Helbrester), fleeing the devastation wrought to their homes by the mighty spellbattle between their erstwhile ruler, the Mage-King Thaerdimor and the wizard Flaerivus Grevauldyn, who would become Magister of Mystra in the Year of the Kraken (151 DR). Led by the swordmage Caruth Darskul, these Tethyrian refugees were not welcomed by the Northmen of Tavaray, who distrusted them as "southern pirates."

Despite initially settling at the fringes of Tavaray's holdings, Caruth's people could not abide the prejudice that they experienced on a daily basis from the Illuskans of Tavaray and looked to Caruth to lead them to new lands where they could live in peace and raise their families. He led them east along the north bank of the Delimbiyr into the Barony of the Steeping Falls. An initially tense first meeting of armsmen soon saw Caruth fall under the charms of Artor Morlin, the Baron of Blood. Morlin counselled him that travel further east would take

them into dwarven lands and that the Stout Folk jealously guarded their delvings. Instead, seeking to establish a buffer state between his holdings and the Fair Folk of Ardeep Forest, Morlin suggested that the Dragonfields between Ardeep and the Dark Hills presented an opportunity for Caruth's people to claim territory of their own and told him the tale of Elembar and his great sacrifice.

And so it was that in the Year of the Pirate's Port (145 DR), Caruth and his followers travelled north from Morlin Castle into ostensibly elven lands, finding the green expanse of the Dragonfields and settling there. The elves of Ardeep were perturbed but unsure of how to proceed, for these lands held no elven settlements or inhabitants, as the Ardeep elves preferred to live beneath the tree boughs, not under clear skies. In typical fashion, Laranla Embrae dealt with the conundrum in her own unique way. She marched into the human encampment, her spells preventing anyone who would bar her passage from moving a muscle and called for Caruth to come forth. He warily exited his tent and confronted the elven monarch he had heard so much about. In an eyeblink, her mouth found his and that instant she whisked him away with her wizardry, only a fleeting waft of perfume to mark that she had ever been there. During Caruth's absence, every attempt by the humans to press on into the lands of the Ardeep elves was firmly rebuffed, although no violence was visited upon them. Spells of misdirection and illusion kept them confined in the Dragonfields and only those who trekked south and west back to Tavaray and the coast were allowed passage.

In the first bloom of spring in the Year of Risen Towers (146 DR), Caruth returned to his people. Less proud in his bearing and with the first signs of age on his hitherto ebon locks, Caruth wore a hauberk of fine elven mail, bore a sword of exquisite workmanship, and talked of elves, peace and his love for Laranla Embrae Aloevan of Ardeep. Days later, when he planted the scarlet chimera standard of his clan in the turf before his assembled people, he proclaimed the establishment of the Darskul dynasty and the founding of the realm of Elembar, named for the man who had shown the elves that humans could live as one with the Fair Folk.

The kingdom of Elembar grew slowly (at least in the eyes of humans) and came to be known for its shining spires that soared above the tree canopies of the surrounding forests. At its height, the slender, mushroom-shaped realm stretched from the River Dessarin to the River Delimbiyr in a crescent-shaped arc, although the bulk of the population was concentrated around the capital city of Delimbiyran in the south and spread out along the southern banks of the River Dessarin to the north, between the Ardeep Forest and the Forlorn Hills.

Elembar was a peaceful realm, known for its veneration of Eldath, Lliira, and Mystra, myriad pools, talented bards, and the skill of its artisans in fabricating musical instruments. The Realm of Shining Spires was lightly defended, relying on the sheltering protection of the elves of Ardeep and the dwarves of Dardath for the bulk of its defense. The Fair Folk were welcome in Elembar

Commented [EB146]: FOR13 - Secrets of the Magister, page 30.

Commented [EB147]: Lost Empires of Faerûn, pages 109-110.

and a large number of half-elves emerged from their dalliances with humankind. The Stout Folk were welcome as well, with many dwarven stonemasons finding gainful employ constructing Elembar's fanciful spires. Many Elembarans studied the Art, drawing on the rich magical traditions of the Fair Folk of Ardeep. Those who proved impatient, petty, or grasping in their pursuits quickly wore out their welcome, and many young magelings headed east to Athalantar, where their ambitions and power could grow unchecked by the traditional restraints of Elembaran magecraft. After the burning of the Halangorn Forest to the east by magelords from Athalantar, Elembar spread into the western foothills of the Dark Hills (Forlorn Hills), where many nobles established estates in what came to be known as the Halangorn Uplands.

Athalantar

Uthgrael Aumar founded Athalantar, the Realm of the Stag, in the Year of the Murmuring Dead (183 DR). King Uthgrael, a famous warrior known as "The Stag King," defeated neighboring elves and virtually exterminated local trolls and hobgoblins to expand an essentially leaderless riverbank farming land into a prosperous realm. He made his best battle-comrades feudal knights with their own holdings across the realm. Under their ready swords and vigilance Athalantar became one of the most successful farming regions north of Calimshan. The plentiful and reliable Athalantan exports of all manner of foodstuffs enriched the realm, and it seemed destined for a rise to greatness—until Uthgrael died in the Year of the Battle Horns (216 DR).



After Uthgrael's death, the "Warring Princes of Athalantar" battled for the Stag Throne, tearing the realm apart in the process. Many valiant knights of Athalantar wet its fields with their blood. The eldest son, Belaur, hired many wizards to win this struggle for him, and the plan worked too well: by the Year of the Dancing Lights (218 DR), he found himself on the throne, but a virtual prisoner of the magelords of Athalantar.

In the Year of the Chosen (240 DR), Uthgrael's grandson—the famous Elminster Aumar—and his allies, led by the wise and loyal Helm Stoneblade, Knight of Athalantar, slew Belaur and defeated the Magelords. Elminster then bestowed the Stag Throne upon Helm and his successors, and they ruled benevolently and well until the reign of Onthrar, "the Ill-fated".

Commented [EB148]: Dragon #228, pages 26-37, Lost Empires of Faerûn, page 88.

Aumar / Stoneblade Dynasty

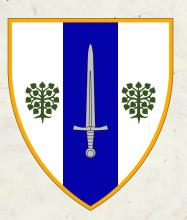
Monarch	Realm(s) Ruled	Birth (DR)	Reigned (DR)	Death (DR)	Notes
Uthgrael, "the Stag King" Aumar	Athalantar	152	183/216	216	Founder of Athalantar; Dies battling orcs near Jander
Beluar Aumar	Athalantar	189	218/240	240	1st son of Uthgrael; Slain by his nephew Elminster.
Helm Stoneblade	Athalantar	181	240/259	259	Knight of Athalantar; Chosen to rule by Elminster; Dies of old age.
Elthryn, "the Young King" Stoneblade	Athalantar	242	259/282	?	Son and sole heir of Helm; Relinquishes the throne to live with the elves of the High Forest.
Roreld Stoneblade	Athalantar	263	282/290	290	1st son of Elthryn; Slain by orcs of the Norglor tribe led by their chieftain Hurolk; Dies without issue.
Rindol Stoneblade	Athalantar	266	290/309	309	2nd son of Elthryn; Dies of disease.
Onthrar, "the Ill-fated" Stoneblade	Athalantar	289	309/314	314	1st son of Rindol; Father of the "Hag Princesses"; Takes own life.
Faeram Stoneblade	Athalantar	292	314/342	342	2nd son of Rindol; Slain in battle with the orcs of the Horde of Black Banners.

Commented [EB149]: Elminster: Making of a Mage (softcover), page 19.

Onthrar suffered the misfortune of rebuffing the affections of the noblewoman Aratanta Orrspear, who swore vengeance and found it in a faded old tome in her family library, recovered from a tomb on the High Moor by her ancestor, the sorceress Arlathra. The "Book of Banes" as the tome came to be known, was a collection of spellcurses and dark rituals, which the increasingly crazed Aratanta studied with feverish and deadly intent. In the Year of Regretful Births (313 DR), Onthrar and his wife Tyril welcomed the birth of triplet daughters. What should have been a joyous celebration was destroyed by the vile sorceries of the now madwits Aratanta, who ensured that instead of giving birth to three human girls, Tyril instead gave birth to three infant hags.

Having to slay his own progeny snapped the reason of Onthrar that day, and he lingered on for a further year, a broken man, until he took his own life. His brother Faeram took up the rulership, but it appeared that the Land of the Stag itself was cursed. Harsh winters, virulent plagues, and blighted crops featured with unceasing regularity in the years that followed until the roused orcs of the Horde of Black Banners swept down from their mountain demesnes in the Greypeak Mountains and laid waste to the land, slaying many of its inhabitants.

Most of the survivors fled west to Elembar, while a brave few, led by Faeram's nephew Dorgild, trekked north into the fringes of the High Forest. There they encountered the Uthgardt barbarians of the Blue Bear tribe and were taken in, losing all memory of their ancestry and the Kingdom of the Stag. These survivors unwittingly brought with them the Hag Curse of Aratanta however, and in the years and centuries that followed, the Blue Bears (and later the Tree Ghosts) would be bedevilled by the sporadic birth of these abominations.



Arms of Shining Kingdom of Delimbiyran

Shining Kingdom of Delimbiyran

The Shining Kingdom of Delimbiyran began as a successor state to the realm of Elembar. In the Year of the Fortress Scoured (511 DR), driven out of the Greypeaks by beholders, the orcs of the Horde of Red Eyes overran Elembar during the height of summer, when many of its nobles were away at their country estates in the foothills of the Forlorn Hills (then known as the Dark Hills). Most of the realm was quickly overrun and the populace put to sword, including the entire royal family. However, the capital city of Delimbiyran survived the onslaught when the horde foundered on Stoneturn, a fortress designed to break such hordes.

Once the horde's momentum had been slowed, High Sword of Delimbiyran Javilarhh "the Dark," the leader of House Snowsword and a cousin of the fallen King Harnorth II of Elembar, rallied the surviving warriors of the realm and led them forth from the capital city of Delimbiyran to destroy those orcs who emerged from the House of Stone. Upon his triumphant return to Delimbiyran, Javilarhh claimed the throne of Elembar (renamed the Shining Throne of Delimbiyran) as his own and proclaimed the founding of a new realm, the Shining Kingdom of Delimbiyran. However, with Elembar's northern fields salted, its castles broken, and its population greatly reduced, this newly established realm (which many still referred to as Elembar) was a shadow of its predecessor. The Shining Kingdom huddled along the northern bank of the River Delimbivr, leaving its continued security in the hands of elfruled Ardeep and dwarf-ruled Dardath.

In the decades that followed, King Javilarhh I proved himself an able diplomat, who slowly but surely knit together a formal alliance among the realms of Ardeep, Dardath, Dolblunde, and Delimbiyran, and the halfling refugees of Meiritin through careful negotiation with his peers. Those negotiations culminated with the founding of Phalorm in the Year of Trials Arcane (523 DR), at which point the Shining Kingdom of Delimbiyran became one of three kingdoms in the Realm of Three Crowns.

Phalorm

At the Council of Axe and Arrow, the moon elves of Ardeep, the shield dwarves of Dardath, the rock gnomes of Dolblunde, the lightfoot halflings of Athwater Vale, and the humans of Delimbiyran agreed to unite, forging a new kingdom called Phalorm, the Realm of Three Crowns. At its founding, Phalorm was divided into three kingdoms and eight duchies. The human kingdom of Delimbiyran consisted of two main duchies: Calandor (encompassing the open lands between the Ardeep Forest and the Forlorn Hills and the northern Open Marches) and Scathril (the southern Open Marches between the Lizard Marsh and the Trollbark Forest), as well as a dozen or more small baronies. The dwarven kingdom of Thaltekhth consisted of two duchies: Dardath (Forlorn Hills) and Hunnabar (western edge of the High Moor, south of the Misty Forest). The elven

Commented [EB150]: A Grand History of the Realms, pages 88, 91.

Commented [EB151]: FR11 – Dwarves Deep, pages 56-57..

Commented [EB152]: Dragon #270, page 94.

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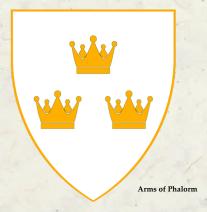
Commented [EB154]: FR11 – Dwarves Deep, page 56.

Commented [EB155]: Dragon #270, page 94.

kingdom of Ardeep consisted of two duchies: Iritithar (Ardeep Forest) and Narivaemistal (Misty Forest). The halfling duchy of Imristal (Secomber region) and the gnome duchy of Gloreal (also rendered Gloraela) based around city of Dolblunde between the Forlorn Hills and the Sword Mountains) were not part of the three kingdoms but were part of the realm.

The borders of the Realm of Three Crowns were much larger than the settled lands incorporated into the various kingdoms, duchies, and baronies. The unclaimed territories were known collectively as the Crownlands, reflecting the ambitions of the Lawkeeper races to grow Phalorm into a powerful empire on the Sword Coast. At the time of its founding, Phalorm's borders are known to have been as follows: from Mount Helimbrar at the sea northeast to an old bandit-keep known as Rarg's Hold (now Ironford). From there the border ran southeast to the Forlorn Hills and to Secomber, where the riders of Phalorm commanded the lands perhaps a day's ride around the fledgling settlement. From there, the Kingdom's borders followed the southernmost tributary of the Delimbiyr, the Ulbanlur (Hark River/Highmoorflow), south and east along the edge of the High Moor, up to Evendusk Lake (also known as the Mirror of the Moor, the lake due south of South Wood). The border then ran southwards with the edge of the Moor, taking in the Serpent Hills before turning back north around the western edge of the Moor, which it followed, along a string of nowvanished human castles, north to about where the Way Inn now stands. There it turned westwards to the sea, to the Seatower of Ilinyth (see page 50).

Phalorm lasted less than a century before it fell to successive waves of orc and goblinoid attacks. In the waning years of Phalorm, the elves, weary of warring with the orcs, withdrew from Phalorm and left for Evermeet. The dwarf population, by then greatly reduced, retreated to defensive holdings deep beneath the Dark Hills (now known as the Forlorn Hills) or journeyed east to join Ammarindar.



Delimbiyran, Kingdom of Man

The Kingdom of Man arose quickly after the fall of Phalorm, primarily because the humans of the region had outgrown any need for an alliance with other peoples. Claiming all the territories that had once been part of Phalorm, King Haryd I built a new kingdom called Delimbiyran and renamed House Snowsword to be the House of Man. Most of Delimbiyran's populace was human, but the gnomes and halflings of the region who chose to remain within the alliance and submit to the new king's rule were welcomed as well. To address the recurring orc problem, the king constructed a chain of border castles along the eastern fringe of the High Moor to keep the orcs of that area in check. Over the next fifty years, during a period known as the Endless Battle, the humans of Delimbiyr Vale launched repeated military incursions into the southern High Moor and Sword Mountains to slaughter the orcs where they lived.

The death of Delimbiyran's king was something that a cabal of Sharran assassins, the Hand of Loss, had planned for more than twenty winters since their formation in the Year of the Shrouded Slaver (671 DR). The Hand of Loss was created by Baelthara Kelkarn, one of the True Servants of Shar, who had submitted herself to the service of Lalondra Worul, the reigning high priestess of Shar. Baelthara worked dark magic to put the five assassins of the Hand into spellthrall and history records only the names of two of them: Arthun Lemast, "the Shadeblade," and Drannar of Merilth (a now-ruined town that was located on the Sword Coast, south of the Troll Hills, about mid-way between present-day Lathtarl's Lantern and Roaringshore, known to have been destroyed in an assault by the young green dragon Halathormagarl in the Year of the Bloody Stone [775 DR]. Halathormagarl is thought to live still, her lair deep within the northern fringes of the Wood of Sharp Teeth, but she has not been seen for centuries).



Commented [EB160]: http://forum.candlekeep.com/topic.asp?TOPIC_ID=11779&whichpage=2

Commented [EB156]: Literally "No sunlight forest."

Commented [EB157]: Dragon #270, page 94, Demihuman Deities, page 177.

Commented [EB158]: Dragon #270, page 94.

Commented [BE159]: Drizzt Do'Urden's Guide to the Underdark, page 47.

Snowsword/House of Man Dynasty

Monarch	Realm(s) Ruled	Born (DR)	Reigned (DR)	Death (DR)	Notes
Javilarhh I, "the Dark" Snowsword	Delimbiyran Phalorm / Delimbiyran	479	511/528 523/528	528	Founded Shining Kingdom of Delimbiyran; died in battle with the Howltusk Horde at Stoneturn, the House of Stone
Darnorth I Snowsword	Phalorm / Delimbiyran	502	528/559	559	Son of Javilarhh I; driven into a suicidal fury by a yuan-ti tainted one assassin through the use of osstral oils and slain by his own guards to protect his son and heir
Darnorth II Snowsword	Phalorm / Delimbiyran	530	559/594	594?	Son of Darnorth I; vanished during a hunting expedition along the Unicorn Run, presumed dead.
Javilarhh II, "the Fair"	Phalorm / Delimbiyran Delimbiyran	552	594/615 616/626	626	Son and sole heir of Darnorth II; 4th human king of Phalorm until 615 DR; founder of the Kingdom of Man; dies
		15.	3/4		in battle with orcs in the High Moor.
Haryd I Snowsword	Phalorm / Delimbiyran Delimbiyran	.574	626/634	634	1st son of Javilarhh II; dies in battle with orcs in the High Moor.
Haryd II Snowsword	Delimbiyran	596	634/676	676	Son and sole heir of Haryd I; dies in battle with orcs in the High Moor.
Javilarhh III, "the Dark"	Delimbiyran	620	676/680	680	Son and sole heir of Haryd II; died of heartstop, while keeping company with his favorite consort in a Delimbiyran
Snowsword					festhall (the mother of his bastard son, <mark>Baron Erthaer</mark> Javilarhhson of Dauntylgar)
Haryd III Snowsword	Delimbiyran	643	680/681	681	Eldest son of Javilarhh III; father of Davyd I and Garantha; reportedly fell off a battlement while sleepwalking
Davyd I Snowsword	Delimbiyran	664	681/697	697	Son of Haryd III; murdered by Sharran assassins; died without a legitimate heir

In the process of transforming herself into a lich, Dark Mother Lalondra Worul brought death to all the True Servants of Shar, including Baelthara, whose continued health she had bound to her own. This shattered the power of Shar's church, incitting its undisciplined underlings to riot in cities along the Sword Coast. Baelthara's death in particular caused the members of the Hand of Loss to go insane. In the Year of the Triton's Horn (697 DR), they commenced an orgy of slayings that culminated in them assaulting the royal holding of Brightoaks, a manor house on the western fringes of the Misty Forest, and its environs, in the hope of drawing King Davyd out of Delimbiyran.

Their gambit worked all too well, and Davyd rode with a hastily gathered retinue of men-at-arms and personal manservants to come to the aid of his sister Garantha, who was spending the summer months there. Garantha seint word that the nearby villagers of Telthin's Mill were being attacked by strange "shadow creatures," and that members of the royal servant household at Brightoaks had begun to disappear. By the time Davyd and his party arrived, the Hand of Loss had done its work—the occupants of the manor were all slain and the place had been prepared with a host of deadly traps. It is unknown how Davyd met his end exactly, for he and his party were slain to the man, but his head was delivered by magic to the palace

gates of Delimbiyran, the mark of Shar branded on his shaved

In the absence of a legitimate heir, King Davyd's death plunged the Kingdom of Man into an ill-timed civil war amongst the noble houses of the realm, while the army chased reports of Sharran assassins in every garderobe. By the time the Sharran turmoil had been quelled, a handful of nobles had claimed the throne but none were able to assume the mantle of power, leaving the Kingdom of Man gravely exposed when a horde of orcs swept down in a sea of fire and slaughter in the Year of Clutching Death (702 DR). What were left were isolated towns, villages and cities intent on survival, but with no common purpose. The Kingdom of Man as a unified realm of the Sword Coast North was finished.

Calandor

In the Year of Opening Doors (26 DR), a half-elven ranger named Calan Snowsword of Merinth built a fortified encampment, Snowsword Keep, in the foothills of the Forlorn Hills. (The son of a moon elf and a Netherese refugee, Calan hailed from a now lost elven village on the southern border of the High Forest, destroyed long ago by orc raiders and which was part of the now vanished realm of Pharren) The keep served as a base for Calan and his followers, during their explorations of a sealed tomb that came to be known as Calan's Door. The tomb itself

Commented [EB161]: Follows format given in *A Grand History of the Realms*, pages 74-86.

Commented [EB162]: FR11 – Dwarves Deep, page 56.

Commented [EB163]: Serpent Kingdoms, page 150.

Commented [EB164]: Power of Faerûn, page 97.

Commented [ELB165]: Lost Empires of Faerûn, page

Commented [EB166]: Power of Faerûn, page 97.

Commented [EB167]: Power of Faerûn, page 97.

Commented [ELB168]: *Power of Faerûn*, page 99, indicates that Baron Erthaer was the youngest son.

was thought to be of Netherese origin but built amidst the remnants of an even earlier Miyeritari outpost.

In the years that followed, as word of Calan's growing wealth spread, the village of Calan's Tor grew up around Snowsword Keep and Calan Snowsword proclaimed himself land.

In the Year of Consuming Ice (36 DR), a white dragon (identified centuries later as Cortulorrulagalargath) swooped down on the fledgling settlement of Calan's Tor, bringing death and ruin. After killing the ranger in battle, the dragon plundered much of Calan's hard won treasures from the ruins of Snowsword Keep. In the wake of the dragon's attack, Calan's eldest son and his retainers rebuilt his father's stronghold as Castle Calandor, higher up the slope, with Calan's Door incorporated into the catacombs. Further riches plundered from the tomb formed the basis of the Snowsword family's wealth and influence in the centuries that followed.

Calandor, also rendered Calantor, was first formed as a duchy of Phalorm, encompassing the open lands between Ardeep Forest and the Forlorn Hills and the northern Open Marches and encircling the royal seat of Delimbiyran, when King Javilarhh I bestowed this fiefdom upon his younger brother Faeldath in the Year of Trials Arcane (523 DR), (Formally, Calandor was the name of the castle, and later the duchy, while Calantor was the name of the settlement surrounding the castle, but the two names have always been used interchangeably.) When the name Snowsword became that of the royal house, the line of Faeldath took the name of Calandor after their ancestral seat. Beginning with Duke Faeldath, the dukes of Calandor gave steady and loyal service to the realms of Phalorm and Delimbiyran, embracing the brotherhood and accord between races that the former realm championed and exemplifying the stability and leadership that the latter realm sought to bring to the region in the wake of the fall of the Realm of Three Crowns.

Following the death of King Davyd in the Year of the Triton's Horn (697 DR), the Kingdom of Man was riven into a seething cauldron of ambition and intrigue. Surviving 'splinter' kingdoms of the Kingdom of Man included Calandor, Harpshield, Ellermere, Loravatha, Scathril, Stonegard, Talmost, and a half-dozen others lost to history. Preeminent among the nobles of the Kingdom of Man, Duke Tarralin of Calandor was seen by many to be the logical inheritor of the Shining Throne of Delimbiyran*, but his sudden death in the Year of the Voracious Vole (698 DR) saw any chance of unity among the humans of the Delimbiyr vanish.

Tarralin's son and successor, the proud and overbearing Baroth, was disliked by most of the established nobles of the region, even where they had strongly supported his father. While the duchy of Calandor remained "first among equals" in the cluster of human lands that were formed in the wake of Delimbiyran's fall, Baroth's brazen attempts to curry favour with other nobles with gifts and flattery quickly wore thin.

In the Year of the Clutching Death (702 DR), orc raiders from the High Forest inflicted heavy losses on the splinter

kingdoms of Delimbiyran that were formerly part of the Kingdom of Man. Many of these lesser realms were destroyed before Calandor's armies finally defeated the orcs. Quickly surrendering the goodwill he had garnered, Baroth's ambitions were dashed when one of his chief rivals, Lord Orlen Amanatas, was slain in a "brigand attack" that was all too clearly nothing of the kind, following the defeat of orc raiders, and Baroth was reviled and shunned from that time forward.

In the Year of Doom (714 DR), during the Battle of Two Gates' Fall in the Weeping War in far-off Cormanthor, the city of Delimbiyran and much of the Shining Vale were devastated by a magical explosion resulting from the destruction of the Warrior's Gate—a portal in Myth Drannor. Baroth, who spent much time in Delimbiyran, was slain in the conflagration and succeeded by his eldest son, Narothur. Although the new duke of Calandor claimed Delimbiyran as his ducal seat, moving it from Castle Calandor, and promised to rebuild the city, Delimbiyran's fall began a slow decline in the fortunes of the Duchy of Calandor that have never been reversed.

In the Year of the Curse (882 DR), moon elf refugees from Eaerlann resettled Ardeep and rebuilt the realm. A brief alliance with the humans dwelling along the Delimbiyr, including the Duchy of Calandor, and the dwarves of Dardath foundered because of lingering suspicions about the role of humans in the fall of Ascalhorn (near the headwaters of the River Delimbiyr). Like Phalorm, this alliance was dubbed the Fallen Kingdom, much to the confusion of later historians.

In the Year of the Hurled Axe (928 DR), the reigning duke of Calandor, Baeran, "the Bold", attempted to reestablish the Kingdom of Man and have himself crowned King of Delimbiyran. However, his efforts were undermined by the unwillingness of the surrounding realms to bend to his rule. One small benefit of this effort was the establishment of the Council of Man, a deliberative body composed of the local noble rulers and chaired by the Duke of Calandor to address and resolve disputes amongst the lordlings of the Shining Vale.



The Fallen Kings

A recurring legend recounted by bards from Waterdeep to the Way Inn speaks of the Fallen Kings who vanished "ere the collapse of the Fallen Kingdom" and "may someday return to restore their throne." Such tales are never particularly precise as to which Fallen Kingdom or which monarch they refer or why said kings vanished before the collapse of their respective kingdoms yet seek to restore a realm long since vanished.

Most scholars believe that the enduring popularity of such tales suggests nothing more than a deeply held longing to restore a golden era now long lost. However, a handful of sages believe there might well be some truth to such legends. In particular, such sages point to the disappearances of Laranla Imdalace of Ardeep, Laranlor Ellatharion of Phalorm, Arcrown Bharaun "the Younger" Ironstar, and King Darnorth Snowsword II as possible "Fallen Kings" whose fates have never been determined.

The only tantalizing hint that "the Fallen Kings" might yet survive lies in a fragmentary account from the runestone of a dwarven prospector who explored the subterranean depths of the Forlorn Hills in the waning days of Arcrown Devin's reign. The broken runestone now lies forgotten in the depths of Mount Illefarn, lost during the assault by the Black Horde, but once was a matter of some concern for the last Arcrown of Dardath.

The prospector's account speaks of a dark river, which he calls the River Gloaming, which runs through caverns deep beneath the Forlorn Hills, roughly parallel to the course of the River Shining along the surface. The carver of the runestone claims to have found a crystalline cavern hidden behind a subterranean waterfall in which a strange creature with a coiling black and silver body, three heads, and nine hands (presumably a sharn) was imprisoned within a massive geode. The sharn, if that is what it was, called itself Phalorm the Tri-Crowned. It claimed to seek the restoration of the Fallen Kingdoms it once ruled. The author fled the seemingly mad creature, but there is no record as to his fate or how the runestone he carved made its way to Runedardath.

In the Year of the Advancing Wind (947 DR), Castle Calandor, the historical seat of the duchy, was torn apart by the claws of Cortulorrulagalargath, the white wyrm who had destroyed Snowsword Keep centuries before. Apparently not finding what he sought, the white wyrm ravaged settlements across Calandor until he drew the wrath of the silver dragon [Teskulladar "Manytalons." [The two great dragons battled in the sky high above the remnants of ruined Delimbiyran, now the ducal seat, until Manytalons struck the killing blow. In his death throes, the white wyrm fell from the sky onto the remnants of Delimbiyran, crushing Duke Maeran of Calandor and his retinue with his bulk and marking the end of the duchy of Calandor. Rulership of the newly renamed Duchy of Daggerford then passed to Tyndal, Duke Maeran's son-in-law, as discussed in Chapter 2.

Scathril

In the Year of Trials Arcane (523 DR), the duchy of Scathril was bestowed upon Turvan Stoneblade, descendant of the last ruler of long-fallen Athalantar, by his brother-in-law Javilarhh I of Phalorm. Turvan had married Javilarhh's sister, Nareetha Snowsword, in the Year of the Unwavering Glare (510 DR), thereby bringing together two storied lineages of the North. Turvan was granted rulership over the cleared region between the Lizard Marsh and the Trollbark Forest and his seat of rule was established at Scathril, a now-vanished holding on the coastal promontory north of the long-destroyed Seatower of llinyth (see page 50).

Being descendants of the royal line of Athalantar, Turvan and his successors were victims of the Hag Curse of Aratanta and it is thought that the dukes of Scathril slew at least a handful of hagborn progeny in the years following the formation of the Realm of Three Kings. Legend has it that the Lady Kalra, sister of Duke Turvan, fled Scathril in the Year of the Eloene Bride (548 DR) when with child, dismayed at what the portents revealed regarding the impending birth. Kalra was never seen or heard of again, but the rise in hag activity in the northern environs of the Trollbark Forest over the following decades, point to a horrible fate for her and the genesis of the blight on the region that would in time become known as the Haglands.

The dukes of Scathril were warlike and eager for the fray, with at least five lords dying in battles for Phalorm. In the waning days of the Kingdom, with their lands beset, the line of Turvan was undone when three ruling dukes were slain in the space of three scant years, and the hoped-for heir of Baerild was hagborn. The Stoneblade male line was ended prior to the demise of Phalorm proper, and King Haryd I absorbed their holdings into the lands of Delimbiyran, the Kingdom of Man.



Commented [EB169]: Dragons of Faerûn, pages 97, 156.

Duke	Realm(s) Ruled	Birth	Reigned	Death	Notes
Faeldath Snowsword /	Calandor	482	523/550	550	Brother of Javilarhh I of Phalorm; dies of old
Calandor	400			11	age.
Laernorth Calandor	Calandor	518	550/557	557	3rd son of Faeldath; dies at the Battle of Blunted Fangs, fighting against the hobgoblins of the Serpent Hills.
Faedathin Calandor	Calandor	544	557/583	583	Son and sole heir of Laernorth; slain by pirate raiders led by the infamous Black Alaric when visiting the holdings of his cousin, Duke Corvan Stoneblade.
Naroth, "the Grimspear" Calandor	Calandor	565	583/611	611	1st son of Faeldathin; dies in battle against the Everhorde.
Dornoth Calandor	Calandor	592	611/645	645	2nd son of Naroth; dies of disease.
Maernorth Calandor	Calandor	617	645/672	672 (?)	Son and sole heir of Dornoth; disappears along with his entire retinue in the vicinity of the Evermoors whilst travelling north to Silverymoon.
Tarralin Calandor	Calandor	641	672/698	698	1st son of Maernorth; dies in mysterious circumstances, believed to involve poison and the machinations of his son Baroth.
Baroth, "the Throneseeker" Calandor	Calandor	664	698/714	714	Son and sole heir of Tarralin; slain in the magical backlash that results from the destruction of the Warrior's Gate in far-off Myth Drannor, which sets of a deadly conflagration and razes much of Delimbiyran.
Narothur, "the Ancient" Calandor	Calandor	688	714/787	787	1st son of Baroth; dies of old age.
Narothur "the Wanderer" Calandor	Calandor	714	DNR	757	Only son of Narothur "the Ancient"; murdered by the Eldreth Veluuthra during a trade mission to Eaerlann.
Raenath Calandor	Calandor	745	787/807	807	Grandson of Narothur; dies of disease.
Gaerlan Calandor	Calandor	775	807/847	847	3rd son of Raenath; dies of winterchill fever
Borraur Calandor	Calandor	804	847/870	870	2nd son of Gaerlan; dies of old age.
Taroth, "the Terrible" Calandor	Calandor	834	870/877	877	1st son of Borraur; slain in battle with orc raiders out of the High Moor led by their chieftain Morog, "the Many-Tusked"; Dies without issue.
Laroth Calandor	Calandor	837	877/899	899	2nd son of Borraur; dies of disease.
Haelath, "the Scaleslain" Calandor	Calandor	852	899/910	910	Son and sole heir of Laroth; slain by lizardmen when exploring the ruins of Tavaray.
Baeran, "the Bold" Calandor	Calandor	888	910/932	932	1st son of Haelath; slain in the First Trollwar; Dies without issue.
Maeran Calandor	Calandor	890	932/947	947	2nd son of Haelath; inadvertently slain during a battle between the dragon Teskulladar and the great wyrm Cortulorrulagalargath.

Stoneblade Dynasty

Duke	Realm(s) Ruled	Birth	Reigned	Death	Notes
Turvan, "the Grey"	Scathril	485	523/555	555	Descendant of Rindol Stonelbade of
Stoneblade				100	Athalantar; dies of old age.

Corvan Stoneblade	Scathril	517	555/568	568	1st son of Turvan; slain at the Battle of Silent Arrows.
Naerild Stoneblade	Scathril	542	568/583	583	1st son of Corvan; dies during the Storming of Orlumbor.
Laenril, "the Firescourge" Stoneblade	Scathril	550	583/592	592	3rd son of Corvan; slain at the Battle of Burning Leaves.
Malgarth Stoneblade	Scathril	572	592/611	611	1st son (twin) of Laenril; dies in battle with the Everhorde.
Talgarth Stoneblade	Scathril	572	611/612	612	2nd son (twin) of Laenril; slain at the Battle of Firetears.
Baerild, "the Accursed" Stoneblade	Scathril	575	612/614	614	3rd son of Laenril; slain at the Battle of Sodden Fields.

History of the Fallen Kingdoms

-23900	Establishment of the first gold elf settlements of			
	Aryvandaar (Modern: High Forest).			

-23600 Establishment of the first settlements of Shantel
Othreier (Modern: Green Fields).

Founding of Ardeep by House Naerlath, with its capital at Delimbever (Modern: ruins of Tavaray / Lizard Marsh).

c. –22900 Establishment of the first green elf settlements of Illefarn in the heart of the great forest of Illefor (Modern: Dessarin Vale west of the River Dessarin).

–22900 Founding of Illefarn, uniting the green and moon elves

-22002 Illefarn expands to formally include the moon elves of Ardeep.

-18800 Establishment of the first elf settlements of Miyeritar (present-day High Moor and Misty Forest) by green and dark elves due to political differences with the gold elves of Aryvandaar.

-15300 The Vyshaan clan rises to power in Aryvandaar under Coronal Ivosaar Vyshaan.

-14700 Aryvandaar's rulers begin attempts to diplomatically and peacefully annex Miyeritar into their realm and under their control.

-13900 Miyeritar becomes the center of elven Art and High Magic on Faerun.

 -13200 Skirmishing and trade interference starts between Aryvandaar and Miyeritar.

-12000 to -9000

The Crown Wars: Millennia of warfare between the kingdoms of the Fair Folk leads to the destruction of Aryvandaar (Modern: High Forest), Miyeritar (Modern: High Moor), Shantel Othreier (Modern: Western Heartlands) and many other realms, as well as the Descent of the Drow. Illefarn survives by remaining neutral for most of this era.

Aryvandaar, though a number of clans and strongholds resist and continue to fight. Many elves of Illefarn, despite its officially-neutral stance, provide secret safehavens for Miyeritari refugees.

-11119 The moon elven Laranla of Ardeep marries the
 Coronal of Shantel Othreier. Ardeep peacefully
 departs Illefarn and becomes part of Shantel Othreier.
 -10900 The Third Crown War: Conflict erupts as accords

finally fail between Shantel Othreier and Aryvandaar.

-10600 End of the Third Crown War. Aryvandaar conquers
Shantel Othreier after the mysterious death of Coronal
Ynloeth. Only Ardeep, a vassal realm of Shantel
Othreier, continues to resist the Vyshaan, with the

quiet support of Illefarn.

The Dark Disaster: Miyeritar is engulfed in killing storms, which reduce this entire forest and realm into a barren wasteland in three months. Although no proof could ever be found, many believe the High Mages of Aryvandaar inflicted the Dark Disaster on Miyeritar. Shock over the Dark Disaster establishes an uneasy four decades of peace, as nearly every elf of Faerûn shrinks back in awe and horror from the havoc wrought by the Crown Wars.

-10464 House Vyshaan orders the assassination of Laranlor llitharath of Ardeep, despite Illefarn's efforts to supplement his personal security.

-10460 House Vyshaan orders the assassination of Laranlor Tarosspur, grandson of Ilitharath, and Ardeep slips under Aryvandaar's control.

-10450 The Fourth Crown War begins as Ilythiir's armies march north along the western bank of the Deepwash. Ilythiir's seething counterattack to avenge Miyeritar sees its open use of the corrupt powers of Ghaunadar and other dark, evil gods for the first time.

|-10448| Vast numbers of elven warriors from occupied Ardeep and Shantel Othreier die at Dala Shalanilis (the "Battle of Shalane Ford," Modern: where Pikeman's Folly crosses the Shalane River to meet the [Tethir Road). **Commented [ELB172]:** Cormanthyr: Empire of Elves, page 30, The Grand History of the Realms, page 12.

Commented [BE173]: Transference from Illefarn to Shantel Othreier is by implication from *Cormanthyr*, pages 22, 29.

Commented [ELB170]: "Delimbiyr" = shining, "Ever" = home.

Commented [BE171]: *Cormanthyr*, page 29. Note that *The Grand History of the Realms*, page 8, slightly messes this up.

Commented [BE174]: This means it was one of the first battles as Clan Hune made its way up the western shore of the Deepwash.14

Commented [BE175]: "Dala" = battle. Shalane is derived from the elven name which include "shala." "Lanilis" = ford, water crossing.

Commented [BE176]: The Vilhon Reach: Dungeon Master's Reference, pages 5, 6, 46. Although not labeled on the fold-out map, the road's name is mentioned in the text

Commented [BE177]: Named in *Night Masks*, page 11. River between Impresk Lake and Shalane Lake.

Commented [BE178]: Named on the fold-out map in *Lands of Intrigue*. See also: *Lands of Intrigue*: *Tethyr*, page 19

-10300	The elves of Keltormir, opposed on both sides by the	-8717	Founding of Elvedarr (Modern: Taskerleigh) by moon
10000	Vyshaan of Aryvandaar and the dark elven clan Hune	11	elves of Houses Aloevan, Le'Quella, Siiryltiir, and
	of Ilythiir, strategically withdraw from eastern	All and	Talithyn and gold elves of House Floshin
	Keltormir, holding their lines at Highlands' Edge	c8550	The forests surrounding Arrenholme become known
	(Modern: Snowflake Mountains to Troll Mountains).	C. 10000	as Irithar.
-10272	In order to forcibly muster an army, Delimbever, the	-8500	Refounding of Illefarn. Founding of Aelinthaldaar
102/2	former southern capital of Illefarn, is razed by	0000	(Modern: Waterdeep), which becomes the capital city
	Aryvandaaran High Mages using the N'Tel'Orar ritual,		of Illefarn, by Lady Nyanthaara "the Wise" Audark on
	leaving no trace of Ardeep's capital's existence, aside		the shore of a deepwater bay where the Council of
	from slightly destabilizing the caverns beneath it in		Illefarn is held.
	the Realms Below.	-8198	Founding of Teurrendiir (Modern: Crypts of the
-10270		-0170	
-10270	Bereft of their homes, the surviving warriors of Ardeep are forced once again to march to war, where	-6823	Deepening Moon) by House Aloevan. Founding of Eryndlyn beneath the High Moor by
	all but a handful die at Dala Cirlurlea (the "Battle of	-0023	
	, , , , , , , , , , , , , , , , , , , ,		drow merchant houses seeking to reclaim the lost
	the Shining Plains"), marking the start of the Stone		treasures of Miyeritar, part of the great diaspora from
	and Claw Campaigns. In their wake, Ardeep reverts to		fallen Telantiwar. Initially, worship of the drow deities
	wilderness, becoming a largely unoccupied hunting	(110	is forcibly discouraged.
10000	preserve of House Tilemmerath.	-6119	The Snarling Horde: A gnoll horde from the Shaar
-10000	Descent of the Drow: Corellon's magic, as directed		emerges from a long-forgotten Ilythiiri portal in the
	through his priests and High Mages, transforms the		northern High Moor, amidst the blasted ruins of
	dark elves, whether the corrupt Ilythiiri or others, into		Miyeritar. The horde pushes north and west into the
	the drow.		heart of Illefarn, overrunning the Tower of Winds.
-9900	Aryvandaar's covert persecution of High Mages and		Twin moon elf brothers—Afamrail and Gaeleath—
	priests begins, as they attempt to destroy or control		manage to outrun the horde, bringing word to the
	any who might somehow force their descent as they		defenders of Illefarn in time to prevent the collapse of
	did the drow.		the kingdom. Coronal Rennyr Audark of Illefarn, dies
	While maintaining nominal independence,		in the final battle, but the Fair Folk prevail.
	Illefarn is placed under the regency of House	-4543	Unknown elven explorers despoil an ancient
	Marstarym with two child monarchs enthroned. Many		Aryvandaaran ruin built during the Fifth Crown War,
	Illefarni elves flee to the remnants of Shantel Othreier		triggering an ancient magic—N'Imrel'Mifir'Quessir—
	rather than suffer Vyshaan oppression.		that transforms them into trolls.
-9800	The Vyshantaar Empire's forces occupy all elf realms	-4498	The Moorburnings: Illefarn goes to war with the
	(except Keltormir) from the High Forest of		rapidly expanding gangs of trolls controlling the
	Aryvandaar to the sweltering southern forests of		northwestern reaches of the High Moor under the
	Ilythiir. They begin the colonization and settlement of		command of the troll king, Grakar "Everclaws."
	Evermeet.	-4376	Coronal Uldrein Audark of Illefarn marks the end of
-9200	The Fifth Crown War: The First Proclamation of the		the Moorburnings campaign. Although the trolls are
	Elven Court leads to the revolt of the nobles of		not eliminated, they are sufficiently reduced in
	Aryvandaar, and the Fifth Crown War begins. The		number that regular patrols can keep them in check
	Elven Court, the Seldarine priesthoods, and the long-		thereafter.
	hidden High Mages restore pockets of resistance and	-4160	Fall of the dwarf realm of Besilmer, a surface realm
	freedom across the entire Vyshantaar Empire,		based in the Dessarin river valley, to attacks by
	fragmenting the armies and nobles to limit their		humanoids and giants. The refugees flee south across
	coordination.		the River Delimbiyr.
-9000	The Fifth Crown War ends, with Aryvandaar in ruins.	-4158	Founding of Kanaglym, a subterranean city in the
	Most of the noble houses of Aryvandaar have fled by		Upper Underdark close to the site of present-day
	the end of this conflict, leaving behind only the ragtag		Dragonspear Castle. As this hold lies beneath the
	army of invaders who overthrew the Vyshaantar		lands historically claimed by Irithar (and thus Illefarn),
	Empire to occupy the High Forest.		the Stout Folk of Clan Arlspar and Dragonsteel keep
-8802	Founding of Arrenholme (Modern: The Dead Glade in		the existence of the city a secret for millennia
	the Misty Forest) by moon elves of Houses Biirathyl,		thereafter.
	Erembelore, and Waelynfiir and gold elves of Houses	-1351	Fall of capital city of Arrenholme to beholders of the
	Torglamaer and Vaerinhiir.		Greypeaks Hive. Effective collapse of Irithar (Modern:

Commented [ELB183]: Elminster: Making of a Mage (hardcover), page 219.

Commented [BE184]: Demihuman Deities, pages 127-

Commented [BE185]: FOR5 – Elves of Evermeet, pages 41, 45, 51, 93, Under Illefarn Anew: Fallen Kingdoms of the Shining Vale.

Commented [BE186]: Elminster: Making of a Mage (hardcover), page 219, Dragon #228, page 31.

Commented [BE187]: N5 – Under Illefarn, pages 17-18, The North: Daggerford, page 32. The Last Mythal: Forsaken House, page 64, City of Splendors web enhancement: Environs of Waterdeep, page 4-5, Under Illefarn Anew: Fallen Kingdoms of the Shining Vale.

Commented [ELB179]: Cormanthyr, page 135.

Commented [BE188]: Menzoberranzan: The City, page 3, Demihuman Deities, page 35, Drizzt Do'Urden's Guide to the Underdark, pages 47-48, Underdark, page 148, Dragons of Faerûn, page 156, City of the Spider Queen web enhancement Underdark Campaigns, pages 9-10, Dragons of Faerûn web enhancement City of Wyrmshadows, page 2, 4, 6.

Commented [BE180]: "Dala" = battle. "Cirlar" = dazzle, bright sparkle, strong reflected shine. "Lurlea" = open, expansive.

Commented [BE181]: Cormanthyr, page 31, The Grand History of the Realms, page 15.

Commented [ELB189]: FOR5 – Elves of Evermeet, pages 71-72.

Commented [BE190]: "N'" = negative. "Imrel" = controlled magic. "Mifir" = undying. "Quessir" = People.

Commented [BE182]: The Herald, page _.

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	Misty Forest), as moon and gold elf houses depart for Evermeet.
-1100	Illefarn's last coronal, Syglaeth Audark, commands a
	Retreat to Evermeet. The remnants of the empire
	fragment into the independent elven realms of
	Ardeep, Iliyanbruen (in Neverwinter Wood) and
10	Rilithar (in Westwood and Kryptgarden Forest).
	Aelinthaldaar, the capital of Illefarn, is razed by high
	magic. By year's end, human tribes are using the site
	because of its excellent deepwater harbor.
-582	Year of Glittering Coins: The second horde of Harska
002	Thaug assaults the elven realm of Rilithar on the
	eastern flank of the Sword Mountains. The elves give
	battle and shatter the horde but not before their largest
	settlements are overrun and laid waste, and much of
	the Dessarin river valley is burned. The once-great
	forest of Illefor is no more.
	Elvedarr is sacked and the northern third of
	Ardeep is burned. Although the moon elves of House
	Talithyn rebuild Elvedarr, Laranlor Corym "the Tall"
	Le'Quella relocates the capital of Ardeep to
	Teurrendiir (Modern: Crypts of the Deepening Moon).
-395	Year of Ashen Faces: Laranla Fildaerae "the Night
-373	Flame" Le'Quella of Ardeep, is slain in orc raids. Her
	grandniece Imdalace succeeds her.
-206	Year of Elfsorrows: The last Coronal of Illefarn is
-200	murdered by raiders from Jhachalkyn, a drow city
	deep beneath the southeastern Neverwinter Woods.
-148	Year of the Black Marble: As Illefarn's influence
140	continues to wane, dwarven prospectors from
	Ammarindar begin mining for black marble and dark
	granite in the Dark Hills (now the Forlorn Hills), just
	north of the River Delimbiyr.
-100	Year of the Black Unicorn: The dwarf realm of Delzoun,
100	the Northkingdom, falls to encroaching phaerimms
	and other dangers. The dwarves' surface citadels
	survive the attack and remain in dwarf hands. In the
1	decades that follow, many dwarves move south, first
	to Ammarindar and then later to small holdings on
	Ammarindar's western frontier. In time, these
	clanholds become the founding settlements of what
	comes to be known as Dardath.
-50	Year of the Phandar: Ruathen settlers found the city of
-30	Tavaray at the mouth of the River Delimbiyr.
-26	Year of the Five Mountains: The clanholds of the Dark
20	Hills (now the Forlorn Hills) become known as
	Dardath, after Dardath "the Elder" Honedaxe, the first
	dwarf to unite them in a common alliance, as they
	begin trading with human merchants from Tavaray.
4	Year of the Slaked Blade: Laranla Imdalace of Ardeep
	disappears. Rulership of the kingdom passes to her
	kinswoman Embrae Aloevan.
114	Year of the Jagged Leaves: Imvaernarho of the Star
117	Mounts drives Draeithimatar, a descendant of
	mounts arives Diacitimitatal, a descendant of

Ramarthragar, out of the High Forest. The venerable green dragon attempts to claim Ardeep as his domain, prompting a fierce battle with the Fair Folk of that realm. In the wake of his death, Ardeep is split from Qyarnundessor (Modern: Westwood and Kryptgarden Forest) in the north and broken into Ardeep Forest to the west and Halangorn Forest to the east (Modern: western Forlorn Hills). The Dragonfields were healed thanks to the sacrifice of Elembar of Eldath and the Stillwater Circle.

Year of the Arduous Journey: The Barony of the Steeping Falls is founded by Artor Morlin, the Baron of Blood, an outlaw hailing from the lands of the Shoon. Morlin Castle is built at the site of present-day Daggerford. Year of Risen Towers: Elembar, with its capital at

Delimbiyran, is founded north of the River Delimbiyr

and east of Ardeep by settlers from the island realm of

Daerimathlor and the city-state of Tavaray.

Year of the Murmuring Dead: Uthgrael Aumar, the Stag

King, founds Athalantar.

207 Year of the Majestic Mace: Overrun by orcs, the dwarf realm of Ironstar falls. After fleeing south across the Stone Bridge and down the Dessarin river valley, the survivors of Clan Ironstar arrive in the Dark Hills (now the Forlorn Hills) and settle amongst the scattered clanholds of Dardath. Tammas "Forkbeard" Ironstar marries Dardath "the Younger" Honedaxe, grandson of Dardath "the Elder," and she is elected the first arcrown of Dardath. The new arcrown and her husband establish the royal house of Ironaxe, representing the fusion of their clans.

Year of the Battle Horns: The North erupts in battle as many orc bands vie for supremacy, and countless thousands of orcs and goblinkin perish. Upon the death of the Stag King, his seven sons, known thereafter as the Warring Princes of Athalantar, begin open battle for the throne.

217 Year of Giant Skulls: Prince Elthaun Aumar of
Athalantar hires the wizard Rhangaun of Almraiven
to slay his younger brother, Prince Cauln Aumar.

The Magelords of Athalantar destroy the Halangorn Forest.

Year of the Dancing Lights: In the Realm of the Stag, Prince Belaur proclaims himself king and takes the Stag Throne of Athalantar, organizing the armsmen of the realm under the command of his hired wizards. (The term "magelords" dates from this time, when Belaur named them all lords of the realm, to give them clear authority over everyone save himself.) Year of Flaming Forests: Ubrilen Orlyn, Mage Royal of Athalantar, is slain at a feast in Morlin Castle while in the shape of Highord Falaeve Miirathyl of Siluvanede. He tries to cast a spell on the alert Axelord Arthlach of Westdelve, who cleaves him in two with his battleaxe.

Commented [ELB191]: https://www.sageadvice.eu/2 020/01/18/any-further-features-of-interest-aboutmisty-forest/

Commented [ELB192]: Dungeon #101, page 17.

http://forum.candlekeep.com/topic.asp?TOPIC_ID=1362

Commented [EB193]: FOR13 - Secrets of the Magister, page 30.

Commented [ELB194]: Lands of Intrigue: Erlkazar & Folk of Intrigue, page 22, 23, Lands of Intrigue: Tethyr, page 76, Empires of the Shining Sea, page 74.

Commented [BE195]: Dragon #228, page 37.

Abandoning Ironstar Mountain, Malaug the
Shadowmaster comes to Athalantar in the form of
Undarl Dragonrider (pretending to be a yuan-ti
masquerading as a human) astride Anglathammaroth.
He and his great shadow dragon destroy the village of
Heldon and the parents of Elminster Aumar.
Undarl directs the Magelords of Athalantar to
hunt dragons across the Dessarin and Shining Vales,
in hopes of killing the surviving silver dragons of
House Elphaerendil.
Year of Raised Banners: "Prince" Garthos, a mercenary
loyal to King Belaur of Athalantar, conquers the city-
state of Narthil and puts the moon elves of House
Narthil to the sword.

- Year of the Leaping Centaur: Several rock gnome and deep gnome clans, including refugees from abandoned Gliaraerinfael, build the underground city of Dolblunde under the leadership of Olbrent Handstone as a redoubt in which to retreat in the face of future orc attacks.

 Year of Bloodflowers: "Prince" Garthos is slain by
- Elmara (Elminster Aumar in the form of a woman).

 Narthil is formerly incorporated into Athalantar.

 Year of Frostfires: Aloevan, Laranla (ruler) of Ardeep,
 embraces the service of both Mystra and Sehanine and

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- is made a Chosen of Mystra.

 Year of the Deep Bay: Tavaray is abandoned as the surrounding Lizard Marsh rapidly expands, prompting a wave of migration northward along the
 - coast and eastward up the Shining Vale.

 Year of Promise: Aloevan of Ardeep descends into madness and death as the silver fire of Mystra consumes her. Ruardh "Lightshiver" Aloevan becomes Laranlor of Ardeep.
 - Year of Cantobele Stalking: Athalantar falls to the Horde of Black Banners from the High Moor. The orcs are in turn destroyed by an unlikely alliance of moon elves from Ardeep and dwarves from Dardath. The last Council of Illefarn is called, and the long-fragmented realm of Illefarn is officially dissolved. The remaining wood elves of Iliyanbruen and many wood elves from Rilithar finally join the Retreat. Ardeep and Dardath form an alliance also known as Illefarn.
 - Year of Errant Kings: Bharaun "the Fair" Ironaxe, arcrown of Dardath, discovers the existence of Kanaglym in the Underdark, beneath the western fringes of the High Moor. The Stout Folk of Dardath establish trading relations with the long-hidden descendants of Besilmer's survivors. In the decades that follow Kanaglym's inhabitants begin to establish small clanholds on the surface along the western edge of the High Moor. Over time, Kanaglym and these outlying clanholds become known as Hunnabar.

Year of the Black Dagger: The Barony of the Steeping Falls crumbles. Tales tell of terrible beasts, undead, and other evil creatures that lurk in the ruins, causing the inhabitants of the nearby regions to avoid the site of Morlin Castle.

- 511 Year of the Fortress Scoured: Elembar falls to an orc horde, but the capital city of Delimbiyran and the lands surrounding it survive because the horde founders on the House of Stone. Shining Kingdom of Delimbiyran is founded.
- 514 Year of the Elk: The aged Bellabar Huntinghorn leads many halflings of Mieritin north to the Delimbiyr Vale to escape persecution at the hands of the Duke of Cortryn, ruler of the lands east of Amn. The refugees ioin others of their race.
- Year of the Haunting Hawk: Halflings from Delimbiyr Vale and humans from Delimbiyran establish Secomber on the ruins of Hastarl, the fallen capital of Athalantar.
- 523 Year of Trials Arcane: The rising power of orc hordes in the North leads to the calling of the Council of Axe and Arrow on the slopes of Mount Illefarn. There, the humans of Delimbiyran, the dwarves of Dardath, the dwarves of Hunnabar, the elves of Ardeep Forest, the gnomes of Dolblunde, and displaced halflings from Meiritin collectively found the Tri-Crowned Kingdom of Phalorm, the Realm of Three Crowns.
- Year of the Burning Sky: Phalorm's armies slaughter the
 Howltusk orc horde at the House of Stone, but the
 "human King Javilarhh "the Dark" Snowsword is slain.
 Year of Dances Perilous: Building of the Warrior's Gate,
 a portal linking Delimbiyran to Myth Drannor.
- 557 Year of the Melding: An army of hobgoblins devastates the dwarven Duchy of Hunnabar. Phalorm's armies destroy the hobgoblins, but the elf king, Ruardh "Lightshiver" Aloevan, is slain.
- Year of the Pernicious Hauberk: The armies of Phalorm defend the neighboring realm of Yarlith from attacks by orcs led by the frost giant Horthgar.
- 579 Year of the Cultured Rake: Torghatar, Phalorm's dwarf king, falls to duergar assassins near Rarg's Hold (present-day Ironford).
- [Year of the Furled Sail]: A pirate raid on the Seatower of Ilinyth is repelled by the warriors of Phalorm. Later that summer, Naerild Stoneblade, duke of Scathril, dies while leading a raid on the pirates' anchorage on the isle of Orlumbor. In the wake of the Storming of Orlumbor, Scathril extends its hegemony over the island and establishes the town of Orlumbor by the shore of a natural harbor.
 - Year of the Supreme Duelist: Troll forces attack southwestern Phalorm. With the exception of the Hidden City of Kanaglym, the dwarves abandon the

Commented [ELB196]: Dragon #228, page 28.

Commented [ELB197]: Elminster: Making of a Mage (hardcover), page 142.

Commented [BE198]: FR11 – Dwarves Deep, page 56.

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Duchy of Hunnabar and relocate to the northern Duchy of Dardath.

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Year of the Immured Imp: The armies of Phalorm drive off the Hunting Horn Horde of orcs that is besieging Secomber. Phalorm's elf king, Laranlor Ellatharion Aloevan of Ardeep, leads an army of elves and halflings into the High Forest in pursuit of the orcs, but neither king nor army returns.

Year of the Normiir The rampaging Everhorde erupts from the Spine of the World and engulfs the North. Illusk is one of the first settlements to fall to this huge orc army and is left in total ruin save for the Host Tower of the Arcane, whose magical defenses render it impervious to physical harm. The horde then assaults the realm of Yarlith. The armies of Phalorm march north but are too late to prevent Yarlith's fall. They do succeed, however, in raising the siege of the independent trading city of Neverwinter, thanks to the aid of Palarandusk the Sun Dragon. For the next year, in pitched battle after pitched battle, the warriors of Phalorm, with the aid of other communities of the North, strive desperately to defeat this huge army of orcs.

|Year of the |ester's Smile* The armies of Phalorm and other allied settlements of the North, led by the Helmite priest Helbrace, shatter the Everhorde at the Battle of Firetears, south of Triboar, at the cost of much of their strength and the life of the elven King Lathlaeril "Leafspear". The warriors of Phalorm spend the next two years hunting down the surviving orc bands that roam the area.

Year of the Shattered Scepter: A great orc chieftain, Grunnig 'the Red", unites the momadic orc bands of the vast grasslands known as the Fields of the Dead, south of Phalorm and marches them north. With most of its warriors away to the north, Phalorm empties its garrisons and fortresses and sends an army south to give battle under the dwarven King Oskilar, son of Fauril. The savage fighting around present-day Dragonspear Castle, known as the Battle of Sodden Fields, sees Phalorm emerge victorious, though her battle strength is sorely damaged.

In the waning days of this year, northeastern Phalorm is invaded by the Horde of the Wastes, a great orc army originating in the High Moor and southern Greypeak Mountains. King Oskilar is slain whilst leading a desperate rearguard action to gain time for the armies of the realm, Dolblunde is sacked and pillaged, and the House of Stone is besieged.

The armies of Phalorm move south to succor the kingdom. The orc horde moves north, leaving some of its strength behind to maintain the siege of the House of Stone. The horde splits into two, with one army moving up the west bank of the Dessarin and

the other marching up the east bank toward the Stone Bridge. South of present-day Westbridge, the armies of Phalorm meet the westerly force of orcs and give battle. Just as Phalorm's warriors seem to be gaining the upper hand, the eastern orc army charges into their flank and rear after crossing the Dessarin at the Stone Bridge. Phalorm's army is routed and flees west seeking to rally at Iniary's Tower, a fortress of the allied, seacoast realm of Uthtower.

Year of the Lamia's Kiss. The armies of Phalorm are defeated once more at Iniarv's Tower by the Horde of the Wastes, as the battle rouses the ancient lich from crypts deep beneath the fortress. The lich attacks both the orcs and the armies of Phalorm in his fury, and the fortress is reduced to ruins. The warriors of Phalorm seek refuge within the seacoast realm of Uthtower, hotly pursued by the orcish horde.

Alarmed at the horde within their lands, the ruler of Uthtower beseeches Iniary to save the realm. With cruel humor, the lich unleashes great magics that cause the seas to rise up and flood the surrounding lands, bringing the realm to an end and devastating the armies of both Phalorm and the Horde of the Wastes. The remaining orcs flee into the Sword Mountains and the area becomes a large swamp known as the Mere of Dead Men. The remnants of the horde laying siege to the House of Stone perish in a last, futile assault on that fortress.

The realm of Phalorm falls apart as the elves, sickened by the endless warring, abandon the alliance and take ship to Evermeet. Ardeep remains an elven realm in name only. The dwarves of Phalorm, their numbers greatly reduced, retreat to isolated holds deep beneath the Horn Hills or travel east to Ammarindar. The humans take council with the remaining gnomes and halflings in the region, and clear Phalorm's borders of orc raiding parties. Year of the Ensorcelled Kings: Delimbiyran, the human kingdom of Phalorm, claims all the lands of that realm and establishes a new alliance with gnomes and halflings of the area. The new realm is called the Kingdom of Man.

618 Year of the Siege Tower: The Seatower of Ilinyth,
formerly a fortress of Phalorm but now a holding of
Delimbiyran, is blasted to rubble by fell magic when it
is the site of a mage duel between the archwizard
Mathraundir and Irithra Dawntanthra, Magister of
Mystral

673 Year of the Covenant: An alliance of mages called the Covenant is founded to promote peace among the human kingdoms of the North and prepare them for future conflicts with the orcs.

Year of the Triton's Horn: Worshipers of Shar riot throughout the Sword Coast as the machinations of Commented [EB199]: Forgotten Realms Campaign Setting (3e), page 267, Dragon #252, page 72, Dungeon #73, page 24, Dragon #164, page 62, Races of Faerûn, page 93.

Commented [EB202]: Dungeon #73, page 24; FR5 - The Savage Frontier, page 47; Dragon #258, page 53; Races of Faerún, page 93, Dragon #273, page 74.

Commented [EB200]: Dragon #164, page 62, FR11-Dwarves Deep, page 56; Underdark, page 143.

Commented [EB201]: Dungeon #73, page 24; Races of Faerûn, page 93.

Commented [BE203]: FR11 - Dwarves Deep, page 56.

Commented [BE204]: FOR13 - Secrets of the Magister, page 47.

	Lalondra, the Dark Mother, sweep away the power of	931	Year of the Penitent Rogue: While traveling north with a	0.6
	the Dark Goddess clergy overnight. King Davyd of the	1	merchant caravan hailing from Baldur's Gate, Tyndal,	-10 M
	Kingdom of Man dies in the tumult without an heir,		the son of a merchant commoner, slays a group of	2.49
	and several kingdoms—including Calandor, Scathril,	11	lizardfolk near the site of the old, ruined Morlin Castle	7 7
	and Loravatha—break away.		(Modern: Daggerford).	- FEED
698	Year of the Voracious Vole: The gnome city of Dolblunde	942	Year of the Circling Vulture: Drow raiders plunder cities	6.00
	is finally abandoned after a bloody assault by priests		along the Sword Coast, enslaving many humans of the	
	and followers of Urdlen.		Dessarin Valley. The small realms of Harpshield and	
702	Year of the Clutching Death: Orc raiders from the High		Talmost, which border the Ardeep Forest west of the	
	Forest form the Horned Horde and inflict heavy losses		ruins of Delimbiyran, are ravaged and burned.	
	on the splinter kingdoms of Delimbiyran that were	945	Year of the Foolish Bridegroom: Tyndal, now a rich	11.603
	formerly part of the Kingdom of Man. Many of these	*	merchant and a hero among the people, marries the	
	lesser realms are destroyed before the armies of the		Duke of Calandor's only child and heir, Eleesa.	
	Duke of Calandor finally defeat the orcs.	947	Year of the Advancing Wind: The realm of Calandor is	
714	Year of Doom: During the Battle of Two Gates' Fall in		ravaged by the battle between the silver dragon	
	the Weeping War, the city of Delimbiyran and much		Teskulladar "Manytalons" and the white dragon	
	of the southern Delimbiyr are devastated by a magical		Cortulorrulagalargath. In his death throes, the great	To A life
	explosion resulting from the destruction of the		white wyrm falls from the sky onto the remnants of	
	Warrior's Gate, a portal to Myth Drannor. The		Delimbiyran, slaying the Duke of Calandor and his	
	surviving splinter kingdoms of Delimbiyran sink into		retinue. Tyndal, his son-in-law, is proclaimed duke,	
	decline.		adopts his father-in-law's surname, and relocates the	
722	Year of the Last Hunt: Drow from Zanhoriloch (on the		ducal seat to the site of the old Barony of the Steeping	Commented [BE205]: http://www.wizards.com/dnd
	shores of Lake Thoroot in the Underdark beneath		Falls. Construction of Castle Daggerford atop the	/article.asp?x=fr/fx20020410rt
	Cormanthor) construct a <i>portal</i> that opens in the heart		ruined remnants of Morlin Castle begins immediately.	
	of Kanaglym and launch a surprise raid on the	960	Year of the Mageling: Rumors sweep Athwater Vale that	Commented [ELB209]: Prayers from the Faithful, pag
	dwarven city. The Stout Folk surprise the drow with		cultists of Malar have summoned a beast of Malar by	15.
	the strength of their resistance and force the dark elves		bathing the Book of Fang and Talon in smoke from the	
	to retreat, following them back through the portal,		boiling blood of hunted and slain beasts.	Commented [ELB210]: Monsters of Faerûn, pages 20- 21.
	where the dwarves sacked the unprepared city and	961	Year of the Pensive Gibberling: Warrior-priests of	21.
	turned the lake red with drow blood. In the chaos of		Chauntea, led by Duke Tyndal of Daggerford, scour	
	the fighting, the portal closes, trapping the dwarven		the Secomber area and the Delimbiyr Valley upstream	
	invaders of Clan Arlspar and Dragonsteel far from		for many miles in search of Malarites rumored to be	
	home. While Kanaglym survives, its population is		conducting grisly, evil rituals in the area.	
	greatly reduced.	977	Year of Swordforging: Cultists of the Beastlord summon	
882	Year of the Curse: Moon elf refugees from Eaerlann		a beast of Malar to the Sword Hills south of	Commented [ELB211]: Monsters of Faerûn, pages 20-
002	resettle Ardeep and rebuild the realm. A brief alliance		Daggerford using the Book of Fang and Talons	21.
	with the humans dwelling along the Delimbiyr and	1150	Year of the Scourge: Ibun Rensha of Calimshan and a	none -
1	the dwarves of the Forlorn Hills founders because of	1130	group of family members lead a force of mercenary	Commented [ELB212]: Prayers from the Faithful, pag
	lingering suspicions about the role of humans in the		warriors and take control of Loudwater, laying claim	15.
	fall of Ascalhorn. Like Phalorm, this alliance is dubbed		to much of Delimbiyr Vale.	
	the Fallen Kingdom, much to the confusion of later	1235	Year of the Black Horde: The largest orc horde in history	
	historians.	1233	masses in the North and besieges countless	
900	Year of the Thirsty Sword: The Stout Folk of Kanagalym		settlements, including Illusk, Waterdeep, and	Commented [BE206]: Waterdeep (novel), pages 236,
,,,,	dig a new well so deep that they inadvertently tap into		Silverymoon. The dwarfhold beneath Mount Illefarn,	245.
	Myrkul's Waters of Forgetfulness. They name it the		royal seat of Dardath, is nearly overrun and the last	
	Fountain of Nepenthel but then spectres begin to stalk		dwarf to bear the <i>crown of Daurvos*</i> dies. The survivors	Commented [BE207]: Forgotten Realms Atlas, page
	the city, drawn to the portal to Myrkul's domain. The	*	abandon their ancestral home.	150.
	Stout Folk being to leave en masse.	1253	Year of Beckoning Death: The dracolich Daurgothoth,	
902	Year of the Queen's Tears: Kanagalym is abandoned, as	1200	also called the Creeping Doom, claims the abandoned	Commented [BE208]: Waterdeep (novel), pages 236,
702	the last of inhabitants forget where they live and		subterranean city of Dolblunde for his lair.	245.
	wander off into the Underdark.	1255	Year of the Raging Flame: The famed adventurer Daeros	
928	Year of the Hurled Axe: The Duke of Calandor attempts		Dragonspear seizes a fortune in gems from a beholder	
720	to reestablish the Kingdom of Man and have himself		lairing in the lost, subterranean city of Kanaglym, in	
	crowned King of Delimbiyran, but he fails.		the depths of what was once Phalorm's Duchy of	
	cromed rang of Definiory rang but he rang.		are depails of what was office I haroffit a Ducity of	

Hunnabar and decides to retire. The bearded halfdwarf chooses the lair of the copper dragon Halatathlaer as the site of his castle. Dwarves are welcomed at Dragonspear Castle, and soon the outer ward fills with small stone cottages and delvings beneath them.

Year of the Many Mists: The Magister of Mystra, Ohland Grethgar, is slain in a battle in the skies over Orlumbor against the black dragon Starlaurynguldar with both failing to survive the fray. Azuth bestows the office of Magister on the wizard Inhil Lauthdryn. depredations of a Calishite mage named Ithtaerus

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Year of the Whelm: Dragonspear Castle succumbs to the Casalia. The wizard binds Daeros's dragon companion Halatathlaer in magical slumber, and then tricks Daeros into sacrificing his life and activating a portal that leads to Avernus, first of the Nine Hells of Baator. While Daeros's followers battle an incursion of devils, Ithtaerus loots the dragon's hoard and then lures three young and ambitious dragons to the castle by having them think that Halatathlaer and his hoard are vulnerable. The dragons destroy Halatathlaer and much of Dragonspear Castle before slaughtering each other. The only survivor, a black dragon named Sharndrel, seeks out and slays Ithtaerus. He then flies away, leaving the castle a shattered ruin. Goblinkin and trolls from the High Moor, as well as other evil spellcasters and brigands, eagerly raid it until all the dwarf followers of Daeros are dead or gone. Year of the Creeping Fang: Allied hobgoblin tribes seize

Dragonspear Castle and use it as a base to raid the Trade Way and surrounding lands.

1325 Year of the Great Harvests: The Lord's Alliance is established, uniting the settlements of Bargewright Inn, Everlund, Fireshear, Gundarlon, Leilon, Longsaddle, Mirabar, Neverwinter, Secomber, Silverymoon, Sundabar, Waterdeep, Yartar, and others in common purpose.

Year of the Moonfall: The last moon elves of Ardeep 1344 abandon their forest home to heed the Retreat. 1354 Year of the Bow: The Alliance of Avernus, a devil-led

army of goblinoids, orcs, tieflings, and other outcasts, claim Dragonspear Castle.

Year of the Worm: The Dragonspear War: Armies from 1356 Waterdeep and Baldur's Gate besiege and set fire to Dragonspear Castle, defeating the devils within. Year of the Prince: The current year. (The current month

> The Battle of Daggerford Devils entering Toril through a portal in Dragonspear Castle assemble an army of ogres and goblinkin, bolstered by a black dragon. These "Hordes of Dragonspear" overwhelm and destroy the Way Inn and then attack Daggerford, but they are defeated by a hastily assembled force of

dwarves, elves from the Misty Forest, paladins of Ilmater, mercenaries, local militia, and a troop of the City Guard of Waterdeep.

Climate

Climate in the Shining Vale is considered temperate, as defined in the Dungeon Master's Guide, pages 93-95, with the notable exception of the Laughing Hollow, which is considered sylvan temperate (see Chapter 5).

Terrain

Most of the Shining Vale is considered plains terrain, as defined for the Open Marches (see Chapter 4). The Lizard Marsh is considered marsh terrain (see Chapter 2). The Ardeep Forest, Banshee Woods, Misty Forest, and Trollbark Forest are considered forest terrain, as detailed in the Dungeon Master's Guide, pages 87-88. The Laughing Hollow is considered sylvan forest terrain (see Chapter 5). The Broken Shore, Forlorn Hills, and the Sword Hills are considered hill terrain, as detailed in the Dungeon Master's Guide, page 89.

Locations

With civilization in the Shining Vale in a centuries-long retreat, the region is littered with ruins and magical legacies dating back to the various fallen kingdoms. The areas detailed below lie on the surface at least partially within the Shining Vale or within the adjoining Athwater Vale to the east. Locations beyond this region or in the Underdark below (marked in purple on the DM's map) are beyond the scope of this write-up and detailed in other sources such as the City of Splendors: Waterdeep Web Enhancement: Environs of Waterdeep, and Underdark.

Ardeep Forest

The remnants of this ancient forest of tall blueleaf, duskwood, and weirwood trees lie between the Dessarin and Delimbiyr river valleys. Its verges are deceptively pleasant, with sundappled paths roamed by foraging deer. The interior is a place of ridges and breakneck gullies cloaked in thick vines and shrubbery, where mists are almost constant, wild boars roam, and ruins lie hidden beneath the forest loam and faintly glowing mushrooms.

The moon elves of Ardeep left the "Faraway Forest," named for its distance from Evermeet, forlorn and empty, having gone overseas via many covert voyages aboard the Morning Bird, a ship owned by Mirt the Moneylender (see the Forgotten Realms Campaign Setting and City of Splendors: Waterdeep). Outlaws and a few lonely elves dwell in its depths, and many elves and half-elves who live in Waterdeep come to Ardeep from time to time to revisit the green silences of unspoiled woodlands. Three small glades near the northwestern edge of the forest are traditional meeting spots for young lovers whose families are actively hostile to their matches. Harpers also meet in Ardeep from time to time, and rangers patrol the edges

Commented [ELB213]: FOR13 - Secrets of the Magister, page 68.

Commented [ELB214]: Dragons of Faerûn, page 156.

Commented [EB218]: Most of these entries are taken from the City of Splendors "Environs of Waterdeep" web enhancement.

http://www.wizards.com/default.asp?x=dnd/we/20060 503a, and Lost Empires of Faerûn, page 57, 58, 142-143,

Commented [e219]: City of Splendors: Campaign Guide, page 12, The North: The Wilderness, page 47, Dragon #270, pages 92-95, Dragon #127, page 8.

Commented [EB215]: FR5 - The Savage Frontier, pages 9, 28-34, 36.

Commented [EB216]: N5 - Under Illefarn, page 27.

Commented [BE217]: The Grand History of the Realms, page 146, Forgotten Realms Campaign Setting (2e): Running the Realms, page 18. Note that the destruction of the Way Inn is incorrectly stated as occurring twice in Grand History of the Realms.

of the wood to ensure that neither large predatory beasts nor brigands settle here.

More than one floating castle has been seen above the forest, but the identity and interests of the inhabitants has never been determined. When the Fair Folk departed the Realm of the Deepening Moon, they left behind baelnorns of crested felldrakes have green warders hor, and horned felldrakes have to guard the ancient elven legacies left behind. However, in the years since the Retreat, Ardeep Forest has become home to monsters no longer kept in check by the presence of the Fair Folk, including assassin vines, kobold tribes, nyths hor, tendriculouses, and thirsts of stirges.

Ardeep River / Sevenfalls / The Selpir

In the depths of the Ardeep Forest, countless unnamed creeks come together to form three rivers, the Ardeep River and its two smaller siblings, the North and South Ardeep Rivers. Centuries ago, when the Faraway Forest extended as far west as the sea, the Ardeep River, including its tributaries, was a slow, winding flow that meandered down to the Sea of Swords beneath the boughs of the much larger Ardeep Forest, before dissolving into a marshy river mouth that was once the site of frequent battles between lizardfolk from the Lizard Marsh and merfolk from the Sea of Swords (where they fought over control of a long-forgotten portal).

In the Year of the Circling Vulture (942 DR), a large sinkhole appeared near the confluence of the Ardeep River and the South Ardeep River, causing the bulk of the river's flow to plunge into the Realms Below. Within days of the sinkhole's appearance, reports of drow raiders began to spread throughout the region, part of a larger, unrelenting wave of attacks up and down the Sword Coast. It was never determined if the sinkhole's appearance was a natural event or the deliberate result of sapping the riverbed by drow slaves, but the abrupt collapse of the kingdoms of Harpshield and Talmost (two of the splinter kingdoms that arose in the wake of the collapse of the Kingdom of Man) speaks to the deadliness of the dark elven assault and the timeliness of the sinkhole's appearance.

While the drow raiders are long gone, the sinkhole leading into the Underdark remains, now known as Sevenfalls for the series of cascades that lead down into the depths, capturing much of the water that drains from the Ardeep Forest. The trickle of water that bypasses the sinkhole forms a small creek known as the Selpir (an elven word meaning "remnant"), which then meanders along the largely dry former riverbed down to the sea. The Trade Way crosses the shallow Selpir a little ways downstream of the sinkhole, at the site of a centuries-old ford of the now-vanished river.

The river's retreat has also revealed the presence of ancient elven and dwarven tombs (believed to date back to the Alliance of Illefarn, between 342 DR and 523 DR), whose entrances were once carved into the river bank below the water line and hidden in the depths of the Ardeep Forest (when that woodland was much larger). It is unclear why these tombs were constructed in

such a fashion, but those that have been revealed (and subsequently plundered) have yielded rich treasures. The old Ardeep riverbed is also littered with long-forgotten treasures from such tombs, suggesting that some may have been breached by the old river ere the sinkhole appeared, lending further mystery to their curious construction.

Circle of the Deepening Moon

This ancient circle of moss-covered standing stones is believed to date back more than two centuries to the waning days of Ardeep. At one time, the boughs of Ardeep Forest sheltered the circle, but now the stones stand exposed atop a gently sloped, grass-covered hill.

At one time, a portal linked this circle with Evermeet, but the eastern terminus was moved to a certain bedchamber in Blackstaff Tower long ago. The only magic still within these stones is a keyed, one-way, variable portal leading to a random location within the underground forest known as Willowwood on the fourth level of Undermountain. The portal can be activated by stepping inside the circle while the clouds cast a shadow over them.

The whole area within the circle of stones is considered a Harper refuge, blessed by Rillifane Rallathil and Solonor Thelandira. The refuge has all the powers detailed in FOR4 – Code of the Harpers, pages 94-99.

Crypts of the Deepening Moon

In the depths of Ardeep Forest lie the Crypts of the Deepening Moon, the royal vaults of Ardeep and all that remains of the capital city of Teurrendiir Said to hold the remains of many of Ardeep's laranlors and laranlas, as well as many elven artifacts with which they were interred, the crypts are the target of frequent expeditions by mercenary adventuring bands hired to plunder them by Waterdeep's various noble houses. As a trio of moon elven baelnorns^{MoF} and a legion of green warders^{MoF} in the surrounding woods guard the Crypts, no such expedition has ever returned.

Dancing Dell

Soft moss, short grasses, and ferns cloak this smooth bowl and the raised ring of earth that surrounds it. In the middle of the bowl stands the Ladystone, a finger of rock touched by Eilistraee and sacred to her. The Ladystone's powers guard the dell and can strike at intruders as commanded by the goddess or her priestesses. The origin of the Ladystone is unknown, but it is believed to date back to the earliest settlements in Ardeep.

Qilué Veladorn of the Seven Sisters sometimes leads worship services here, and Eilistraee herself has manifested in Dancing Dell on more than one occasion. Commented [e220]: Maddgoth's Castle, page 8.

Commented [BE221]: FOR13 – Secrets of the Magister, page 127.

Commented [BE222]: Ruins of Undermountain II – The Deep Levels: Campaign Guide, page 16.

Commented [BE223]: FOR4 – Code of the Harpers, page 93.

Commented [BE224]: "Teu" = silver, moon. "Irrendiir" = memories.

Green Glade

This ring of elm trees lies in the southeastern reaches of the Ardeep Forest. Fern thickets cloak its approaches, and no trail—no matter how well cleared—survives for more than one night in its vicinity.

Perpetual spring has reigned within this circle of trees for centuries, and the entire glade is under a permanent hallow effect. These features have been attributed to a wide range of deities over the years, but they are in fact the effects of a minor mythal. The mythal also enhances minor healing effects cast within its boundaries. (Specifically, the Empower Spell feat is automatically applied to all conjuration [healing] spells cast within the circle.) Finally, any nonmagical wood—no matter how old—brought into the Green Glade begins to spout and grow, even if it has been cut, stained, polished, fashioned into furniture, or damaged by fire.

Greentree Haven

Eirl Rauthantannar (who reigned as Magister from 236 DR to 247 DR) laid down in barren ground and grew plants out of his body, seeking to "bring back the bounty of the land." By the will of Mystra, the decanter of endless water this Magister carried became a spring of pure water, the plants grew swiftly into forest, and the remains of the Magister melted away to create an enchanged grove in the wilderlands of the Sword Coast North where items can be readily enchanted, wards are augmented, and Dove Falconhand goes to dance.

The precise powers of this grove (called Greentree Haven by some) are as follows: Any sentient creature, living or dead, whose body bears an active (operating, not merely present) enchantment or who is casting magic or wielding an operating magical item within the grove can, at will, cause himself or herself to become invisible for as long as the magic lasts, and up to 4 rounds thereafter (this state can be willed to end at any time, costs nothing, and does not alter or drain any other dormant or operating magic).

Any creature who knows the properties of the grove and who is standing within it (they must be in physical contact with the ground) can case the air for 7 feet above the ground to glow with a fainty silvery radiance, akin to faerie fire, throughout the grove. This effect lasts 10 rounds once activated (it cannot be turned off), prevails against magical darkness, and can be renewed or reawakened at or after its expiration, as often as desired. It costs nothing, and its activator need not be a spellcaster, arcane or divine.

Any magical barrier or protective spell cast within the grove, or on a being within the grove, is affected as if the caster had Maximize Spell, only without the increase in spell level. These effects persist even if the target item or creature moves outside the grove. Moreover, any such spell cast does not count towards the spellcaster's total number of spells per day or consume a memorized spell slot.

Any beings who leap with in the grove are automatically affected as if by a jump, feather fall spell, and færie fire, unless they

specifically will such effects not to occur. These properties can be quelled by any person and persist only within the boundaries of the grove. The effects of fly, levitation, and telekinesis are also affected as if by a Mazimize Spell feat when cast within the grove.

Any being within the grove can will the air above the entire grove, to the height of 7 feet, to rise or lower in temperature by 20 degrees. The change occurs within 2 rounds, can be altered by any sentient being within the grove at will, and persists until willed to end or until the being who changed the temperature either dies or leaves the grove. Note that in extremes, of regional temperature, use of this power immediately causes intense, persistent fog at the boundaries of the grove.

Any magic item created or charged within the grove takes half the normal time to accomplish.

House of Long Silences

A façade of pale white stone separates the echoing halls of this ancient, ruined manor from the surrounding stands of cedars and blueleafs. The House of Long Silences encompasses a nexus of two-way portals, including links to an abandoned watchtower in the eastern reaches of the Trollbark Forest [see below), the undercroft of the Temple of Labelas in the ruined city of Mhiilamniir, and a subterranean grotto beneath the Snakewood. In addition, a one-way portal from Evermeet exits in the neighboring woods. Lord Elorfindar Floshin (see below), whose estate encompasses the lands between Daggerford and Ardeep Forest, has created a web of warding spells in the manor and the surrounding woodlands that alerts him to intrusions.

Phylund Hunting Lodge

In the Year of the Bloodbird (1346 DR), Lord Urtos Phylund I built a stone hunting lodge in the western depths of the Ardeep Forest. The family has used it ever since to host carefully planned hunts for wealthy Waterdhavians. The object of such hunts is always a rare and fantastic creature brought in from elsewhere in the Realms and released just prior to the hunt's commencement. Lords Urtos I and Urtos II have made small fortunes hosting such events, enough to consider establishing similar camps in the Sword Mountains or the Forlorn Hills.

No one has yet noticed that such hunts never take place during nights of the full moon, nor that Lord Urtos II always visits the Phylund hunting lodge on such nights "for a private hunt." The reason behind the mystery is that Urtos II is an afflicted werewolf, making it very dangerous to visit this part of the woods during such times.

Reluraun's Tomb

In a clearing at the heart of Ardeep Forest lies the vault of a fallen elf warrior named Reluraun (male CE moon elf ghost fighter 12), whose spirit was twisted into a mad, undead creature by evil magic during his final battle in the Year of True Names (464 DR). His slayers included evil arcane spellcasters (avenging

Commented [EB225]: Silverfall, FOR13 - Secrets of the Magister, page 15.

Commented [EB226]: Forsaken House, page 113-120.

Commented [EB227]: Polyhedron #93, pages 4-6.

evil dragons Reluraun had slain) who visted magical curses on the elf hero that drove him insane and twisted him to evil.

Reluraun appears as two disembodied eyes and a pair of sbeetal arms and hands that wield *Reluraun's Hoarcut*, a +3 icy burst longsword. Reluraun's tomb is guarded by no less than three baelnorns (LG moon elf baelnorn wizard 13), and his coffin floats alone in a domed, underground vault. An extremely lifelike effigy of the warrior clutches *Wyrmsheart*, a +2 dragon bane longsword.

Tears of Aloevan

This otherworldly cloud of magic is accessed via a portal leading from a mystical pool of water in a sylvan glen in Ardeep Forest. Known as the Glen of Aloevan, it is guarded by a female great moonstone wyrm (detailed in Crown of Eaerlann: Fallen Kingdoms of the High Forest) named Thalarytara. Embrae Aloevan was once the Chosen of both Sehanine and Mystra. The moon elven laranla descended into madness, consumed by the silver fire that raged within. Upon her death, Embrae spirit was trapped in a nimbus of silver fire that prevented her from passing on to Arvanaith.

To assuage the madness of their queen, seven clerics of Sehanine created a link between the natural world and the spiritual limbo in which Embrae was trapped. For centuries, Sehanine's priests have labored to ease the torment of the mad queen by recreating the long-lost Court of Silver Fire within this pocket plane. Nevertheless, the laughter of the laranla (CG ghost laugmented female moon elf Chosen of Sehanine/Chosen of Mystra] Wiz19) is tinged with madness, and she clings to the vestiges of her sanity thanks only to her ever-present attendants.

Passage between the two realms is restricted to times of the solar eclipses. When one of the laranla's seven attendants is ready to pass on to Arvanaith, another cleric of the Moonlit Mystery travels to the Tears of Aloevan by way of the mystic pool to serve in their stead. Although many others have sought entrance to Embrae's court, none have returned to tell the tale, so it is unknown if any who were not called there by Sehanine have ever succeeded.

Athwater Vale

Since the fall of Athalantar, the Realm of the Stag, a thousand years or so ago, halflings have lived along the banks of the River Delimbiyr near its confluence with the Unicorn Run and the Hark River (also known as the Hawk River, Highmoorflow, or Ulbanlur), a stretch of river known as the Athwater. While the lands closer to the southern edge of the High Forest are known as the Pharren Uplands, the farmland along the north bank of the River Delimbiyr is known as Athwater Vale.

Elzid's Tower

Bedecked with carved gargoyles, the remnants of this black stone spire sit atop a low hill in the Pharren Uplands, fifteen miles north of Secomber. Elzid Natholan was a wizard who earned a reputation for corruption and deceipt ere he focused on the study of alchemy, gradually becoming less of a threat to the region. Zotzpox, his imp familiar, betrayed Elzid after the wizard pledged his love to a local maiden, causing Elzid's last alchemical experiment to explode, killing the wizard, shattering the tower, and damaging the dungeon below.

Floodmeet

The confluence of the placid waters of the River Delimbiyr and the steep cascades of the Highmoorflow (known to the Stout Folk as Ulbanlur or, in recent years, the Hark River) creates anever-turblent pool. To the east rises a low hill known to the Fair Folk as Alukerymiilor (literally, "Place of the Water Swords").

Alukerymiilor was later the site of a castle known as Floodmeet, built to defend the eastern reaches of Athalantar, Kingdom of the Stag. That castle has long since fallen into ruins, leaving behind only broken, overgrown walls, but the area is still known as Floodmeet, for the spring floods that inundate the northern bank of the River Delimbiyr. In the current era, the ruins of Floodmeet are used from time to time by hunters seeking shelter from storms blowing off the High Moor and by druids from the South Wood celebrating the arrival of spring (usually held on the ides of Mirtul), but mostly it is ignored by the halfing and human farmers who farm the north bank of the River Delimbiyr. From time to time, lights or voices are suddenly heard amidst the ruins, suggesting the ruined castle may contain the terminus of some rarely used portal. (See "Voices of the Lost" for further details.)

Heldreth's Horn

The Athalantan castle known as Heldreth's Horn was built to defend the western reaches of the Kingdom of the Stag. The castle fell to the Horde of Black Banners in the Year of the Cantobele Stalking (342 DR), who briefly seized it for themselves, only to be destroyed by the combined armies of Ardeep and Dardath. Little remains of this once-proud fortress, although travelers along the Shining Trail frequently camp amidst its ruins. Legends speak of a hidden vault of the Magelords that lies beneath the ruins, but no trace of any dungeon has ever been discovered, despite energetic digging by many would-be explorers. Unbeknownst to anyone alive today, the vault does exist, but is an extradimensional space reachable from the now-vanished chamber where the castle's tallest tower once reached.

Iulkoun

This village, once known as Shining, is upstream, or northeast, of the Laughing Hollow, on the northern bank of the River

Delimbiyr. As it is located roughly halfway between the two, it looks to Daggerford and Secomber for supplies. However, it is home to farmers of independent mind.

Julkoun, for whom the village is now named, gave the hamlet of Shining new importance some 80 winters ago when he built a large stone mill and a shrine to Chauntea. Julkoun is long dead, but his gristmill is still run by his descendants and has been joined by a clothyard mill that produces whole cloth for sale in Waterdeep or Amn.

Commented [EB233]: Dragon #228, page 31.

Commented [EB234]: FR11 – Dwarves Deep, page 56.

Commented [EB228]: Demihuman Deities, page 127-

Commented [ELB229]: Monstrous Compendium Annual Volume 4 (2e), page 25. Updated to 3.5e in Crown of Eaerlann: Fallen Kingdoms of the High Forest.

Commented [EB230]: Email with Ed Greenwood.

Commented [EB231]: FR11 - Dwarves Deep, page 56.

Commented [EB232]: Dungeon #37, pages 20-28.

This pastoral village of about 40 homes holds busy farmfolk, pleasant gardens, low stone-and-stump walls and hedgerows, and many strong manure smells. Its grassy streets are often full of grazing goats, sheep, and cattle. Julkoun is notable for the Jester's Smile (an inn of surprising excellence), Julkoun's Old Mill (gristmill), and the Shining River Mill (clothyard mill).

Julkoun lies within the Barony of Delantar (see Chapter 2), although the baronial seat—Athgard Keep, built atop the ruins of the Athalantan fortress of Heldreth's Horn—lies 10 miles east of the village and 10 miles north of the River Delimbiyr. Baron Agwain Delantar (see Mission 3) rules Julkoun with a light hand, although he is said to have spies in the village reporting on events.

Secomber

The village of Secomber stands atop three tree-girt hills on the northwestern bank of the confluence of the Unicorn Run, the cool, clear river that runs down from the mysterious heart of the High Forest, and the River Delimbiyr, the watery road to the eastern wildernesses of the High Frontier. The village is known for its gardens and eccentric architecture.

Secomber is a peaceful, rather boring village of fisherfolk, farmers, stonecutters, and hired guides and guards for the frequent caravan traffic. The holdings of the farmers fan out northwest of the village, and the fisherfolk make a meager living spearing and drag-netting fish and freshwater crabs from small skiffs on the two rivers. The stonecutters manage a decent living quarrying slabs of pink granite from the cliffs that mark the northern edge of the High Moor. A handful of rangers use Secomber as a base for their forays into the monster-infested areas to the east and south of the village.

Secomber does not have any major resident nobility, although a few barons have holdings in the surrounding region (including Baron Agwain Delantar, see Mission 3). Secomber has a garrison of 30 soldiers provided by the Lords' Alliance under the command of Lord Traskar Selarn (see below), technically an appointed representative of the Lords' Alliance who is responsible for enforcing the law and commanding the small contingent of professional soldiers. Historically, the Lord of Secomber serves at the pleasure of the local populace, and past lords who have ignored this simple fact or attempted to install their offspring as their successor have been quickly run out of town. Secomber's garrison patrols the farmland and vicinity diligently, capably dealing with the few orc and bugbear raids that get this far west. The soldiers also train a local militia of 100 or adults in swordwork and rudimentary tactics, many of who then hire out as caravan guards.

A small palisade fort sits atop the largest hill, housing both the garrison and some of the village's oldest homes, but much of the village sprawls beyond its walls. Approximately 200 people live in structures built within the palisade walls and another 600 live outside the walls. Including the close-in farms that stretch north and west away from the village, the total population under

the authority of Secomber's lord is approximately 900. Roughly half of all Secomberites are human. Almost as many are halflings, whose low, garden-adorned homes make the hills of the village seem more a terraced estate than a settlement. The remainder of the citizenry includes dwarves and rock gnomes from the Forlorn Hills, half-moon elves and moon elves from the High Forest, and a handful of others.

Notable locations in Secomber include the Seven-Stringed Harp tavern and the Singing Sprite inn. The former is a tavern that stands at the meeting of two winding lanes in the lowest spot in town, beside a horse pond in the cenfer of the bowl between the three hills Secomber is built on. It is a ramshackle, sprawling building of many wings, varying roof sections, and little bay windows and cupolas. The latter faces the Seven-Stringed Harp across a rather muddy meeting of lanes.

Secomber was once the seat of the halfling-ruled duchy of Imristar and before that the western fringes of Hastarl, the capital of Athalantar, Kingdom of the Stag. Folk digging cellars in Secomber usually turn up old cobbles and stone walls. Inadvertently freed gargoyles are a fearsome, recurring problem, but sometimes magical treasures are unearthed, a legacy of the Magelords of Athalantar. Lord Traskar has made sure that adventurers are welcome in Secomber, and many adventuring bands use the village as a supply base for treasure hunting forays into the surrounding wilderness.

Amelior Amanitas

The Sage of Secomber (CG male old Illuskan human wizard 7/master alchemist 10) is a wandering master alchemist and busybody. Tall, chunky, gray-bearded and bespectacled, Amelior is a bumbling, notoriously absent-minded eccentric born in the Year of the Starfall (1300 DR). He has only one good eye and wears a variety of handsome patches over the socket of the other—some silk, some tasseled, some vividly patterned, and one bearing his sigil. He dresses as a common craftsperson and is a wencher and a poker-about-after-secrets. These character traits have made him unwelcome in many places, though not in Silverymoon, where he has become a close friend of High Lady Alustriel.

Amelior is straight in his dealings—though he may actually forget he has hired someone—and rarely fights with spells, relying on his irritable, sharp-tongued bodyguard and the contents of the two flasks he always carries (one is a gold flask that functions as a ring of djinni calling, summoning a djinn named Hasan, and the other is a copper flask that functions similarly, summoning two ogres fanatically devoted to Amelior, who rise as zombies and fight on if slain). Amelior is known to employ magic bracers, a variety of magic robes, one or more runestaffs, and a large collection of potions.

The Sage of Secomber dwells in a cavelike home that is rather like an extremely cluttered halfling delvehome. It is connected to a tiny, leaning stone tower and is located high up amid gardens on one of the hills in Secomber. His residence is home to several golems and a dozen brightly colored (red, green,

Commented [EB237]: Volo's Guide to the Sword Coast, pages 80-82.

Commented [EB238]: Volo's Guide to the Sword Coast, pages 83-85.

Commented [EB235]: Dragon #228, page 31.

Commented [EB236]: FR5 – The North, page 32, Volo's Guide to the Sword Coast, page 79-85.

Commented [EB239]: Dragon #270, page 94, Demihuman Deities, page 177.

Commented [EB240]: *Volo's Guide to the Sword Coast,* page 79.

Commented [EB241]: Elminster: Making of a Mage, Lost Empires of Faerûn, pages 17-21.

Commented [EB242]: Volo's Guide to the Sword Coast, pages 212-213.

Commented [EB243]: Magic of Faerûn, pages 34-35.

fuchsia, flame orange, mint blue, sun yellow, and so on) cats. Amelior constantly hires adventurers to carry out odd tasks for him, sometimes overpaying them absent-mindedly. On the rare occasions when the village has been attacked, an iron golem and two beast-headed, winged stone golems (resembling giant gargoyles but incapable of flight) have emerged from Amelior's tower fo support Secomber's defenders.

Andrath Klaeverdar

Born in the Year of Dreamwebs (1323 DR), Andrath Klaeverdar (LN male Illuskan human wizard 12) is the son of Keldeln Klaeverdar, patriarch of Snowhills Farm, north of Secomber, and one of the most powerful wizards of the next generation of Klaeverdar. Andrath made a name for himself during the Dragonspear War but has since returned to seclusion on the family farm.

Members of the Klaeverdar clan are seen as solid, honest farmfolk by their neighbors, although there are whispers of strange goings-on on Snowhills Farm. The Klaeverdar's aptitude for magic is known to very few outside the family, and the role of Maxiladanarr Torstren, during his tenure as Magister, in encouraging their talents, is largely unknown.

Erek of Gundbarg

Born in the Year of the Blue Flame (1327 DR), Erek of Gundbarg (LN male Illuskan fighter 4) is a skilled warrior with sharp, ready swords, whose father was a Northman warrior who served in Gundarlun's army and whose mother was a Neverwintan descendant of the Black Lion Uthgardt tribe. Despite their constant squabbling, Erek is fiercely devoted to his employer, Amelior Amanitas.

Lord Traskar Selarn

Born in the Year of the Griffon (1312 DR), Lord Traskar Selarn (CG middle-aged male Illuskan ranger 11) is a former adventurer and longtime warden in the Secomber region. By mutual agreement, this regal, handsome, tall, and good-natured man has agreed to watch over Secomber for the Lords' Alliance. He does this by keeping an eye on—and descending swiftly upon when necessary—the lawless, but otherwise leaving the people to their own business.

Traskar has a large fortune, gained through adventuring, and, unbeknownst to most Secomberites, he sponsors the garrison himself. His influence and personal popularity have helped to foster friendships among the various races who dwell in Secomber. He knows the High Moor well and often sends adventurers who come to him to areas he knows hold promising ruins that have not been plundered bare yet.

Undarl's Tower

Along the north bank of the Delimbiyr River, just a few miles west of Secomber, the crumbling ruins of Undarl's Tower thrust up from a rocky outcropping like a broken tusk. Known as the Dragonrider for his preferred mode of battle, Undarl rose to become the self-styled Mage Royal (and real ruler) of Athalantar.

No one knew where he was born. His true form (a yuan-ti) was revealed in his battle with Elminster but this was only the body he possessed on Toril. He was actually Malaug of the malaugrym $^{\mathrm{MoF}}$, who later fought in the Harpstar Wars.

Most of the tower's aboveground living areas have been destroyed by more than a thousand years of exposure to the elements, but Undarl's basement laboratory still exists, hidden beneath a secret trapdoor and protected by powerful preserving magic. In addition to spellbooks, arcane research equipment, and magic items, the lab also contains a leaky portal to the Plane of Shadow that has been allowing shadow creatures to slip forth into the surrounding area for centuries.

Banshee Woods

The small reach of forest known as the Banshee Woods, which lies within the larger area known as the Haglands, north and east of the Trollbark Forest, has been avoided for centuries, even as logging slowly separated it from what became Trollbark Forest and the Misty Forest. The trees themselves are gnarled and twisted, suggesting some ancient magic remains at work. While a handful of hag coveys rule the periphery of the Banshee Woods, the depths of the forest are the exclusive preserve of a keening spirit lows, whose endless wailing echoes through the woods from dusk to dawn and can be heard as far away as the Trade Way when the wind blows just right.

Legends vary widely as to the origin of this tortured ghost. Some tales speak of the "Lost Laranla," presumably referring to Laranla Imdalace of Ardeep, who disappeared in the Year of the Slaked Blade (4 DR). Other tales refer to an Illefarni bard who was separated from her lover when an unknown attacker severed an Illefarni song-path during the waning days of Illefarn. The truth of the matter is far more ancient. The keening spirit of the Banshee Woods is a Miyeritari dark elf (pre-Descent of the Drow) who mourns the Dark Disaster (-10,500 DR), when ancient Miyeritar was engulfed in killing storms, reducing the entire forest and realm to the barren wasteland now known as the High Moor. All efforts to lay her spirit to rest have failed time and again, suggesting to some that her continued presence is in some way tied to some larger Elven High Magic effect.

Broken Shore

The Broken Shore is a line of cliffs, where the mainland drops away several hundred feet into a strip of "broken land" rarely much more than a mile wide, that runs from the Lizard Marsh south to the Troll Hills. This broken land is damp, salt-rimed country (so vegetation is either lichen or stunted), and consists of seacaves, hills of heaped-up seabed rock hurled ashore in the worst storms, rougher hills of rock broken off the cliffs and piled up below at their feet, and flowerpot-shaped "sea stacks" of hard, layered stone left behind in misshapen columns when the wind, water, and winter ice have carved away the land around them.

Veins of iron and dark clays that contain many sorts of gems are exposed on the treacherous, crumbling cliff faces. Lava vents under much of this shoreline warm the rocks (and fresh **Commented [EB248]:** Annotated Hardcover *Elminster: Making of a Mage*, page 320.

Commented [EB244]: FOR13 - Secrets of the Magister, pages 80-81.

Commented [EB249]: City of the Spider Queen, pages 126-127.

Commented [EB245]: Volo's Guide to the Sword Coast, page 213, FR5 – The Savage Frontier, page 35, 36.

Commented [e250]: Lost Empires of Faerûn, page 137, Dragon #270, page 95.

Commented [EB246]: Volo's Guide to the Sword Coast, page 225-226.

Commented [EB251]: Grand History of the Realms,

Commented [EB247]: Lost Empires of Faerûn, page 88, Dragon #228, page 28.

water, percolating up through them) from beneath, making this coast a place of winter mists and survival for many creatures, rather than a region most life must vacate for the cold months or perish. Any creature who can fight off the competing monsters can winter over in caves that get quite comfortably warm in their innermost, deepest corners. Those same lava vents make deep mining in this region well-nigh impossible. The warmth also makes trolls avoid the area, which is why they keep inland and leave this area alone.

No one rules this desolate shore, which has no natural harbors or landing spots, so the land is relatively verdant and unspoiled. All manner of creatures dwell in this shoreline strip of land: amphibious creatures of all sorts, leucrotta^{CoS-W-MoF}, outlawed and fugitive (or washed ashore from shipwrecks) humans, and countless seabirds (whose eggs offer a plentiful food source for much of the year). Scattered, hollowed-out caves in the cliff face are often the lair of eagles, foulwings^{LEGF}, perytons^{MoF}, and other avian predators. A nest of advespa^{MM2}, survivors of the Dragonspear War, is built around an evil node^{LoF} at the northern end of the Broken Shore, near the southernmost margins of the Lizard Marsh.

Moon Isle

Moon Isle is a crescent-shape island just off the coast of the Open Marches, between the Lizard Marsh and the Seatower of Ilinyth. This barren, rocky isle is covered by the Sea of Swords during fierce storms and has been the site of more than one shipwreck in centuries past. On nights of the full moon, this island is often frequented by pods of weredolphins in humanoid form. The lycanthropes come here to venerate Selûne at a shrine on the northern end of the island.

Seatower of Ilinyth

Due west of the Way Inn lies a particularly prominent seastack along the Broken Shore. Atop it lie the ruins of an ancient stone tower of elven design, now inhabited by a "devilwing" (half-fiend advanced foulwing^{LEoF}) that once served as the steed of a commanding devil in the Alliance of Avernus. The devilwing has attacked ships as far afield as Mintarn, but no one has yet tracked it back to its lair.

Before this fortress was blasted to rubble by fell magic, it served as a watchtower facing seawards, and as a base for mounted patrols defending Phalorm against troll and bugbear attacks in the area. It also allowed elves to quietly take ship there by night, flying by magical means down the rugged cliff to board vessels that then slipped away towards Evermeet. It is thought that over 7,000 elves slipped away from the Realm of Three Crowns before its fall, leaving the bloodshed and tumult of Faerún behind.

Delimbiyr Route

The Delimbiyr Route links the Trade Way north of Daggerford (just south of the Ardeep River) to the village of Secomber, east of the Forlorn Hills. Centuries ago, this was a major trade route, linking the major settlements of Ardeep, Elembar, Dardath, and

Athalantar. The portion of the route that passes through the Forlorn Hills is a masterpiece of dwarven engineering, with very gradual changes in elevation.

Delimbiyran

Named for the Kingdom of Man and its capital city, the northern bank of the River Delimbiyr west of the Forlorn Hills is still known as Delimbiyran in some accounts, although the bulk of the Delimbiyran region lies within the Duchy of Daggerford, including the town of Daggerford.

Black Helm Tower

This fortified compound squats atop a low hill a day's ride north and east of Daggerford. It is home to Ghelimar Firefrostarr (NG male Tethyrian human bard 1/fighter 10), current holder of the Black Vizor office of the High Heralds. Ghelimar is rarely in attendance, as the office requires much traveling and magically assisted communications. Black Vizor is deeply involved in current politics of western Faerún, keeping track of intrigues, changing attitudes, treaties, and shifting balances of power. He also keeps records of all formal declarations of war and peace treaties, and reports on their fulfillment to the Heralds, the Lords' Alliance, and the Merchants' League. Ghelimar does give audiences when he is in residence, but he is careful not to undercut the office of Falconfree^{Cossw} in Waterdeep, currently held by Scirkhel Wands.

Delimbiyran, the Shining City

The city of Delimbiyran survived only a few decades after the collapse of the Kingdom of Man. In 714 DR, a battle between fiends and the elf and dwarf defenders of distant Myth Drannor ended abruptly with the violent destruction of the Warrior's Gate. The resultant explosion extended through the portal and out the Gate of Songs, which lay in the royal stronghold at the heart of Delimbiyran. These uncontrolled magical energies incinerated much of the Shining City and devastated the surrounding region as well. Only a handful of artifacts from the once-thriving human civilizations of the lower Delimbiyr river valley survive today, such as the Ghost Throne of Man*.

Elembar

The open lands between the Ardeep Forest and the Forlorn Hills are known as Elembar, after the kingdom that once claimed these lands.

Castle Calandor

The frozen ruins of Castle Calandor lie on the western slopes of the Forlorn Hills, just north of the Delimbiyr Route. The centuries-old seat of the Duchy of Calandor is thought to date back to the Year of Consuming Ice (36 DR), when it was built atop the entrance to a Netherese tomb (itself a repurposed Miyeritari outpost) that came to be known as Calan's Door. Although the dukes of Calandor are believed to have plundered much of the tomb's wealth, legends persist that great treasures still exist in the depths. The means of accessing the tomb have

Commented [e255]: Lost Empires of Faerûn, page 144.

Commented [e256]: FOR4 – Code of the Harpers, page 78, The North: Daggerford, page 32

Commented [EB252]: Champions of Ruin, pages 95-97.

Commented [EB253]: Monsters of Faerûn, page 92.

Commented [EB254]: FR11 – Dwarves Deep, page 56.

long been forgotten, and it is thought to have been centuries since Calan's Door has swung open. The castle itself was destroyed by the white wyrm Cortulorrulagalargath in the Year of the Advancing Wind (947 DR) and is now a haunted, shattered shell, still cloaked in ice, even in the summer heat.

Halangorn Uplands

The Halangorn Uplands include the gently sloping western slopes of the Forlorn Hills, where the Halangorn Forest once stood ere it was burned by human settlers seeking to drive out the Fair Folk from these lands. Today this region is dotted by the ruins of ancient country manors dating back to the height of Elembar and even older elven ruins dating back to the waning days of Illefarn. Stalked by all manner of beasts found in the Forlorn Hills (see below), the Halangorn Uplands are said to be home to an unusually large pack of leucrottaCossW.MoF, led by three Huntmasters of Malar.

Moon Tower of Elembar

Little remained of Elembar's northern settlements in the wake of the orc horde that shattered the realm. One notable exception is the Moon Tower of Elembar, an ethereal spire visible only on nights of the full moon. Thought to have been the domicile of Elembar's mage royal, many fanciful tales have been spun about this mysterious figment. It is possible to explore the Moon Tower of Elembar through access to the Border Ethereal, but the ghosts of the tower's defenders, ancient constructs that still keep watch, and a monstrous ethereal marauder, who uses the place as a lair, now guard the magic-laden ruin.

Stoneturn, the House of Stone

Along the eastern edge of Ardeep Forest stand the ruins of an immense square tower built by the dwarves and elves who forged the Alliance of Illefarn. The moon elves of Ardeep stopped guarding these ruins years ago, so adventurers have begun trying to brave the dangers of the House of Stone.

The structure remains largely intact, though ancient spell-battles coupled with many years of neglect have caused numerous roof collapses and pits. The hundreds of rooms, atriums, halls, and temples that make up the House of Stone are all pieced together in a seemingly haphazard manner and protected by bizarre traps of dwarven make. Some chambers have been shattered by long-ago battles or roof collapses, others rise and fall in shafts, and a few sport silent, hurrying armed phantoms of elves, dwarves, and humans. Not surprisingly, many rooms are now home to ghouls and shadows.

Local folklore maintains that the House of Stone contains a freakish silver forest and many other metallic wonders that seem to have no purpose. Legends also tell of gold, gems, and a great dwarven armory protected by all manner of traps, hidden doors, magical wards, and the undead remains of slain dwarf warriors. At the heart of the structure is Stoneturn Well, an ancient water source that draws from the Underdark lake of Asmaeringol ("Giantgout"). The connection also allows Underdark monsters and water elementals into the ruins.

Floshin Estates

Lord Elorfindar Floshin maintains a graceful, ridge-side manor halfway between Daggerford and Ardeep Forest that dates back to the height of ancient Illefarn. Tended by moon elf retainers in the employ of the House Floshin, the Floshin Estates encompass the lightly wooded lands between the town of Daggerford and Ardeep Forest. These lands are given over to animal husbandry and the cultivation of rare native plants.

Lord Elorfindar's household staff includes a handful of gold elves and moon elves as well as half-elves. Many lineages have remained in his employ for multiple generations, while others have left to seek their own fortunes in the area as adventurers, soldiers, and even farmers and craftsmen. All told, over 100 gold elves and moon elves and as many half-elves and humans in the region are in some way affiliated with Floshin Estates.

Elorfindar Floshin

Lord Elorfindar Floshin (NG male venerable gold elf fighter 1/wizard 5/eldritch knight 10), born in the Year of the Swift Hart (456 DR) is a dignified sun elf with bronze skin and golden blond hair. His green eyes are shadowed with the wisdom of many years, but he retains the hale vigor of youth through magics long forgotten.

Although he does not mind the company of other races as much as many of his brethren, the aging elven knight has other reasons for remaining behind in Faerûn. His father had been one of the elves instrumental in inviting humans in to aid the Fallen Kingdom and Elorfindar feels a familial responsibility to watch over the humans. As such, Elorfindar has always been a close ally of the Kings of Man, and the fractured nobles that succeeded them, including the dukes of Daggerford. In addition, Elorfindar has taken it upon himself to guard the many portals of the House of Long Silences in the depths of the Ardeep Forest in penance for the sins of his ancestors. (House Floshin gave rise to one branch of fey'ri in days of Siluvanede.)

Elorfindar no longer takes apprentices, but his descendants and followers do, making the Floshin Estate somewhat of an elven magical academy (one of a handful that still exist in the North).

House Floshin

House Floshin is an ancient Siluvanedenn gold elf noble house of proud heritage and dark secrets, now greatly reduced from its former power and glory. House Floshin can trace its lineage back nearly ten millennia to the founding of Siluvanede (circa -8,400 DR), in the northwestern High Forest, and the founding of Aelinthaldaar (circa -8,500 DR), where Waterdeep stands today. After Siluvanede was annexed into Eaerlann at the end of the Seven Citadels' War (circa -4,300 DR), leadership of House Floshin shifted to the Illefarni branch of the family, thereafter based outside of Aelinthaldaar in lands considered part of Ardeep, the Realm of the Deepening Moon.

Commented [EB257]: Dragon #228, page 37.

Commented [EB259]: Note that gold elves have longer lifespans than most other elves, as noted in the *Player's Guide to Faerûn*, page 31.

Commented [EB260]: N5 – Under Illefarn, pages 17-18, The North: Daggerford, page 32. The Last Mythal: Forsaken House, page 64, City of Splendors: Web Enhancement

Commented [EB261]: Gold elf age ranges are given in *Races of Faerûn*, page 40.

Commented [EB258]: *Dragon #273*, pages 74-76, FRCS (3e), page 295.

Commented [EB262]: Lots of details, most of which work, in:

http://forum.candlekeep.com/topic.asp?TOPIC ID=8518 &whichpage=30. Really the only part I had to tweak was Filvendor, to match some really obscure lore in Spawn of Dragonspear.

Commented [EB263]: A Grand History of the Realms, page 16, 19, 23, 26.

Commented [EB264]: A Grand History of the Realms, page 16.

Commented [EB265]: A Grand History of the Realms, page 26

Although other branches of the family survive on the isle of Evermeet, in the depths of the High Forest (either as fey'ri imprisoned in Nar Kerymhoarth, the Nameless Dungeon, or as in-stasis inhabitants of Myth Adofhaer), and elsewhere across Faerûn, the primary branch of House Floshin continues to reside on Floshin Estates under the leadership of Lord Elorfindar Floshin. As with other noble elven houses, most scions of House Floshin do not use the surname "Floshin," except in formal instances, so as not to bring shame upon their house when out in the world or engender confusion among the shorter-lived races unused to multiple generations of one family overlapping at the same time. Most Floshin heirs instead adopt a "common name" by which they are widely known.

DM's Note: House Floshin is a somewhat typical example of a gold elf noble family. Despite the numerous offspring fathered by the patriarch of House Floshin, the number of direct descendants of the current lord living today is relatively small. This is due, in large part, to the lack of urgency to start a family brought about by the expectation of long years coupled with the likelihood of sudden death due to external factors (not health reasons) at some point in a centuries-long life.

The following lineage can be used both to understand the familial relationships of the scions of House Floshin as well as to give numerous hooks by which a PC gold elf, half-gold elf, or human with the Elf Heritage* feat could be inserted into the ranks of House Floshin.

Elorfindar's Wives

Over the centuries, Elorfindar has had four wives and scores of lovers (most of them human, a few half-elven, and a handful of moon elven—though none from among his household; he considers such behavior unseemly and an inevitable cause of discord), although never while married. His first wife and "one true love" Shalamrae, a gold elf wizardress, remained within him in his self-imposed exile, but died tragically in a lighting storm in the Year of the Mesmer Pool (1186 DR).

Elorfindar has since taken three human wives from the Waterdhavian nobility of Waterdeep and had several more children, but they have all died as well. His human wives included: Moaril Lanngolyn (married 1206 DR, died in 1236 DR; blown apart in a magical explosion involving an enchanted Lanngolyn family heirloom necklace; no children); Khryskrarra Manthar (married 1242 DR, died 1277 DR; died giving birth to her fourth child, a stillborn girl; three children); and Tannatha Raventree (married 1296 DR, died 1329 DR, vaporized in a magical duel between two feuding human adventurer-mages who just happened to encounter each other and do battle in her garden; one wizard was also blasted to nothingness, and the other teleported away; two children).

Floshin / Shalamrae Lineage

Elorfindar and Shalamrae Floshin had four gold elf children over six centuries, all of whom are believed to still survive (although Filvendor's current status is cloaked in magic): Darfin "Longwalker" Floshin (see below). Elorshin "Highthought", Floshin (see below), Shalendra "Dare-all" Floshin (see below), and Filvendor "Lightfoot" Floshin (see below),

Darfin has never married nor had children.

Elorshin has never married, but he has had many human and half-elf lovers. He is unaware of any children.

Shalendra married a gold elf named Maeriloumel Torandrar and had one son (see Floshin / Torandrar lineage below).

Filvendor has married twice and had two known sons (only one through marriage): Kelson "Darktreader" Floshin (see Chapter 2) and Filarion "Filvendorson" Floshin (see Chapter 2).

Floshin / Manthar Lineage

Elorfindar Floshin and Khryskrarra Manthar had three half-gold elf children who survived childbirth, but this family branch is now believed to be extinct:

Rilkra Floshin (1244 DR - 1279 DR); female, adventuress, had her mother's ankle-length, flowing black hair, took as partners three females in succession (each was killed while adventuring); died childless, devoured by monsters whilst adventuring:

Orandel "the Bard of Daggerford" Floshin (1248 DR - 1299 DR); a handsome, wenching musician of impish humor, great good looks, and questionable morals; castrated and slain by an outraged husband who promptly fled the area, never to be seen again. Orandel had no children, though not for lack of trying.

Alsandra Floshin (1250 DR - 1314 DR; devoured by wolves during a fierce winter blizzard); a plain, smart cabinet-maker and carver, who married locally and happily thrice, outliving two of her husbands, but had no children [she was probably barren]. Her husbands were all human: Andrar Tarthilt (honest, kindly carpenter; married Alsandra in 1287 DR, died 1289 DR when a wagon of lamp oil overturned atop him and caught fire); Boruldyn Rathgeld (a darkly handsome textiles trader and shopkeeper; married Alsandra 1299 DR and died in 1304 DR, lost at sea when the merchant caravel "Dar's Fortune" foundered in a storm); Maskarl Deldreir (witty but rather ugly alchemist; maker and seller of ointments, physics, and perfumes; married Alsandra in 1306 DR, left the Shining Vale for Amn after her death, and died in Athkatla of a fever in 1328 DR).

Floshin / Raventree Lineage

Elorfindar Floshin and Tannatha Raventree had two half-gold elf children, but this family branch may be extinct:

Darnath "Florraven" Floshin (1297 DR - 1347 DR); a dashing, energetic trader in Amn, he died of a fever after having been weakened by three poisonings arranged by different rival traders. Darnath was a fierce competitor who made many foes and lived hard; he may well have unknown and unacknowledged descendants in cities up and down the Sword Coast. He married a wealthy young widow of Athkatla, Tanthla Lorridar, in 1341 DR; she died of a fever in 1355 DR. They had one daughter, Asmrarra, born in 1342 DR, who was headstrong

Commented [EB266]: A Grand History of the Realms, page 26.

Commented [EB267]: A Grand History of the Realms, page 23, 26.

and had a wild temper, used Lorridar as her surname, fought fiercely with her mother and everyone else, and departed for "the Sea of Fallen Stars and true freedom" in 1354 DR, never to be seen again (her fate is unknown).

Esmaera Floshin (1306 DR - ?); a quiet, nature-loving wanderer and weaver who "caught a sudden fire of restlessness" and joined the Harpers, departing the Sword Coast lands with some traveling Harper agents, bound for parts unknown. Her fate is not known, but Elorfindar doubts she's still alive (she was briefly in Berdusk, was sent on a mission, and never returned; the mission is still unaccomplished).

Torandrar / Floshin Lineage

Shalendra "Dare-all" Floshin married (in 1199 DR) Maeriloumel Torandrar, a gold elf warrior much her elder (whose family had a trace of demonic ancestry dating back to the time of Siluvanede), who had retired from adventuring and dwelt in the High Forest verges north of Secomber. They had a son, Alorel Torandrar (originally CG, now CE male gold elf warlock [Anc 9]), named for Maeriloumel's grandsire, in 1229 DR, but Maeriloumel was slain (transformed into a beast and then blasted apart and burned) while fighting evil human adventurermages near his home in the spring of 1244 DR.

Alorel, maddened by grief, set off into the High Forest determined to hunt down and destroy his father's killers. He soon ran into worse foes, and lost an arm. It and most of his gear were soon found by other elves, who brought them back to Shalendra. Grieving, she abandoned the Torandrar forest home and lost herself in the bustle of Waterdeep, and the strivings, splendors, and ambitions of humans for a century, ere returning to the Shining Vale.

In the meantime, the maimed Alorel met and was nursed back to health by Nynendra Mrauthae (NG female moon elf commoner 9), a moon elf of a poor family dwelling in the forests of the Delimbivr valley. They wed in 1265 DR and had two daughters, Kiratha Torandrar in 1279 DR and Rilathra Torandrar in 1282 DR. Alorel has never recovered from his father's slaying, and has become bitter and brooding, given to killing rages and to suddenly storming off on long quests to seek the humans who slew his father (so far as is known, he has never found thembut he has made a lot of enemies and killed a lot of other human wizards, down the years). Alorel often beat his family and left them for dead, and Kiratha fled from him in the summer of 1349 DR. He promptly set about hunting her down, found her, and seemed on the verge of slaying her-but her mother Nynendra, who'd stealthily followed him, confronted Alorel and fought him, allowing Kiratha to escape. Alorel defeated Nynendra, leaving her for dead, but had in turn been sorely wounded by her, and wandered off into the High Forest screaming that he would "Avenge Maeriloumel this time!" (He has not been seen

Unbeknownst to her family, Rilathra Torandrar (CG female gold elf spellthief Adv 5), the silent and darkly beautiful second daughter of Alorel and Nynendra, had stealthily

followed her mother. She rescued the wounded Nynendra as soon as Alorel was out of sight, nursed her back to health, and the two of them then departed the Sword Coast lands, heading east for Hullack Forest in Cormyr, or beyond. Word of their fates and whereabouts has not come to Daggerford.

Kiratha Torandrar (LG female gold elf wizard 1), or "Kira Highforest" as she is now known, knows of her Floshin heritage from her father, ere his descent into madness. Heartbroken at what she believed was the death of her mother at the hands of her mad father, she now wanders the Sword Coast lands, falling in with human caravans as a guard from time to time and exploring some of the human-dominated cities. She has begun to grow tired of their grasping and petty ways and may soon return to the Shining Vale to introduce herself to her Floshin kin.

Lord Darfin "Longwalker" Floshin

Lord Darfin "Longwalker" Floshin (LG male venerable gold elf duskblade 11) is the eldest child and heir of Elorfindar and Shalamrae. A serious, quiet, "duty first" sort, Lord Darfin was born in the Year of the Toothless Skulls (876 DR), and has never had a wife nor children. In the adventuring days of his youth, when he was known as Darfin Longwalker, he had several lovers (all gold elf females), but has lived alone for centuries on his father's estate.

Darfin overseas the far-flung holdings of House Floshin in the Shining Vale and keeps a close eye on the lands that surround them. He is a wary guardian, giving constant scrutiny to the cycles of living things, the health of the verdant land, and how folk of Daggerford and the farms around can best live in harmony with it (which has often brought him into minor conflict with humans over the size of their herds, burning brush to clear land, improper irrigation, and the like).

Lord Elorshin "Highthought" Floshin

Lord Elorshin "Highthought" Floshin (LG male old gold elf evoker 5/ cleric of Vandria Gilmadrith 1/ holy scourge M7) is the second child of Elorfindar and Shalamrae, and from his earliest days "different" (a restless wanderer, more interested in the affairs of humans than of elves). Elorshin was born in the Year of the Slaying Spells (976 DR) and spent much of his youth exploring human cities all over Faerûn, when he was known as Elorshin Highthought. He took all manner of lovers, most of them half-elves and humans, during this time, and may well have had offspring, but knows of none. In time, he became known as a tactical genius, capable of directing small bands of adventurers against much more numerous foes to great effect.

During his travels, Elorshin became acquainted with the faith of Vandria Gilmadrith, a relatively obscure elven goddess of the Seldarine most closely associated with the church of Tyr. (The church of Tyr once claimed she was Grimjaws' consort, but now few speak her name, suggesting she may simply be an elven aspect of the Maimed God.) Now dedicated wholly to Vandria Gilmadrith and "seeing justice rule all things," Elorshin has the widest knowledge of Faerún of anyone in the Shining

Commented [EB270]: The North: Daggerford, page 21.

Commented [EB271]: N5 – Under Illefarn, page 48, The North: Daggerford, page 21.

Commented [EB272]: N5 – Under Illefarn, page 18, The North: Daggerford, page 18,

http://forum.candlekeep.com/topic.asp?TOPIC ID=8518 &whichpage=30

Commented [EB273]: Gold elf age ranges are given in *Races of Faerûn*, page 40.

Commented [EB268]: Complete Arcane, pages 5-10.

Commented [EB274]: N5 – Under Illefarn, page 18, The North: Daggerford, page 32, http://forum.candlekeep.com/topic.asp?TOPIC ID=8518

Commented [EB275]: Gold elf age ranges are given in *Races of Faerûn*, page 40.

Commented [EB276]: Races of the Wild, pages 23-24. According to N5 – Under Illefarn, page 18, and The North: Daggerford, page 32, he worships Tyr, so this is an attempt to reconcile that source with an more appropriate deity.

Commented [EB277]: Complete Mage, page 64-67.

Commented [EB269]: Complete Adventurer, pages 13-20.

Vale, and so is apt to be the most tolerant, far-seeing, and "fair" in his views of all local folk.

Elorshin serves his father by overseeing the military defense of House Floshin's holdings, commanding both the house guard and the hired bands of adventurers that serve House Floshin farther afield.

Lady Shalendra "Dare-all" Floshin

Lady Shalendra "Dare-all" Floshin (CG female middle-aged gold elf knight^{pi2} 9), is the third child of Elorfindar and Shalamrae, born in the Year of the Restless (1099 DR). She was, from her earliest days, fascinated by human nobility, chivalry, and the honor of elves and drawn to the spirit of adventure, as portrayed in the tales of bards. Upon reaching maturity, Shalendra Dareall, as she was known, became a daring adventurer, known for taking on any test of mettle put to her.

After her tragic marriage to Maeriloumel Torandrar and century of Waterdhavian life (detailed above), Shalendra returned to her familial estate, where she now serves her father, dutifully serving in her mother's stead as lady of the house and administering the household staff. For those who meet her today, Lady Shalendra Floshin, as she is now known, is a quiet, solitary, graceful gold elf, still cloaked in a mantle of lingering sadness and not at all the daring hellion of her youth. However, for those who knew her then, faint traces of Shalendra's impetuous nature and dark humor still appear from time to time

Lord Filvendor "Lightfoot" Floshin

Filvendor "Lightfoot" Floshin (CN male middle-aged gold elf fighter 1 / scout^{CAdv} 3 / sorcerer 2 / fortune's friend^{CS} 5), born in the Year of the Gilded Cormorant (1129 DR), is the fourth child of Elorfindar and Shalamrae and the most tolerant and easygoing of the four. For a time, Filvendor Lightfoot, as he called himself, seemed bent on traveling even more widely than his elder brother Elorshin, but kept falling in love and interrupting his lackadaisical adventuring ways to dally with yet another

His first bride was Ylasmrae Darktreader, a half-moon elf ranger of the Misty Forest (born in 1276 DR). Filvendor married her in 1299 DR, much against Elorfindar's wishes, shortly before the birth of their first and only child, Kelson "Darktreader" Floshin (see Chapter 2). Ylasmrae died in childbirth, so Floshin promptly married her younger, human sister Jillian "Forestheart" Darktreader (born in 1279 DR, died in 1336 DR), who promised to raise Kelson as her own among the woodsmen and rangers of the Misty Forest.

After a few months of marital strife, Filvendor retreated to his father's estate, leaving Kelson with Jillian, where he took up with a moon elf chambermaid of his father's household, the beautiful and spirited Elsarassa Cerinlar (who had wanted to become Elorfindar's lover, and had been hurt by his kind but firm rejections). Despite Elorfindar's disapproval (based on Elsarassa's status as a member of the household staff and

penchant for dramatic affairs, not her heritage), their relatively brief union led to the birth of Filarion "Filvendorson" Floshin (see Chapter 2), before Elsarassa fled Elorfindar's disapproval with the child to Evereska and Filvendor departed for Waterdeep, where he adopted his father's habit of taking on many elven, half-elven, and human lovers between expeditions into Undermountain.

Filvendor returned briefly to the Floshin Estate in fall of the Year of the Snow Winds (1335 DR), before continuing tensions with his father once again drove him off adventuring. After battling a remorhaz on the High Moor, Filvendor found a magic sword with a will of its own in the ice worm's horde. Strangely, he then left his old sword, Kizidathit*, a cherished family blade, with tribe of High Moor barbarians before departing for the Inner Sea Lands on some unexplained quest. Divinations paid for by Elorfindar have determined that Filvendor is still alive, somewhere in the Inner Sea Lands, but his current status is otherwise cloaked in magic. Elorfindar would handsomely reward anyone with new information on the fate of his errant son.

Forlorn Hills -

The slow collapse of dwarf-ruled Dardath in centuries past eventually gave rise to the name that adorns the hills east of Ardeep Forest. The Forlorn Hills, formerly known as the Dark Hills for the deposits of rich black marble that lie beneath the slopes, lie to the east of Daggerford, along the northern bank of the River Delimbiyr. Also known as the Fallen Hills and largely unpatrolled, the Forlorn Hills are cold and empty, home only to scattered flocks of wild sheep preyed on by leucrotta^{CoS:W,MoF}, wyverns, and scattered tribes of humanoids. Other predators include displacer beasts, feral yowlersMM3, nythsMoF, and perytons^{MoF}. This range is sometimes referred to in humanwritten writings as the Sword Hills, which induces even more confusion, as it conflates the Forlorn Hills north of the River Delimbiyr with the similarly named Sword Hills south of the River Delimbiyr and implies human rule over both domains which was claimed during the Kingdom of Man.

The Stout Folk still maintain a few scattered holdings throughout this region, as does a tribe of wild elves. Ruins and abandoned mines are scattered throughout the rolling landscape, largely hidden from those flying above by the shadows of sheltering tors and cloying mists that rarely burn off before the midday sun.

Crumbling Stair

The Crumbling Stair is all that remains of Taeros, a grand turreted mansion once set in wooden gardens adorned with fountains and pools. The house sprawled along a curving ridge in the heart of the human-ruled barony of Loravatha. Built by a merchant lord, Taeros became a school of arcane study for young lasses seeking to master sorcery under the direction of his widow, the sorceress Ybrithe. The mansion was torn apart twenty years after the founding of the school by southern mages

Commented [EB283]: This explains Filarion being trained as a thief "somewhere to the east."

Commented [EB278]: N5 – Under Illefarn, page 18, The North: Daggerford, page 26, http://forum.candlekeep.com/topic.asp?TOPIC_ID=8518

Commented [EB279]: Gold elf age ranges are given in *Races of Faerûn*, page 40.

Commented [EB284]: According to N5 – Under Illefarn, page 12, he vanished "some twenty years ago" (roughly 1337 DR). According to Spawn of Dragonspear, page 7, set in 1354 DR, he disappeared 20 years ago. I went with 1335 DR, as the year name seems to correspond with him battling an ice worm on the High Moor (rather far south for the breed), 19 years ago, as noted in Spawn of Dragonspear, page 84, 140, 149.

Commented [EB280]: N5 – Under Illefarn, page 12, Spawn of Dragonspear, page 84, 140, 149, The North: Daggerford, pages 24, 25, 29.

http://forum.candlekeep.com/topic.asp?TOPIC ID=8518 &whichpage=30

I've had to change the last around a bit to fit with Spawn of Dragonspear.

Commented [EB281]: Gold elf age ranges are given in *Races of Faerûn*, page 40.

Commented [EB282]: Complete Scoundrel, pages 38-40.

Commented [EB285]: Dragon #270, page 92.

Commented [EB286]: Dragon #275, pages 92-95, Ed Greenwood notes, The North: The Wilderness, page 47, FRCS (3e), page 293.

seeking to plunder what they could. However, before they could seize Ybrithe's treasures, a latent spelltrap blew apart the ridge, Taeros, and the surviving attackers.

The Crumbling Stair rises up from broken lands overgrown with scrub woods, held aloft by fading spells and haunted by a murderous ghost: variously described as a floating, glowing sword, a ghostly helm, or a ghostly warrior in human form. The weathered white green-veined marble staircase rises six or so steps into the air to where a will-o'wisp lurks and descends into a dark hole. The latter leads into a long corridor and a few attached rooms of what were once quite extensive cellars. The forechambers are home to some sort of creature (possibly an all-consuming hunger^{Und}) that leaves glowing slimetrails on the walls, floor, and ceiling. These rooms are haunted by such apparitions as a disembodied human hand cupping a glowing selection of (sometimes whirling) gems, a dark, shadowy, and swift-gliding cowled human figure that points, beckons, or waves a sword (the maddened ghost of one of the attacking wizards), and a wild-eyed, finely gowned lady elf in chains who appears screaming soundlessly and gesturing imploringly to be rescued (the phantom of a half-elven sorceress). Their origins and purposes are unknown, but some of them lure intruders into deadly traps while others point out collapsed tunnels and forgotten secret doors that lead to a large warren of catacombs beyond, said to be home to some sort of beholder.

Hardstone

The small village of Hardstone lies in the northwestern reaches of the Forlorn Hills, north and west of the Crumbling Stair. Home only to rock gnomes, Hardstone traces its origin back to the Duchy of Glorea, when Ulbrent Hardstone, darrath (duke) of Gloreal ruled the city of Dolblunde and the surrounding region. After Dolblunde's fall, many of the surrivors fled into the Forlorn Hills, seeking to establish smaller holds less apt to draw attention from the savage predators of the North. Hardstone, named for the long-dead duke, is one of the few that has endured, but it is now quite prosperous, thanks to its proximity to several rich gem mines and its skilled jewelers. Unbeknownst to all but the residents of this small village, Hardstone's crafts are sold through the shop of Korbus Brightjewel in Daggerford (#C3), by way of a miniature portal that links the village to his cellar.

Laughing Hollow

On the north bank of the Delimbiyr River, upstream from Daggerford and just beyond the northwestern edge of the Misty Forest, lies an old dwarven quarry known as the Laughing Hollow. Perpetual twilight reigns in the now-forested vale and surrounding woodlands, regardless of the time of day. The Laughing Hollow is said to be home to fey folk such as dryads, nixies, pixies, and satyrs.

Melandrach, the mysterious, self-proclaimed "King of the Woods" watches over this darkened section of the forest. Few

dare visit here, since the tales maintain that Melandrach and his wild elf subjects takes a dim view of those who would disturb the peace of the Laughing Hollow. To travelers simply wishing to pass through, he is said to be gruff and impatient at his worst. He has no time for treasure hunters.

Although it is now a forested vale, the Laughing Hollow began as a stone quarry dug by the Stout Folk of Dardath. Numerous entrances lead from this former quarry to a dwarfhold under Mount Illefarn. Humans and elves who visited the quarry in centuries past could see the Stout Folk carving out great hunks of marble and granite and carrying it into the mountain to carve. Many ancient ruins of the Shining Vale were originally constructed of stone excavated from the Laughing

The Laughing Hollow is further detailed in Chapter 5.

Mount Illefarn

East of Daggerford, at the southern end of the Forlorn Hills and on the northern edge of the Laughing Hollow, stands a relatively tall peak known as Mount Illefarn, overlooking the Laughing Hollow below. The peak is named in honor of the last Council of Illefarn, held upon its southern slopes, which marked the formal dissolution of that realm. Mount Illefarn also played host to the Council of Axe and Arrow, where the various goodly races—dwarves, elves, gnomes, halfings, and humans—came together in the face of unending attacks by humanoid hordes from the North and the High Moor.

Runedardath

Beneath the roots of Mount Illefarn lie the ruins of a sprawling dwarfhold, Runedardath, which once served as the royal/ducal seat of the dwarven realm of Dardath and the ruling seat of Thaltekhth, one of the three kingdoms of Phalorm. This sprawling dwarfhold encompassed a labyrinth of living quarters, halls, workshops, mines, secret doors, and tunnels. Here the shield dwarves delved and crafted, making the bright metal weapons and tools loved by the elves of Ardeep. The main entrance to the dwarfhold was located on the edge of the quarry now known as the Laughing Hollow, but its location is long foreotten.

Although rumors speak of various monsters taking up residence beneath Mount Illefarn from time to time, no one knows what lurks in Runedardath today or whether the Stout Folk have returned to reclaim their ancestral halls.

Like most abandoned dwarfholds, Runedardath is reputed to be full of treasure, but no one has found the entrance and lived to tell about it. Recently, a band of a dozen adventurers set out in search of Mount Illefarn. Only three returned, all of them wounded. They reported an ambush by goblin worg-riders in the Laughing Hollow. Only an attack by wild elves drove the goblins and worgs off. The Fair Folk refused to talk much with the adventurers, simply telling them they should leave. The elves then faded away, apparently in search of more goblins.

Runedardath is further detailed in Chapter 6.

Commented [EB289]: FR11 – Dwarves Deep, page 12. "Runedar" means "home, familiar place, haven."

Commented [EB287]: A Grand History of the Realms, page 91.

Commented [EB288]: Dragon #270, page 94.

Torstultok

The Hall of Grand Hunts is a temple-fortress of Haela Brightaxe, well known among the Stout Folk of the North for the numerous all-dwarven and mixed-race adventuring companies its inhabitants sponsor to reclaim long-lost dwarven relics from orcheld halls. Torstultok is located in the Forlorn Hills in a sprawling complex of tunnels and grand halls beneath the eastern end of the Watchers of the North, the line of hills that mark the northern edge of the Forlorn Hills. Torstultok was known as Firehammer Hold before the Fallen Kingdom fell, and much treasure is still ascribed to the latter name in the tales of the North. Although those same tales claim that the dwarves of Firehammer Hold perished in a plague that ravaged the hold shortly after the founding of the Kingdom of Man, in truth, the dwarves' numbers dwindled over time, and the leaders of the hold staged the evidence of a deadly plague in order to increase the security of those dwarves who remained.

An unexpected consequence of this action was the arrival in subsequent centuries of treasure-hungry adventurers seeking long-lost dwarven holds of gold. To assuage the anger of such would-be plunderers, the dwarves began a practice of hiring such wanderers to seek out other dwarven holds that they knew to be occupied by orcs. From this tradition evolved the hold's current role as a clearinghouse for battle-loving dwarves and adventurers of other races seeking glory amidst the ruins of long-fallen dwarven kingdoms. Haela's clergy have even begun to lure adventurers to the temple by means of ancient-looking, incomplete maps and other enticing lures. Once such example may be found on the walls of a not-so-secret hidden room in the Singing Sprite, a slate-shingled, many-gabled stone inn located in the bowl between the three hills that the village of Secomber is built upon.

Watchers of the North

The northernmost line of peaks of the Forlorn Hills, over two dozen in total, are known collectively as the Watchers of the North. According to legend, the dwarves of Dardath maintained a series of guardposts high up on each peak, connected by a series of cunningly hidden stairs and tunnels that enabled the guards on each peak to come quickly to each other's aid.

Unbeknownst to all but a handful of dwarven sages, the Watchers of the North were also named for the royal crypts of Dardath. Beginning with Tammas "Forkbeard" Ironstar, each ruler was buried under a different peak in an elaborately constructed crypt, with the exception of Bharaun "the Younger" Ironstar, who disappeared into the High Forest and whose body was never recovered.

Harpshield Lands

The small kingdom of Harpshield was one of the successor states to Delimbiyran, the Kingdom of Man, located along the southeastern verges of Ardeep Forest. Abandoned in the Year of the Circling Vulture (942 DR) in the face of ferocious drow raids up and down the Sword Coast, the survivors fled to Nimoar's

Hold (now Waterdeep) at the invitation of Warlord Gharl. The descendants of Harpshield's royal house are members of House Majarra, although the family's royal origins are largely forgotten.

The Harpshield Lands now fall within the territory of the Floshin Estate, having reverted to the ancestral claim of the Fair Folk. Little remains to mark the passing of Harpshield save for the Dungeon of the Shield.

Dungeon of the Shield

The dungeons of Harpshield Castle lie largely forgotten and unexplored in the southeastern fringe of Ardeep Forest. The entrance to the dungeons lies beneath an arch adorned with the Harpshield crest, accounting for the popular name in the tales of the bards. A handful of monsters have taken up residence therein from time to time, and recent reports speak of a tangle of gricks that now lair within.



Arms of Harpshield

Nandar Lodge

At the extreme southwestern tip of the forest lie the foundations of a hunting lodge built by House Nandar of Waterdeep in the Year of the Black Buck (1226 DR). The lodge was repeatedly attacked by moon elves, but the scions of House Nandar returned time and again. Eventually, however, the patience of the elves won out and the lodge was abandoned. All that remains today are the cellar pit, a few stones, and a natural spring that flows into the forest before draining away into a sinkhole.

High Moor

The High Moor is a gorge-scarred plateau rising from the surrounding flatlands, enshrouded in frequent mists. Its soil is too thin for farming, and its stone, mostly granite, is of too poor quality for mining. Like the Evermoors north of the Dessarin, the High Moor is studded with lichen-festooned rocky outcrops, moss, breakneck gullies, and small rivulets of clear water that

Commented [EB290]: *Demihuman Deities*, pages 69-70, *Volo's Guide to the Sword Coast*, page 85.

Commented [EB291]: Dragon #228, page 37.

Commented [EB293]: Dragon #270, pages 94-95.

Commented [EB292]: Prayers from the Faithful, page

spring from the ground, wind among the rocks for a time, and then $\sin \hat{k}$ down again. However, the prevailing winds are gentler breezes than the mist-clearing, chill winds of the North.

The High Moor is home to tribes of trolls, bugbears, goblins, orcs, and human barbarians. The human tribes raise goats and sheep on the moors, guard caravans coming from the east, and fight constantly with the various goblinoid tribes. Wolves and leucrotta^{CoS,W,MoF} are the most numerous predators on the Moor, as the various tribes have slain most of the other large beasts of prey. Their relative scarcity has allowed hooved grazing animals of all sorts to flourish, from small, sure-footed rock ponies to shaggy-coated sheep. Those who dare to venture onto the moor can be assured of ready food—either they catch it, or they become it. Rope trip-traps, javelins, and arrows are the favored ways of bringing down the fleet grazing animals, although those with patience and a quick hand can dine on grouse, flunderwings, rabbits, and ground-dwelling moor rats in plenty.

Bound on the west by the Misty Forest, whose dim blue glades and deep groves have always carried a fey and whimsical—but deadly—reputation, and on the east by the yuan-ti and ophidian-haunted Serpent Hills, these crag-studded, rolling badlands are said to hide the ruins of lost, long-fallen kingdoms. Just which kingdoms sages argue furiously over. Minstrels sing colorful but contradictory ballads on the topic, and legends are uniformly vague. "The bones and thrones of lost lands" is a favorite phrase; it's borrowed from a long-forgotten ballad.

With the obvious exception of Dragonspear Castle, little remains of most ruins in the moorlands. Foundations and cellars are usually all that remain—and almost all such serve as the lairs of monsters. Many towers have toppled into rock piles and have later been hollowed out to serve as tombs—which have in turn been plundered and then turned into dwellings by beasts arriving still later. There are also legends of magically hidden castles and high houses appearing only in certain conditions, such as full moonlight or deep mists, to those in the right spot.

Cliffbarrows

The flood plains north of the River Delimbiyr are rich farmland, but the southern shore of the river, south of the confluence with the Hark River, is demarcated by the steep (80-foot high) limestone and pink granite Red Cliffs. To ensure the continued sanctity of the honored dead, both from the ore-hordes that periodically sweep down the Delimbiyr Vale and from enterprising farmers seeking to expand their acreage, the earliest Small Folk resident in the region dug shallow burial niches in which to inter their kin in the escarpment midway between the two forks. The lack of funerary riches accompanying halfling burial rituals at the time minimized the risk of later plundering by tomb robbers, and careful attention to the placement of graves lessened the possibility of erosion washing away the bodies of those interred within the cliff face.

The founding of Phalorm, Realm of Three Crowns, at the Council of Axe and Arrow at the Laughing Hollow led to the formal establishment of a halfling nobility in the Shining Vale and slowly changed the character of the burial niches dug in the High Moor escarpment. The first (and only) halfling duke of Imristar, Corcytar Huntinghorn, survived the collapse of the Realm of Three Crowns, known thereafter as the Fallen Kingdom, and led his people in battle for many years thereafter. After his death at the grand old age of 197, Duke Corcytar was interred, along with his armor and weapons, in Urogalan's Bluff with great honor and ceremony in a pink granite casket inlaid with jade carvings placed within a true tomb. This began a practice of carving formal tombs in the Red Cliffs and including rich grave goods along with the body of the deceased among the halfling noble and mercantile elite of the region. When the duke's second wife passed away three decades later, however, his former subjects were horrified to discover, upon reopening Huntinghorn's tomb, that all of the precious grave goods within had been plundered by tomb robbers, as had several other nearby vaults. This unsettling discovery led to the founding of the Cliffbarrow Cloister of Imristar, an Urogalanan abbey carved into the Red Cliffs whose resident cadre of priests tended the burial niches and tombs of Urogalan's Bluff.

Although the other races of the region mistakenly assume Urogalan's Bluff is simply the site of an unusual halfling hamlet, the priests of Cliffbarrows, as the cloister is now commonly known among Secomberite halflings, continue in their role as caretakers and protectors of the cliffside burial ground. The abbey has been slowly expanded in the centuries since its founding and its limestone and granite halls now extend deep beneath the High Moor. The Cenotaph of Corcytar serves as the Urogalanan altar and the surrounding Vault of the Fallen Hin as the abbey's chapel. Other chambers within the maze of tunnels serve as crypts, cubiculums, mortuaries, and living quarters for Urogalan's priests. The high priest of Cliffbarrows is High Moor Hound Cornelius Monadnock, a stout halfling hailing from the Llorkh region originally. During his adventuring days, the Moor Hound, as Monadnock was then known, recovered the long-lost Imrisword and coronet of the Shining Hart of the halfling duke of Phalorm in the deepest reaches of the Dungeon of the Hark (known as the Dungeon of the Hawk in earlier times), and those funerary relics are now stored within the temple vaults. The solium of Huntinghorn, however, has yet to be found despite Monadnock's chartering of several adventuring bands to recover

Dragon's Rest

This hard-to-reach cliffside ledge with its breath-taking panoramic views of the Hark River and fierce, buffeting winds has become a favorite 'resting place' for dragons seeking to demonstrate their power and mastery of the Weave. Although many wyrms have sought to claim it, none has held it for more than a season, as the breath of Talos seems to sweep away any who stay overlong. Nevertheless, Faerûn's great dragons return

Commented [EB294]: Demihuman Deities, page 177.

Commented [EB295]: Dragon #245, page 53, http://www.wizards.com/default.asp?x=dnd/wn/20030 326a

time and again, as the ledge is a potent site for enhancing air and divination magic and reaching it requires great wing strength and challenging aerial maneuvers.

Dungeon of the Hark

The ruined village of Moorsedge lies near the northern edge of the High Moor, high atop a bluff that overlooks the placid waters of the Highmoorflow below. Founded by humans, halflings, and other Lawkeeper races in the Year of the Glimmering Sea (602 DR), the villagers hoped to profit from quarrying the marble deposits in the region and from the trade passing from the southern Greypeak Mountains to the Sword Coast.

The villagers achieved a measure of prosperity in the decades after settlement's founding, but their luck ran out when one merchant, in the course of expanding a wine cellar, accidentally broached an ancient cavern complex of the Undermoor, releasing a powerful roper-ghaunadan work hybrid named Xuchallit, whose origin dated back to the Dark Disaster. As Phalorm collapsed, Xuchallit and his ghaunadan minions gradually seized control of Moorsedge, only to be defeated when the Kingdom of Man reestablished control of the region, leaving Xuchallit trapped again within the ruins.

A few decades ago, a bandit lord, known only as the Hawk (pronounced "Hark" in the regional accent, the source of later confusion about the name of the place), gathered about him a company of black-hearted rogues and claimed the ruins of Moorsedge as his lair. Preying on passing caravans, the Hawk and his followers grew wealthy in the years that followed, but the group's lair was never discovered thanks to the bandit leader's cunning. In preparation for the possibility that his lair would be attacked by the forces of law in the region, the Hawk employed captives seized during caravan raids, and held for ransom to expand the tunnels beneath the village, creating a subterranean redoubt into which he and his followers could retreat.

Unbeknownst to his followers, the Hawk was a lycanthrope, a true wererat. Over time, he slowly infected the other bandits and the occasional prisoner until the entire gang was composed of wererats. The Hawk's infamy grew as bards spread tales of his exploits enhanced by the added horror of his bestial nature, and many tellers of tales took to calling the bandit lord's hidden lair the Dungeon of the Hark. Eventually, adventurers traced the wererat gang back to the ruins of Moorsedge, forcing the bandits to retreat ever deeper into the subterranean catacombs when such groups came calling.

The Hawk's downfall came in the Year of the Gauntlet (1369 DR), when his followers accidentally tunneled into the catacombs of Xuchallit and released the shape-shifting oozes once again. Within a few short weeks, the Hawk was a prisoner in his own lair and the other wererats who served him were slain and replaced by ghaunadan, who could adopt the guise of a wererat as easily as that of any other humanoid form. Xuchallit and his minions have continued the Hawk's long-standing

practice of raiding caravans in the regions, bringing in wealth by which Xuchallit can continue to expand his power in the region.

Ghost Dragon's Defile

Araunthroun "the Shapechanger" is an elder great blue wyrm, said to have existed for over three millennia, who may have once been a Netherese or other ancient human mage, not a dragon at all. He has magically prolonged his life not by going lichnee, but through a self-devised process that drains magic from items. The drawback is that his physical form has slowly but inexorably faded into translucent, ghostly intangibility. Known to some humans as "the Ghost Dragon," as he has faded into intangibility, Araunthroun can regain physical solidity for a time by making his body smaller, and that's what does, calling on powers of magic items he hasn't drained to transform his outward likeness into that of a human so as to dwell among (hide among) humans.

For the past four years, Araunthroun has battled another dragon, Lhammaruntosz (see below), as both have sought to recover the hoard of the late green dragon, Skarlthoondarammarus. Although Araunthroun has a primary lair in the Fallen Lands (beyond the High Moor and the Graypeaks to the east), he has taken to using an old, long-abandoned dragon-hold near the Rockshaws in the broken land along the northern edge of the High Moor; its entrance is a narrow crack between the jagged rocks of a knife-edged ridge that descends into sizeable caverns beneath. Araunthroun has moved what he deems the "least useful" magic items from his hoard, those he intends to drain, to it—and would replenish his fading self from them whenever necessary.

Greenleaf Vale

Perhaps the most powerful inhabitant of the Rockshaws (see below) is Mornauguth "The Moor Dragon" [NE female young adult green dragon cleric 8 [Shar]), a priestess of Shar trapped in dragon shape by rivals.

Mornauguth dwells in extensive caverns beneath Greenleaf Vale, at the bottom of a wide, deep shaft (thought by some local gnomes to be an ancient delve rather than a natural feature). This "well" reaches the surface in the heart of a large stand of old trees in the Rockshaws. The thick oak, walnut, maple, and chestnut trees of Greenleaf Vale were so named by exploring elves because they entirely fill a deep bowl valley, and to a traveler on the ground are invisible until one stands almost on the lip of one of the cliff-walls of the valley. Many incautious adventurers have fallen to their deaths (or to sudden, grievous injury) by blundering right over the edge of a Vale wall in the dark: local leucrottaCoS:W,MoF have been known to deliberately chase foes towards the Vale, trying to force them into a fall on the rocks. Several small, winding trails make perilous journeys down the Vale walls, where the overgrown ruins of several longabandoned cottages can be seen.

Subsisting on wild game, adventurers, and caravans,
Mornauguth desperately wants her human form back. She prays

Commented [EB298]: http://forum.candlekeep.com/ topic.asp?TOPIC ID=15988&whichpage=38

Commented [EB296]: RPGA Adventurer's Guild, Dungeon of the Hark, The North: The Wilderness, page 64, FR5 – The Savage Frontier, page 41.

Commented [EB297]: Monsters of Faerun, page 49.

Commented [EB299]: Dragon #248, page 59-60.

Commented [EB300]: Dragon #248, page 59-60, http://www.wizards.com/default.asp?x=dnd/wn/20030 716a

often to Shar for this boon and gives all the wealth she gains to the Dark Embrace temple in Amn. At least once a month she performs some daring deed (often a raid on a state building, palace, jail, or fortress) in the name of Shar. On rare occasions, clergy of the Dark Embrace request her service as a steed or aid in an attack on a strong target (usually a Selûnite temple), and so far she has given it willingly; how long she'll continue to do so without any reward or sign of Shar's favor remains to be seen.

Mornauguth uses the caverns beneath Greenleaf Vale only when wounded or as shelter from fierce wintry weather, spending most of her time spying on the doings of others or basking on high mountain ledges around Amn, plotting. Mornauguth seems to ignore the very concept of draconic territory, never defending her own lair nor caring if she angers other dragons by her roamings. Only fear of being caught over water curtails her wanderings, which are concerned with the doings of the Sharran clergy, rival priesthoods, and other human intrigues, broken by hunting trips and explorative forays. The only "domain" she'll defend against other dragons are the Sharran temples of Faerún (Amn in particular).

DM's Note: As of the Year of Rogue Dragons (1373 DR),
Mornauguth has transformed herself into a dracolich and is
associated with a small cell of the Cult of the Dragon (NE female
young adult green dracolich cleric 8 [Shar]).

Hellwrought Lands

In scattered regions of the High Moor, all manner of spellwrought effects have seemed to linger for decades, if not centuries. It is thought that the origin of these hellwrought lands is tied in some way to the lingering effects of the Crown Wars, scars upon the landscape where the Weave never fully healed from the Dark Disaster due to the interaction of the killing storms unleashed by the High Mages of Aryvandaar and the mythals of ancient Miyeritar.

Conditions in the Hellwrought Lands are caused in some fashion by spells cast upon the land interacting with the underlying distortions in the Weave. The Fire Marshes, now perhaps the most common of the Hellwrought Lands, are thought to date back to the time of Daeros Dragonspear, when sorcerors in the half-dwarf's employ created towering walls of fire to sweep across the landscape, consuming countless trolls in a fiery inferno. While the fires quickly died out in most areas of the High Moor, they have continued to smolder in other regions, only to explode in geysers of fire at unpredictable intervals.

While most creatures avoid the Hellwrought Lands whenever possible, a few indivudals, like the copper dragon Aaronarra (CN male very old copper dragon) take full advantage of the challenging conditions of the Hellwrought Lands to establish a secure lair.

Kraanfhaor's Door

Located about 100 miles south of Secomber, this depression in the High Moor marks the former site of the Citadel of Kraanfhaor, one of Miyeritar's greatest wizard schools. Today, all that remains of the citadel is a series of gulches and half-buried walls. A small cave on the western side of the dell leads into a cavern complex carved out by centuries of running water. A remnant of Miyeritar still lingers here despite centuries of infrequent occupation by bugbears and leucrottacosw.Moe. Within the eastern potion of the cavern complex stands an ornately decorated stone door. The carving, done in the style of the Miyeritari, depicts several elf spellcasters working magic with dragons. Many have tried to uncover the secret of Kraanfhaor's Door, but no one has yet found a way to open it, and all attempts to burrow into the chamber beyond it have failed. Some believe that the great library of Kraanfhaor may still stand behind this door, and finding it would unlock many secrets of elven high magic.

Moorsedge Keeps

The Realm of Three Crowns constructed a string of keeps, spaced roughly, a hard day's ride apart, along the western edge of the southern High Moor. Centuries after their construction, most of these keeps are little more than scattered stacks of stone that serve as lairs for the occasional predator, but some are thought to have access to eatacombs below that contain the remnants of Phalorm's armories.

Dragonspear Castle (see Chapter 4) was constructed atop the ruins of one of the Moorsedge Keeps, which had previously served the ancient copper dragon Halatathlaer as his lair.

The Rockshaws

The broken country of the northeastern High Moor, due east from Daggerford and southeast of Secomber, is a trackless region of sharp stony ridges and narrow, deep gullies linking springs with small cauldron lakes and sinkholes.

The Rockshaws has acquired a colorful reputation as the home of many ghosts and much buried treasure. If one believes the bards, every thief or doomed dwarven treasury-guard in the North has headed for the Rockshaws as fast as possible under the weight of their loot, to bury it where monsters roam and inquisitive folk with shovels are thus few.

Leucrotta^{CosW,Mof} and galeb duhr^{MM2} have always inhabited the Rockshaws, but other beasts come and go. Scattered communities of outlaws and tribes of dragonkin^{Mof} have long dwelt in small encampments throughout the Rockshaws, making it more settled than much of the rest of the northern High Moor.

Lizard Marsh

The mouth of the River Delimbiyr is a vast, saltwater marsh, home to all manner of monsters, including black dragons, catoblepas^{MM2}, darktentacles^{MM2}, dinosaurs^{MM,SK}, gray oozes, shambling mounds, and will-o'wisps.

Scattered tribes of lizardfolk claim all of the Lizard Marsh as their domain. The proximity of the lizardfolk to humans of the Shining Vale has increased their level of civilization to the point of using shields, war-clubs, darts, and javelins. It is rumored that some of the lizardfolk have been equipped with metal weapons

Commented [EB305]: FR11 – Dwarves Deep, page 56.

Commented [EB301]: Dragons of Faerûn, pages 43, 55, 153.

Commented [EB306]: Dragon #248, page 59-60, Cloak & Dagger web enhancement: http://www.wizards.com/default.asp?x=dnd/we/20010 2274

Commented [EB302]: *Elminster's Ecologies: The High Moor*, pages 4.

Commented [EB303]: Elminster's Ecologies: The High Moor, pages 5, 29.

Commented [EB304]: Lost Empires of Faerûn, pages 58-59

by various evil influences at work in this corner of the world. However, these weapons tend to rust in the swamp because the lizardfolk are unable to take care of them properly.

Many of the lizardfolk are members of a megatribe founded by a powerful lizardfolk warrior named Redeye. He is reputed to have magical powers and to have used them to rally about half the populace of the swamp around himself. The other tribes feud with this megatribe and each other.

Redeye has actually contacted Daggerford merchants for the purpose of trading rare swamp bird feathers and certain delicacies for weapons and other aid, but the Council of Guilds is apprehensive about aiding an old foe.

Lizard Marsh is further detailed in Chapter 3.

Mystra's Dance

Once a bare islet at the mouth of the River Delimbiyr ere it was swallowed by the Lizard Marsh, Mystra's Dance is now simply three low hills within shouting distance of the Sea of Swords. Said to be the site of the first altar of the Lady of Mysteries, Mystra's Dance is subject to strange and unpredictable wild magic effects. From time to time, worshipers of the Mistress of Magic can find a boon, in the form of a rare scroll hidden somewhere on the islet, along with a whispered admonition to share it with all wizards they encounter.

Tavaray

The city-state of Tavaray lay at the mouth of the River Delimbiyr and was the origin of the majority of human settlements up the Sword Coast, the Dessarin river valley, and the Delimbiyr river valley. Tavaray was abandoned in the Year of the Deep Bay (302 DR), as the surrounding marshland expanded rapidly in response to a sudden topographic shift.

The ruins of Tavaray now lie buried beneath the waters of the Lizard Marsh. The mouth of the River Delimbiyr has moved slightly north and west over the centuries, leaving the ruins farther inland and farther south of the river than old accounts might otherwise suggest (and thus making them harder to find than bands of adventurers have come to expect). The ruins of Tavaray are now home to Murhautha (CE female old black dragon), who loosely rules the black dragons of the Lizard Marsh and claims the entire mere as her domain.

Misty Forest

Known as Narivaemista to the Fair Folk, this forest of pine and other evergreens covers the slopes of the western approaches to the High Moor. It gets its name because of the mists and fogs that creep down from the High Moor, making navigation difficult on even the best of days.

This forest is partially patrolled by local rangers and tribes of hybsils^{MoF} and wood elves. Several Eldathyn druids have shrines here and small forest gnome villages are scattered throughout the forest. There is also a small community of wild elves, kin to those who inhabit the Laughing Hollow, who work with the druids and include druids of their own. These forces for

general good can only cover a small fraction of the forest at any one time.

Predators native to the woodlands include forest trolls^{MMS}, kampfults (see *Horde of Mists: Fallen Kingdoms of the Sword and Shield*), krenshar, spriggans^{FF}, and green dragons. The barbarians of the High Moor come down into the forest for hunting and wood gathering. The goblins and orcs of the High Moor use the protection of the forest for approaches to the Trade Way.

Dead Glade, The

The Dead Glade lies in a clearing deep in the wild heart of the Misty Forest. It can readily be recognized by the long-dead, falling-apart beholder that hangs in midair above it, reduced to an empty globe of sagging chitin plates and rotting fangs hanging askew; all of its eyestalks have entirely rotted away. It is not undead but may serve as shelter for undead. The magic that holds the remains of the beholder fixed in place makes the flesh of living creatures creep and crawl.

The Dead Glade lies within land that was once the ancient elven city of Arrenholme, capital of Irithar. Remnants of an ancient mythal still clings to the region, corrupted during the attack by eye tyrants of the Greypeaks Hive in -1351 DR. The lingering effects of this mythal continue to grant permanent magical effects at random, including darkvision, lasting years, levitation, or other abilities.

Eldath's Water

In the depths of the Misty Forest lies a druid grove and pool sacred to Eldath the Green Goddess. Legend holds that worshipers of the Goddess of Singing Waters may visit Eldath's True Grove before their deaths by entering the pool's clear, crystalline waters. Like other locations sacred to Eldath around Faerún, the waters are said to contain a *portal* to the True Grove.

Narthil

The ruins of Narthil, City of Blades, lie on the south bank of the River Delimbiyr, on the northern edge of the Misty Forest. Little remains of this once-proud city-state, built largely of wood, save for a few stones bearing the symbol of the realm (a longsword wrapped in swirling mists) and the crumbling remnants of its keep that lie within the northern verge of the Misty Forest.

Narthil evolved from the holdings of a now-vanished house of moon elves (House Narthil), once a minor sept of House Biirathyl, into an independent city-state whose populace was composed largely of half-moon elves and humans. Noted for the skills of its weaponsmiths in blade-forging (swords, knives, and the heads of bladed polearms and scythes), Narthil traded with Athalantar, Elembar, and Dardath until it was conquered by "Prince" Gartos, a mercenary loyal to King Belaur of Athalantar. Garthos then slaughtered every member of House Narthil with their own blades. Gartos and his "minder," the magelord Eth "Stoneclaw" Junster, were slain in the Year of Bloodflowers (234 DR), but Narthil never regained its independence, even after the fall of King Belaur and the Magelords. The Horde of Black Banners overran the City of

Commented [BE311]: https://www.sageadvice.eu/20 20/01/18/any-further-features-of-interest-about-mistyforest/

Commented [EB307]: Dragon #228, page 37, Elminster: Making of Mage (softcover), pages 186-188.

Commented [EB308]: Dragon #228, pages 35, 37, A Grand History of the Realms, pages 59, 63, 69, Lost Empires of Faerûn, pages 136-138.

Commented [EB312]: Faiths & Avatars, page 57.

Commented [EB313]: Elminster: Making of a Mage (softcover), pages 196-212, Dragon #228, pages 28, 31, 32.

Commented [ELB309]: Forgotten Realms Campaign Setting (3e), page 297.

Commented [EB310]: Faiths & Avatars, page 59.

Blades in the Year of the Cantobele Stalking (342 DR), and the city was never rebuilt.

Reugor's Rock

Reugor's Rock is a black standing stone, natural as opposed to erected by any sentient race, an erratic in geological parlance, that marks the entrance to the caverns where the orcs that raid wayfarers on the Trade Way dwell. Pronounced "REW-gore," it's about two-thirds of the way 'down' the length of the forest from its northern end, not far inside the western edge of the woodland.

Tombholes, The

The Tombholes are narrow cracks in the face of the escarpment that marks the southern edge of the Sword Hills. They extend east halfway through the northern end of the Misty Forest. The score or so of cracks, caused by winter ice splitting and slowly widening the cracks over centuries, are barely wide enough for an armored human warrior to walk into, seldom run back more than six paces before they narrow too far to traverse, and are the sites of hasty, ancient human burials: fallen adventurers were stuffed into them, fully dressed and with their belongings, which often included treasure—even magic items. Sages suspect the Chosen of Mystra resupply the Tombholes with magic from time to time, because burials known to have been plundered have been discovered to hold magic by later searchers. The Tombholes are almost all claimed by small, furry forest beasts as lairs.

Orlumbor

The island realm of Orlumbor lies just off the Sword Coast, nearly three hundred miles south of the city of Waterdeep. Orlumbor consists of three major islands: Orlumbor, Pendurl, and Larathast.

In the wake of the Crown Wars, Orlumbor was considered part of Irithar, the Realm of Misty Waves. It draws its name from Orlumbor "Seastrider" of House Torglamaer, who ruled the Realm of Misty Waves as laranlor from -3912 DR to -3382 DR. The Fair Folk largely abandoned the island in the wake of Irithar's collapse in -1351 DR, following the Battle of Arrenholme.

In the Year of the Furled Sail (583 DR), a pirate raid on the Seatower of Ilinyth was repelled by the warriors of Phalorm. Later that summer, Naerild Stoneblade, duke of Scathril, died while leading a raid on the pirates' anchorage on the isle of Orlumbor. In the wake of the storming of Orlumbor, the duchy of Scathril extended its hegemony over the island and established the town of Orlumbor by the shore of a natural harbor. Thereafter, Orlumbor was considered part of Phalorm, the Realm of Three Crowns, Delimbiyran, the Kingdom of Man, and the splinter kingdom of Scathril. In Year of Doom (714 DR), in the wake of the Battle of Two Gates' Fall, Orlumbor claimed its independence, which it has clutched firmly ever since.

In the present age, Orlumbor is an independent nation inhabited largely by Illuskan humans that has several times

retained its independence solely by having Waterdeep as a strong ally. The City of Splendors has stepped in to aid Orlumbor in conflicts with Mintarn (before the advent of the "tyrant" there), then Baldur's Gate, and most recently, Amn. The Lords of Waterdeep see it in their best interests to keep the most important shipbuilding center of the Sword Coast independent of any of Waterdeep's strong rivals.

The main island of Orlumbor is a rocky, bare island surrounded by cliffs that slope down from west to east (so the eastern cliffs are much lower than the west). Of old the island was covered with trees, though almost all of these have long since been cut down. Araureer ("Uh-RAW-reer") is the name of the mountainous ridge along the westward/seaward side of the island that shelters the rest of the island from the worst storms. (A two-way portal built by the Fair Folk ere the fall of Illefarn links a cave on the eastern slopes of Araureer with a certain wooded lot southeast of Neverwinter. It is activated by touching crescent-moon carvings in a certain order.) Lhammaruntosz (LG female very old bronze dragon) has a "resting lair" in a bowl valley in the heights of Orlumbor. Ethril is the name of the northernmost point of rocks on the isle and a tiny (tin, iron) mining village there. The Lassam is the name of the central verdant strip of farmland, Brauraum's Snout is the name of the southernmost part of the island (a rock spit running out into the waves, with a tiny harbor and fishing village of the same name in its lee).

Orlumbor has a good natural harbor on its landward side, on the center of the eastern shore. The town of Orlumbor is home to a few fishermen, some goatherds, and the most skilled shipwrights in the Realms. The finest ships of the North find their origins at the docks of Orlumbor. Most of the ships that ply the Sword Coast have been built, or at least repaired, here. It is within that harbor, cut into the living rock of the island itself, that the docks and homes of the shipwrights of the island are found. Their homes are cave-like complexes connected by tunnels and stairs, and the construction docks are seldom empty or deserted. Orlumbor is home to the mage Delshara Windhair (CG female Tethyrian human wizard 17), also called the Witch of the Waves, whose magics are reported to have hurled back ships from the Pirate Islands and from Luskan that were attacking Orlumbor as well as bands of hagspawn^{UE} raiders dispatched from the Haglands to the east. Several miles south of town, on a rocky spit of land that forms a harbor large enough for one vessel, stands a powerful temple of Umberlee, Stormhaven House, governed by High Trident Thaeryld Nornagul (CE male Illuskan human cleric 7/waveservant FP 5).

The smaller, central island, Larathast, is very rocky, and has several quarries. Its eastern shore is flanked by dangerous "awash rocks" that are festooned with dozens of old shipwrecks. The larger and southernmost island of Pendurl, named for a long-ago (and long-dead) hermit-wizard who dwelt there; it's mainly used for ranching (sheep and goats) these days, though there is a cave (Pendurl's Cave) that connects to an underwater cavern where gigantic fish can be hooked, and large (but not

Commented [BE314]: https://www.sageadvice.eu/20 20/01/18/any-further-features-of-interest-about-mistyforest/

Commented [BE315]: https://www.sageadvice.eu/20 20/01/18/any-further-features-of-interest-about-mistyforest/

Commented [BE317]: FOR13 – Secrets of the Magister, page 127.

Commented [EB318]: Dragon #245, pages 50-54, http://www.wizards.com/default.asp?x=dnd/wn/20030 326a. Note that she doesn't gain her other lair or the Scaly Eye merchant fleet until later (1361 DR+).

Commented [EB316]: Forgotten Realms Campaign Setting (2e): A Grand History of the Realms, page 112.

Commented [EB319]: Faiths & Avatars, page 174, City of Splendors: Waterdeep, page 50.

Commented [EB320]: Faiths & Pantheons, pages 209-210.

monster) sea turtles lurk. There are no permanent settlements on either island, although semi-permanent tent camps exist on both.

The realm of Orlumbor is nominally ruled by a Council of Shipwrights, of which the High Trident is the titular chair. In practice, Delshara Windhair, like her master Pendurl before her, is the most powerful voice on the island, and her will is usually heeded.

Open Marches

The open land between the River Delimbiyr and the Trollclaw Ford and between the Misty Forest and the Trollbark Forest is known as the Open Marches. Long claimed by the Dukes of Daggerford, in reality this region is largely ungoverned and the small settlements in the region are largely confined to the immediate vicinity of the Trade Way.

The Open Marches are regularly raided by various kinds of trolls from the High Moor and the Trollbark Forest; barbarians, orcs, and goblins from the High Moor; lizardfolk from the Lizard Marsh; and foulwings Leof who lair in the cliff faces overlooking the Sea of Swords. The Open Marches have had only a year to recover from the Dragonspear War, centered on the ruins of Dragonspear Castle, and the lingering effects of that diabolic invasion are still being felt throughout the region.

The Open Marches, including such sites as the Alicorn Tower of Mab, Brightoaks, Dragonspear Fields, the Roosting Griffon Inn, Scathril, and Telthin's Mill, as well as the hamlets of Gillian's Hill, Liam's Hold, and Bowshot, are further detailed in Chapter 4. The Shining Baronies are discussed in Chapter 2.

The Haglands

The southwestern reaches of the Open Marches, including the Banshee Woods and the northwestern third of the Trollbark Forest, are also known as the Haglands for the coveys of hags that control this region, and their hagspawn^{UE} minions. The Haglands are further detailed in Chapter 4.

River Delimbiyr

The River Delimibyr, also known as the River Shining, is a clear, cool river forms the eastern and southern boundaries of the High Forest as it runs over a thousand miles from its headwaters in the Nether Moutains to the Sea of Swords. Along the way, the River Delimbiyr passes through the Delimbiyr Vale (the Upvale and then the Delimbiyr Crescent), Athwater Vale, and then the Shining Vale. (See Crown of Earrlam: Fallen Kingdoms of the High Forest for details of the Delimbiyr Vale.)

The River Delimbiyr is fast-flowing, with mint-sweet drinkable water. Favorite delicacies plucked from the River Delimbiyr include catfish, cold-water crabs, green river crabs, lout, river snails, river trout, shalass, smallfish, and the ubiquitous szorp (a brown, trout-like fish with tasty white flesh that forms much of the daily diet of many communities along its banks).

The mouth of the Delimbiyr is "the Wash," so named because once-a-month higher tides send seawater up the river

and into the Lizard Marsh. This region is the domain of lizardfolk and a handful of aquatic dinosaurs.

The lower part of the Delimbiyr above "the Wash" is the "Clearflow," which stretches east from the depths of the Lizard Marsh past the Forlorn Hills and the Misty Forest to Secomber. West of the Forlorn Hills, the banks of the Clearflow, which flood every spring, are given over to farming. Despite its name, the Clearflow can be quite muddy for the two tendays after the spring floods, as they carry a large amount of sediment down to the Sea of Swords.

The Athwater (which most locals apply to where westernmost Athalantar once began, on upriver) begins very close to where the Coam Stream joins the River Shining and continues east to the confluence with the Highmoorflow. (The Coam Stream is a tiny stream that meanders down past Secomber, on the west of that settlement, to empty into the River Delimbiyr. Its banks are made up of thick clay, once dug locally for the making of pots—and sometimes dug into by thieves and smugglers needing to hide valuables in a hurry.) This stretch of river was of old known as "the River Running," and these days more often just as "the Run."

The Crescentflow is the stretch of river that flows through the heart of the region known as the Delimbiyr Crescent, from the confluence with the Highmoorflow past Dahaurock a hookshaped bare rock crag just upriver of present-day Loudwater, to the Shining Falls.

Above the Shining Falls, the River Delimbiyr is sometimes called the Bloodshine, named for the legendary River of Blood that flows through the lower planes and is said to burst forth from bowels of Hellgate Keep to merge with the Heartblood

Major tributaries of the River Delimibyr included the Unicorn Run (which flows from the southern slopes of the Star Mountains through the High Forest, the Pharren Uplands, and Athwater Vale to join the River Delimbiyr at Secomber), the Highmoorflow (also known as Ulbanlur or the Hark River, which flows from Highstar Lake along the southern border of the Southwood to join the River Delimbiyr just west of the Tabath Hills), the River Greyflow (which drains the Greyvale and joins the River Delimbiyr north of Loudwater), and the Heartblood River (which drains the northern Star Mounts through the eastern High Forest before joining the River Delimbiyr at Karscragg).

The headwaters of the River Delimbiyr are three small fast and icy cold rivers that run down the southern slopes of the Nether Mountains. Now known collectively as the Talons, of old they were known, from west to east, as the River Aulantrar (or Deepingstream), the River Starsilver (or Starsilver Stream), and the Norlnyn.

The River Delimbiyr is navigable from its mouth to Dahaurock, a hook-shaped bare rock crag just upriver of present-day Loudwater, and then from above the Shining Falls to its headwaters. The Wash and the Clearwater see regular passage by reedmarsh "runners" (a type of skiff woven from

Commented [EB324]: FR11 – Dwarves Deep, page 52.

Commented [EB321]: FR1 – Waterdeep and the North, page 4, FR5 – The Savage Frontier, page 46, City of Splendors: Campaign Guide, page 13. Email with Ed Greenwood.

Commented [EB325]: FR11 – Dwarves Deep, page 56.

Commented [EB326]: Volo's Guide to the North, page

Commented [EB322]: Volo's Guide to the Sword Coast, pages 46, 81, 83, Volo's Guide to the North, page 12. I am assuming creatures found in the River Dessarin are also found in the River Delimbiyr.

Commented [EB323]: FR1 – Waterdeep and the North, page 4.

Commented [EB327]: FR11 - Dwarves Deep, page 52.

marsh reeds). The Clearwater, the Athwater, and the Crescentflow are heavily trafficked by river skiffs, barges, ferries, and temporary barges made of fresh-cut logs being floated/poled down to the coast, known as "whaerboats" or "lashlogs." The Bloodshine has seen little boat traffic since the fall of Eaerlann, but a few daring explorers use wooden canoes made from fallen logs to make their way north to the ruined Eaerlanni port town of Aerendel

Sword Hills

The Sword Hills barely qualify as such, consisting of rocky upcroppings covered with thin soil and scraggly flora. The twisty defiles that wend through this region have historically provided safe havens for bandits who prey on the Trade Way, although the Daggerford militia does what he can to keep this area clear of predators and outlaws.

At present, the most dominant group of outlaws hiding within these hills are the Swords of the Worm (see Chapter 4), a band of renegade barbarians from the High Moor secretly under the command of Torleth Mindulspeer, proprietor of Torleth's Treasures in the hamlet of Gillian's Hill.

Steeping Falls

On the northern edge of the Sword Hills, the Steeping Stream winds northward through a narrow, winding defile. More than half the streambed is actually underground, winding through shallow limestone tunnels before surfacing again in twisty ravines. The Steeping Stream ends in a small lake, nestled between two steep hills, created by a granite upcropping, nearly thirty feet in width. The dam is said to be of dwarven design, built in the early days of Dardath, for reasons long forgotten. The torrent of water that pours over the dam into the River Delimbiyr, about three miles east of Daggerford, is known as the Steeping Falls, and is said to be guarded by a fossergrim^{FF}.

It is said that Dethek runes are inscribed into the face of the granite plug that forms Steeping Falls, but the runes are greatly obscured by the everflowing torrent of water. The fossergrim is said to attack anyone who attempts to read the runes, suggesting they may contain some ancient secret. (In truth, anyone who touches the fourth rune is immediately transported by a long-forgotten portal to the base of Mount Illefarn, where the old quarry road begins its slow climb up to the quarry entrance (#A1).)

Tosti's Tower

The hamlet of Tosti's Tower lies at the northern end of the Barony of Starnaer, midway between the Sword Hills and the Misty Forest, along the banks of Shimmerstar Stream, which winds north a mile or so to a confluence with the River Delimbiyr. Tosti's Tower is one of several hamlets in the Barony of Starnaer whose inhabitants make their living through hunting and logging. Tosti's Tower is the farthest upstream location from which one can easily float logs down the Shimmerstar Stream to the River Delimbiyr and from there down to Daggerford, making it a good location for woodsmen to bring felled tree

trunks. Local law is enforced by the baron's appointed headsman, Starknight Agrik Hartmoor (NG male Illuskan human ranger 2).

Tosti's Tower is notable for a simple stone tower built here in the Year of the Ominous Oracle (694 DR) by King Davyd, one of the few such towers to survive, to guard the Kingdom of Man against goblinkin raids from the High Moor. Although hardly in good repair, the three-story tower is still a suitable defensive redoubt into which the local populace can withdraw when raiders come down through the Misty Forest. The tower (and the hamlet) gets it name from a notorious bandif lord who occupied it a century ago. The tower cellar connects to a series of limestone caverns that lie beneath Shimmerstar Vale that are said to run beneath the Misty Forest to the east. There are recurring tales that the real reason the tower was constructed was to guard against some recurring threat from below emanating from some ancient crypt in the depths, but the truth of the matter is long since forgotten.

Talmost Lands

Like Harpshield, the small kingdom of Talmost was also one of the successor states to Delimbiyran. Located along the northeastern verges of Ardeep Forest, Talmost was also abandoned in the Year of the Circling Vulture (942 DR) to drow raiders of House Fey-Branche. However, unlike Harpshield, the Talmost Lands remain in the hands of the descendants of the royal house, now members of the Waterdhavian nobility. The Talmost clan maintains several small hunting lodges in the territory, and crofters in their employ watch over scattered flocks of sheep and shaggun (cattle).

House Talmost

House Talmost is one of Waterdeep's leading clothiers and furriers, with extensive trapping and fur-trading operations in the North and lucrative silk operations in Calimshan. They are closely associated with the League of Skinners & Tanners and the Solemn Order of Recognized Furriers & Woolmen. The house shield depicts a gray castle, a gold torch, and an orange flame on on a sky blue field.

[The matriarch of House Talmost is Lady Hyara Talmost. Her husband is Lord Pallin Talmost, and her heir is her eldest daughter, Lady Hyara Talmost II.]

House Talmost traces its history back to the Kingdom of Man. First ennobled by King Javilarth I of Delimbiyran for service in the waning days of Phalorm, members of this family ruled the Barony of Talmost on the southeastern edge of Ardeep Forest. After the fall of Delimbiyran, Baron Delsinger Talmost declared himself King of Talmost, one of many petty nobles to do so at the time. The family ruled their small kingdom for nearly three centuries, until unrelenting drow-raids in the Year of the Circling-Vulture (942-DR) forced the family and their subjects to abandon Talmost for the relative safety of Nimoar's Hold, at the invitation of Warlord Charl. In the Year of the Cockatrice (1248 DR), House Talmost joined the merchant nobility of Waterdeep as one of the more powerful and older families of Waterdeep.

Commented [EB332]: Spawn of Dragonspear, page 182, says "hundreds of years." I figure the last organized kingdom with enough wealth to be building fortified towers was the Kingdom of Man.

Commented [EB333]: A Grand History of the Realms, page 97

Commented [EB328]: Email with Ed Greenwood.

Commented [BE334]: FR1 – Waterdeep and the North, page 49, City of Splendors: Who's Who in Waterdeep, page 24, City of Splendors: Waterdeep (web enhancement) Noble Houses of Waterdeep, page 7.

Commented [EB335]: Lost Empires of Faerûn, page

Commented [EB329]: Spawn of Dragonspear, pages

Commented [EB330]: According to Spawn of Dragonspear, page 182, it's a day's ride from the Misty Forest and 3 day's ride from Daggerford. That's kind of hard to fit unless given that Kelson stumbled out of the forest at the northern end (implied by other threads that show him coming out by the River Delimbiyr), meaning he had to ride back south around the Sword Hills to reach Daggerford. (Overland through the hills would have been slower.) Hence the proposed location.

Commented [EB331]: Spawn of Dragonspear, page 48.

Talmost Keep

The royal seat of fallen Talmost lies in ruins, never reclaimed by the descendants of House Talmost. Today it is home only to the ghosts of those tortured to death by the drow of House Fey-Branche. One of few who managed to escape their clutches reported that the drow sought something they called the *Audark tarlspira*, believed to be the elven name for the legendary, long-lost *crown of Illefarn*.

From time to time, hordes of fiendish spiders erupt from the ruins to bedevil the surrounding region. Some scholars suggest that a portal from a drow temple in the Underdark may be discharging spiders summoned during religious ceremonies into the ruins. Others believe there may be a monstrous denizen lurking within the ruins, such as a half-fiend giant spider that periodically gives birth to a cluster of fiendish spiders.

Winter's Grip on Trade

The cold hand of the Frostmaiden grips the Trade Way through the Daggerford region for much of the winter months. The end of Marpenoth is (usually) the time of the last "reliable" caravans on the Trade Way, due to the many cold, cloudy, wet days in Marpenoth making it a "month of mud." When it rains, the cold and overcast keeps a lot of water from "burning off" in full sunlight, because there's so little of it, and the road gets muddier and muddier.

Some stretches of the road, particularly through rocky regions, stay open longer, and, during the winter months, emergency supplies can be moved over short distances by "wagon sledge" (giant covered sleds). But inexpensive, reliable travel fades away as one starts into Uktar. An early winter would make parts of the road impassable by mid-Marpenoth or a tenday later; a late winter might make travel possible until mid-Uktar, but no one could "count on" that, so the late caravans would be run by risk-taking caravan masters who would charge high rates to shippers (making only small, light, valuable cargoes profitable). A mild winter really doesn't help shift the dates, but a rare (one in thirty) drought winter will.

During the winter months, exposure to the cold plus marauding wolves and the like make caravan travel prohibitively expensive, as traders would have to bring along extra guards, and carry food for the carters and the guards and the draft animals, plus fuel to keep them all warm, driving up costs. Once snow gets deep, draft and pack animals find it really tough going, so only light, small, very valuable cargoes that aren't harmed by freezing (like coins and messages and certain alcoholic drinks and perfumes, and a few gems packed in clay or other protective manners) would be moved overland until spring.

An early spring would make Tarsakh the only mud-month around Daggerford, so wagon travel could start up at Greengrass, and be in full spring as Mirtul proceeded. A late spring might prevent wagons moving until mid-Mirtul. Again, the problem is a month of road-mud as the thaw coincides with frequent rainfalls (the reason Tarsakh is known as the month of storms).



Commented [EB336]: From an email discussion with Ed Greenwood.

The Trade Way

The Trade Way is a major caravan route, linking Waterdeep to Baldur's Gate, far to the south. Noteworthy settlements along the Trade Way include the town of Daggerford, where it crosses the river Delimbiyr, and the Way Inn. This land was once far more populated, but ancient cities like Tavaray, Narthil, and Delimbiyran are little more than ancient ruins and fodder for bards' tales.

Daggerford

The Duchy of Daggerford and town of Daggerford are fully detailed in Chapter 2.

Waterdeep

Once known as Nimoar's Hold, the City of Splendors takes its name from the deepwater seaport that lies within its walls. It has used this advantage to build a mercantile (as opposed to military) empire that reaches to the far corners of the Forgotten Realms.

Waterdeep is ruled by a secret but lawful order known as the Lords of Waterdeep. Their power is acknowledged by all, but their identities remain secret. One exception to this policy of secrecy is Piergeiron the Paladinson, the Open Lord of Waterdeep and Commander of the Watch.

The Lords of Waterdeep maintain the roads for about 200 miles around the City of Splendors and provide military force when it is absolutely necessary to safeguard the surrounding area. However, there is no actual central authority. The individual fiefdoms and chartered towns operate independently for all practical purposes, combining only when their combined interests are felt to be at stake.

The cities of Waterdeep and Daggerford have a long and deep relationship. By the terms of this treaty, the duke is obligated to come to the aid of Waterdeep in times of invasion, the request for aid coming from the Lords of Waterdeep. The

duke, of course, can likewise call on Waterdeep for help in similar circumstances. Considering the approximately 150 miles between Daggerford and Waterdeep, this pact has practical uses only in the case of invasions with much advance warning. Nevertheless, the Lords of Waterdeep see Daggerford as an essential bulwark in maintaining the link between the northern cities and the Western Heartlands. They will take any reasonable actions to maintain a good relationship with Daggerford and keep it from falling, During the Dragonspear War, troops from Waterdeep and the duchy fought alongside each other to great effect.

Several Waterdeep merchant houses maintain representation in Daggerford. These representatives keep an eye on incoming caravans. They have been known to strike preemptive deals with these caravans for special merchandise so that their rivals cannot bargain for the goods once they reach Waterdeep. Daggerford is becoming the first market of Waterdeep, and some merchants try to sell all of their goods at Daggerford, letting the Waterdeep representatives in Daggerford arrange for transportation back to Waterdeep while they go back for another load.

The Way Inn

The Way Inn is a small village of about 100 souls. Another 400 or so live in dependent hamlets nearby. A large inn dominates the village. Both the inn and the village share the same name and are run by a stout swashbuckler named Dauravyn Redbeard (see Chapter 4).

The Way Inn is used as a base for adventurers and hunters. The village maintains a force of archers and spearmen armed with firepots under the command of Baron-in-Waiting Nanthar Harcourt of Vaelendaer (see Chapter 2). This force is sometimes called on to repel trolls and other wandering creatures. The Way Inn was used as an operations base by Waterdhavian troops during the Dragonspear War. However, Waterdeep has no permanent treaties with The Way Inn.

The Way Inn is further detailed in Chapter 4.

Trollbark Forest

The dense undergrowth, thick twisted stands of ash, thorny barriers, and many bogs make the Trollbark Forest the perfect hunting ground for the countless trolls that make it home.

"Regular" trolls predominate in the Troll Hills, while the Trollbark Forest is overrun with forest trolls, but both groups regularly intrude on each other's territory and raid into the Open Marches. A small number of fell trolls ^{JE} are capable of gathering a dozen or more trolls under their command, but such "tribes" rarely last more than a tenday before disintegrating into hostile troll gangs once again.

The Trollbark Forest is also home to "brachiakers," half-troll^{FF} chokers who have constructed "highways aloft" of vines, toppled and intertwined branches, and so the like. The brachiakers are skilled at making trap-nets to drop on foes and other hazards, as much to protect themselves from other

trollspawn as to capture prey. Unlike true chokers, brachiakers seem inclined to form small tribes so as to defend themselves from the larger trollspawn who wander the forest floor.

In the depths of the Trollbark Forest dwell a clutch of venerable deepspawn, who have long dwelt in a network of shallow limestone caverns linked to the woodlands above by numerous sinkholes. The deepspawn have remained undetected for centuries by breeding countless trolls to create a nighimpenetrable shield between them and the surrounding lands. At any given time, about a quarter of the trolls present in the region have been spawned, while the rest are second or third generation offspring of the original trollspawn.

While the Everlasting Ones prey on each other as much if not more than they prey on other creatures, they prefer to consume the flesh of other creatures. When prey runs short in the depths of winter, the younger deepspawn breed herds of livestock for the trollspawn to consume.

The high valleys of the Trollbark Forest, nestled amidst the foothills of the Troll Hills, are home to a rare species of slow-moving flatworms known as "tree-worms" because of where they are found. These creatures are easily plucked and harvested, but are nauseating when eaten, except to a troll. Trolls merely find them bland, boring sustenance fare, but can use them to survive because if the head is left intact, a flatworm regenerates the rest of its body at about half the rate a troll does (so when devoured by the trolls, they "grow back" so they can be eaten again). There are also leaf- and moss-eating giant slugs of dull green mottled with brown, that move slowly along trailing edible-by-many-things slime, and can be "steered" and used as carry-beasts by the trolls.

The northwestern third of the Trollbark Forest is considered part of the Haglands (see above), dominated by coveys of hags, who also rule much of the southwestern Open Marches and the Banshee Woods. Trolls and brachiakers—but no deepspawn—lair here as well, but those that do must answer to the ruling hags.

Aside from insects, plants, and the aforementioned creatures, the Woods and the forested high valleys of the Troll Hills are devoid of fauna (notably birds and the "small furry critters" of most woodlands), as the brachiakers and trolls long ago exterminated most other species. One legacy of Illefarn that has survived is the monstrous trees, as this region has never been logged in recorded history.

Watchtower of Syorathil

In the depths of the eastern reaches of the Trollbark Forest is an abandoned Illefarni watchtower avoided by trolls and deepspawn alike. A one-way portal links the House of Long Silences (see above) to this crumbling ruin, but it has been centuries since it was last employed, as Elorfindar Floshin is sadly well aware of what dangers lurk beyond its terminus.

In the depths of the tower lurks an ancient lich named

Berthist Naribeth (CE male baelnorn) [augmented moon elf]

wizard 19). Once a proud and noble Iritharan archmage, Berthist

Commented [EB337]: Forgotten Realms Campaign Setting (3e), page 225.

http://www.candlekeep.com/library/articles/sse/sse 1 01112-06.htm

http://forum.candlekeep.com/topic.asp?TOPIC_ID=8518 &whichpage=46

Commented [EB339]: According to Steve Schend's elven dictionary, this mean "Wild wood bane," an elven word for the trolls of what would become the Trollbark Forest.

Commented [EB340]: See House of Long Silences write-up.

Commented [EB338]: Unapproachable East, page 77-

Commented [EB341]: Forsaken House, page 113-120.

Commented [EB342]: City of Splendors: Who's Who in Waterdeep, page 68.

Commented [EB343]: Cormanthyr: Empire of Elves, page 81, 86, 117.

Commented [EB344]: Monsters of Faerûn, page 90.

volunteered to guard the realm's southern flank during the long decline of the Fair Folk, when it became apparent that they would have to withdraw from what would eventually become the Trollbark Forest in the face of the ever-increasing ranks of the Everlasting Ones.

For centuries, the Watchnorn of Syorathil performed the duty for which he had volunteered, slaughtering trolls without mercy, but eventually the endless tide of destruction proved to much even for him. As he felt himself-slipping into madness, the baelnorn retreated into catacombs below, in hopes of reclaiming his wisps of sanity, but instead he slipped into a catatonic state. Only the recent incursion of devils has once again roused the now-wholly-mad Berthist from his slumbers.

DM's Note: In the Year of the Sword (1365 DR), an adventuring band known as the Knights of the Sword Coast finally lays Berthist to rest, albeit at great cost to their ranks, at the bequest of Elorfindar Floshin, in the face of the rising danger posed by the now-roused baelnorn.

Commented [EB345]: City of Splendors: Secrets of the City, page 5. Knights dissolved in Eleint, 1366 DR (see page 4). Barkess dies battling Berthist, a year later Travis confesses his love to Vhonna, then the Knights dissolve. Therefore, the battle with the lich was in 1365 DR.

Chapter 2: Duchy of Daggerford

The Duchy of Daggerford is a loosely ruled realm, where the writ of the Duke of Daggerford barely extends beyond the reach of patrolled trade routes and isolated steadings scattered throughout the lower Delimbiyr river valley. The ruins of ancient realms dot the region, and all manner of monsters lair along the River Delimbiyr and amidst the hills, forests, and swamps claimed in the name of the duke.

The dukes of Daggerford claim all the lands from the estate of Floshin, south as far as the Dragonspear Fields (the lands surrounding Dragonspear Castle), east to the edge of the Misty Forest, and west to the verges of Lizard Marsh and the Broken Shore. They actually control far less—from about a half-day's ride north of Daggerford, where their forces meet up with road patrols from Waterdeep at a little pond and hamlet called Waypost Water, east to the hills around the Laughing Hollow, and south along the Trade Way to the hamlet of Bowshot.

These lands include the town of Daggerford, some 20 farming hamlets (most within a day's walk of Daggerford), some isolated farms, and a few estates of minor nobility. The ducal lands are home to about 1,000 folk in all, of which 300 or so live in the town of Daggerford and the duke's castle. (An additional 200 persons inhabit the town of Daggerford during the spring, summer, and fall.) Each hamlet has a fortified town house to which the residents can retreat in case of a raid, but most would retreat to the town of Daggerford in the case of an invasion.

The racial mix in both the Duchy of Daggerford and the town of Daggerford is predominantly (85%) human, which breaks down as Illuskan (65%), Tethyrian (30%), Chondathan (4%), and other (1%). The balance of the population is primarily lightfoot halflings (8%), shield dwarves (2%), rock gnomes (2%), moon elves (1%), forest gnomes (1%), and other (1%) (in descending order of population). A few of the dependent hamlets consist entirely of halflings. There are very few dwarves, gnomes, and elves who reside in the duchy, but the ones who do live here are rather prominent in the community.

Chondathan is the primary language spoken in the duchy, although Halfling predominates in the halfling-dominated settlements. Other oft-heard tongues include Dwarf, Elven, Giant, Goblin, Orc, and Sylvan. Most residents at least speak Calant, the sing-song dialect of the Common tongue spoken along the Sword Coast.

History of Daggerford

As described in Chapter 1, during the Realm of Three Crowns and the Kingdom of Man, the Daggerford region was known as the Duchy of Calandor and encompassed the rich heartlands of both realms surrounding the capital of Delimbiyran.

In the Year of the Penitent Rogue (931 DR), a wagonmaster from Baldur's Gate sent his son, named Tyndal, ahead of the family wagon one evening to locate a safe passage across the River Delimbiyr. Tyndal located the ford but was surprised and

attacked by a party of lizardfolk. He slew six of the creatures with his only weapon, a dagger, and held off the rest until reinforcements from the merchant caravan arrived.

Unbeknownst to his father, Tyndal discovered Morlin's Tear (see Chapter 6, #G112), a king's tear depicting Morlin Castle at its height, and a sack of ancient coins in a sack carried by the leader of the lizardfolk, suggesting they were returning from an expedition into the ruins. After the caravan reached Waterdeep, Tyndal returned to explore the ruins with some of his companions. After repeated forays into the ruins, Tyndal emerged a rich man and a hero among the people. With his newfound wealth, he quickly came to own large swaths of land and numerous caravan companies in Calandor.

By the Year of the Foolish Bridegroom (945 DR), Tyndal, who adopted the surname "Daggerford," sought and received permission to marry the aging duke of Calandor's only child and heir, Eleesa, leaving him well positioned to control the ducal throne when tragedy struck two years later in the Year of the Advancing Wind (947 DR). After the death of Duke Maeran of Calandor, crushed beneath the bulk of Cortulorrulagalargath, Tyndal, his son-in-law, was proclaimed duke and relocated the ducal seat to the baronial seat of the old Barony of the Steeping Falls. Construction of Daggerford Castle, adjacent to the ruined remnants of Morlin Castle, began immediately.

In the Year of the Black Horde (1235 DR), much of the town and Castle Daggerford were burned to the ground during a prolonged siege by an army of orcs. After this attack, the duke's subjects began building their shops and homes outside the rebuilt castle proper, closer to the River Delimbiyr. A berm was required to separate the spreading town from the frequent spring floods, which in time led to a wall that encircled both town and castle.

The modern era has seen three dukes of Daggerford. Duke Draconandar "Conan" Daggerford assumed the ducal throne in the Year of Thunder (1306 DR), several years after his marriage to Lady Sonjara "Sonja" Loravatha, daughter of the reigning high sword of Loravatha at that time. In the Year of the Mace (1307 DR), shortly after his ascension to the ducal throne, Duke Draconandar granted the town of Daggerford its own charter, which his heirs have not seen fit to withdraw.

The union of Duke Draconandar and Duchess Sonjara produced one son, Pryden Daggerford, in the Year of the Starfall (1300 DR). Unbeknownst to all, Duke Draconandar was secretly in love with Della Longhand, a commoner, who bore him an illegitimate son, Llewellyn Longhand, in the Year of the Griffon (1312 DR).

Duke Draconandar's legitimate son, then known as Lord Pryden Daggerford, married Lady Analinda Talmost of Waterdeep, who bore him three heirs: Merovy Daggerford (1326 DR), Bronwyn Daggerford (1328 DR), and Pwyll Daggerford Commented [EB347]: N5 – Under Illefarn, page 10. This doesn't quite work with the timeline in N5 – Under Illefarn, page 7, as there was no Castle Daggerford until three and a half centuries after the fall of the Kingdom of Man. This seems less important than the other bits of the timeline, so I moved this around to fit the spirit.

Commented [EB348]: The grandparents of Duke Pwyll were Duke Conan and Duchess Sonja. These two names together really suggest another setting, which is unfortunate, so I've tried to stay true to canon and yet make it more Realmsian. Note that "Nandar" is a noble house in Waterdeep, suggesting some relation.

Commented [EB346]: FRCS (2e): A Grand History of the Realms, pages 90, N5 – Under Illefarn, pages 7, 14-15.

(1332 DR). Duke Draconandar died in the Year of the Lion (1340 DR), and Duke Pryden Daggerford acceded to the ducal throne.

Duke Pryden's reign was marked by tragedy. In the Year of the Bloodbird (1346 DR), his wife, Duchess Analinda, died of a wasting sickness. His eldest son and heir, Lord Merovy, died adventuring along the Unicorn Run in the Year of the Bow (1354 DR). (Unbeknownst to all, Merovy's death was arranged by Lord Tarn Urmbrusk, an exiled Waterdhavian lord with designs on the ducal throne.) The duke himself died in battle during the Dragonspear War in the Year of the Worm (1356 DR), again thanks to the hidden hand of Lord Urmbrusk, leaving Pryden's youngest son to ascend the ducal throne on the field of battle.

The Dragonspear War (1356 DR) devastated the local economy, cutting off all trade from the south and leaving Daggerford on the front lines of a diabolic invasion. At its height, the Dragonspear War encompassed battles from as far north as Triboar to as far south as Amn's northern border. Fortunately the main fighting occurred south of the Way Inn, on the Dragonspear Fields, allowing the duchy to begin an economic recovery, but that recovery is by no means assured.

Shining Baronies

Along the periphery of the Duchy of Daggerford are seven nominally independent baronies, all of which can trace their investiture back to the Realm of Three Crowns, the Kingdom of Man, or the splinter kingdoms that arose in the wake of Delimbiyran's collapse. Individual barons may claim additional titles (e.g. several claim the title of King of Man), but most are commonly accorded the rank of baron and collectively known the Shining Barons.

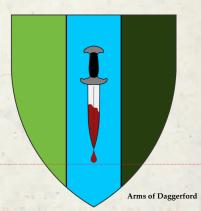
Although nominally independent, none of the Shining Baronies are strong enough to survive without maintaining a strong defensive and trading alliance with the Duke of Daggerford, with the possible exception of Delantar and Floshin Estates. Such ties were further strengthened during the Dragonspear War, when soldiers in the employ of the various Shining Barons formed companies under the banner of the Duke of Daggerford. The Shining Barons and the Duke of Daggerford collectively make up the Council of Man, a forum for adjudicating disputes between realms and acting with common purpose against foes of the Lawkeeper races. Although the Duke of Daggerford or any of the Shining Barons may call for a convening of the Council of Man, the Duke of Daggerford traditionally chairs all such councils.

The current roster of Shining Barons includes:

- Baron Cromm Redhand (CG male Illuskan human fighter 3, see Mission 1) of Tavboryn, which encompasses the rolling hills along the southern and eastern edges of the Lizard Marsh;
- Baron Targarth Longhorn of Ardeepsward (NG male Illuskan human ranger 1/ knight^{PH2} 1), which

- encompasses the lightly wooded open land between the Ardeep Forest and the Sea of Swords;
- Lord Elorfindar Floshin (see Chapter 1) of Floshin
 Estates, which encompasses the open lands between
 the town of Daggerford and Ardeep Forest;
- High Sword Indigar Loravatha of Loravatha (LN male Illuskan human knight^{P+12} 3), which encompasses a winding, narrow valley in the northwestern Forlorn Hills, including the famous ruin known as the Crumbling Stair;
- Baron Agwain Delantar (see Mission 3) of Delantar, which encompasses the lands along the northern bank of the River Delimbiyr between Julkoun and Secomber;
- Baroness Taera Shimmerstar of Starnaer (#L21), which encompasses the verdant vale between the Sword Hills and the Misty Forest, south of the River Delimbiyr;
- Baron-in-Waiting Nanthar Harcourt of Vaelendaer
 (LN male Tethyrian human knight^{PH2} 3), which once
 encompassed the lands north of Dragonspear Castle,
 east of the Way Inn, between the Trade Way and the
 Misty Forest, but has not been settled for two
 centuries. The baron-in-waiting of Vaelendaer now
 commands the soldiers defending the Way Inn on
 behalf of the Lords' Alliance and no actual territory.

Most of the Shining Barons command little more than a crumbling keep and a handful of hamlets. While they are accorded some measure of respect in the Shining Vale, their titles would get them little more than spit in their drink in most taverns in the City of Splendors.



Commented [EB352]: Dragon #270, page 92.

Commented [EB349]: N5 – Under Illefarn, page 6. The possible discovery of Duke Pryden's equipment in the hands of orc raiders suggest something deliberate might have been behind his death.

Commented [EB353]: N5 - Under Illefarn, page 29.

Commented [EB354]: A third cousin of Valantha Shimmerstar. See *Volo's Guide to Cormyr*, page 224.

Commented [EB355]: Spawn of Dragonspear, page 48.

Commented [EB350]: *Volo's Guide to the Sword Coast,* page 34.

Commented [EB351]: N5 - Under Illefarn, page 12.

Heraldry of Daggerford

The duchy of Daggerford and the Shining Baronies are no longer home to a local herald, but the area is still served by the office of Falconfree of Waterdeep, currently held by Scirkhel Wands (CG male Illuskan human ranger 6). He can be contacted at his office in Waterdeep, or he can be sent sketches of proposed arms. Although Black Vizor is based just outside of Daggerford (see Chapter 1), he has little involvement with issues of local heraldry.

The simplified badge of the duke of Daggerford displays a bloody silver dagger pointed down on a deep blue field, worn over the left breast (as a patch) or left upper arm (as a brassard) of household servants, guards, huntsmen, envoys, etc.

The full arms are: a shield with a vertical sky-blue band down its center (representing the river), with the left-hand part of the shield light green (representing the verdant grassland south of Daggerford), and the right-hand part of the shield deep green (representing the forested "near North"). "Floating" vertically in the upper-down-to-center part of the blue band is the vertical dagger, its silver blade drenched with crimson blood (and with a tiny droplet "ready to fall" at the dagger's tip). It has plain gray quillons and pommel, and a black (wrapped) hilt grip. The shield has two antlered stags as supporters (upright, mirror image of each other, so stag on the right is facing the viewer holding the shield and indicating it with its other foreleg, and stag on the left is doing the exact same thing facing away from the viewer), and underneath has a wavingback-and-forth scroll with the motto: "Never Asunder,

Dagger Island

Although almost no one thinks of it as such, the town of Daggerford lies atop an island between two channels of the River Delimbiyr. Dagger Island, as it is known, is demarked by two hills: a larger, granite plug to the east (upstream), known as Dagger Hill, and a smaller, earthen hill to the west (downstream), known as Tanners' Hill.

The southern border of Dagger Island is formed by the main channel of the River Delimbiyr, and connected to the Open Marches to the south by (downstream) the Shining Bridge and (upstream) Dagger Ford (for which the town is named). The northern border of Dagger Island is a normally a small creek-like flow, known as Dagger Creek, that wraps around the northern side of Dagger Hill and Tanners' Hill. During the spring floods, Dagger Creek floods the low-lying farmland to the north, broadening into a knee-deep, sluggish flow, usually much wider than the main channel of the River Delimbiyr at the same point.

Atop the summit of Dagger Hill lie the ruins of Morlin Castle (#T22), now thought to be haunted and largely avoided, except for a small observation post and garrison of the duke's soldiers. Any access to the dungeons of Morlin Castle from these ruins was collapsed long ago, although rumors speak of access into the dungeons from the catacombs beneath Castle Daggerford (#T10).

The town of Daggerford, including Castle Daggerford, lies on the western flank of Dagger Hill, as detailed below. After Daggerford was rebuilt in the Year of the Black Horde (1235 DR), a small, roughly north-south channel was carved from Dagger Creek to the main channel of the River Delimbiyr to serve as a moat along the northern and western walls of the town. This moat is also sometimes called Dagger Creek, which causes some confusion.

The Tannery (#T21) lies on the southeast flank of Tanners' Hill, and its wastewater runs down the southern flank of Tanners' Hill, into the River Delimbiyr.

From the north, the Trade Way runs across Dagger Creek (which is easily waded, even during the spring floods) between Dagger Hill and Tanners' Hill (closer to Dagger Hill and the town of Daggerford) and then across the Shining Bridge (or the Dagger Ford) to the Open Marches to the south. The sandy plain between Tanners' Hill and Dagger Hill (west of the Trade Way) is known as the Caravan Grounds (#T20), and is less prone to flooding than the farmlands to the north of Dagger Creek.

The Shining Trail leads north from the Farmer's Gate on the northern wall of the town of Daggerford, across another easily waded part of Dagger Creek and into the rich farmlands and rolling foothills to the north and east, eventually petering out near the western edge of the Laughing Hollow.

Town of Daggerford

The town of Daggerford is the largest stop on the Trade Way between Waterdeep and Soubar. This busy trading town is home to human craftfolk, a few halflings, and a handful of folk of other races.

The town huddles in the lee of a hill crowned by Daggerford Castle, which is surrounded by a grassy commons, where horses and cattle graze in times of siege and when the river floods the lowlands around the castle. A wall surrounds both the town and Daggerford Castle, protecting both from predators, besieging armies, and the annual flooding.

Generally, most of the buildings in the town are made of wood and thatch. However, since the Stout Folk of Clan Ironaxe brought their stoneworking skills to Daggerford a century ago, a number of people have built in stone. The duke replaced the last wood in his castle with stone, the wall towers were rebuilt in stone, and several important town buildings have been built or rebuilt in stone. Placement of wood and thatch buildings is sometimes rearranged due to the occasional fire. Fortunately, close proximity to the river allows the Water Carrier's Guild to quench fires quickly. As much of Daggerford is built in a flood plain, basements are rare. Most wooden buildings are built on piers above a low, walled-in crawlspace. Such crawlspaces are designed to flood during rainstorms, and so are not used for storage (except for small treasures stashed in waterproof containers, often placed there by persons other than the building owner).

Commented [EB362]: The "moat" shown on every detailed map of the town of Daggerford appears to run up and down Dagger Hill, which doesn't make much sense.

Commented [EB356]: FOR4 – Code of the Harpers, page 76, City of Splendors: Campaign Guide, page 51, City of Splendors: Who in Waterdeep, page 7, 29, City of Splendors: Waterdeep, page 64, and Power of Faerûn, page 106.

Commented [EB357]: Spawn of Dragonspear, page

Commented [EB358]: Email with Ed Greenwood.

Commented [EB363]: The original write-up in N5 – Under Illefarn only detailed a few dozen locations. The North: Daggerford attempted to detail the entire city, but was set 10 years later. I tried to split the difference, keeping the newer map, but ignoring most of The North: Daggerford write-up, as that write-up ignored the general description of each quarter, included more guild halls than shops, and was populated mostly by adventurers or ex-adventurers who racial make-up was wholly inconsistent with the town's description, the quarter descriptions, or otherwise made little sense. These changes can be explained away (if really necessary) by the fact that ten years have yet to expire to reach that state.

Commented [EB359]: Every detailed map of the town of Daggerford has shown it to lie on the northern bank of the River Delimbiyr. Every area map of the Sword Coast has shown it to lie on the southern bank of the River Delimbiyr. This explanation attempts to explain both in a fashion consistent with the discussion of spring floods.

Commented [EB360]: Volo's Guide to the Sword Coast,

Commented [EB361]: In other words, sometimes Dagger Island is "south of the river" and sometimes it is "north of the river".

What few wells there are in the town are normally kept untapped in case of siege. Normally, members of the water carriers' guild bring water into town from the River Delimbiyr.

Daggerford Guilds

The guilds of Daggerford are not as formal as those of larger cities, and the number and nature of the guilds has evolved over time. The current roster of guilds includes the Farmers' Guild, Merchants' Guild, Rivermen's Guild, Smiths' Guild, Tanners' Guild, Tanners' Guild, Taverners' Guild, and Water Carriers' Guild.

Council of Guilds

The town has a charter from the duke granting self-rule to the Council of Guilds. In a self-conscious imitation of the Lords of Waterdeep, the members of the Council of Guilds attend meetings in masks and never reveal their identities to the populace. However, the population of the town is too small for true secrecy. Everyone knows that the guildmasters are the members of the Council of Guild, as are the chief priests of the town's three main religions (Chauntea, Lathander, and Tymora). By the wording of the town charter, the duke is not a member, but the head of the militia, who happens to be the duke's masterat-arms, is the Open Lord of the Council (essentially the unmasked chair and voice for the Council).

Farmers' Guild

Members of this guild include animal handlers, bakers, farmers, milkmaids, millers, and shepherds. The farmers' guild is unique among Daggerford's guilds in that the majority of the membership does not reside in Daggerford, but in the farming hamlets that surround the town. The only requirement for membership is that guild members regularly sell their wares at the twice-a-tenday market (#T19) in town.

Members of this guild can be identified by the distinctive brown caps that they wear within the town walls.

The Farmer's Guild has long employed Harvest House (#F55) as the de facto guild headquarters with the generous support of the clergy of Chauntea.

The guildmaster of the farmers' guild is Fulbar Hardcheese (see below), who recently displaced the longtime leader of the guild, Raergorn "the Master Miller" Hamtrammer (#L18), in a close election. Fulbar's candidacy was strongly supported by the duchy's halfling population (even those who are not members of the Farmers' Guild in a bid to gain representation for the hin on the Council of Guilds). He also received the quiet backing of the Taverners' Guild, who saw him as a potential second vote for their interests. On a day-to-day level, the clergy of Chauntea continue to organize most guild-related activities.

Merchants' Guild

The merchants' guild is primarily focused on the caravan trade, although any craftfolk or shopkeeper who does not fit in the other established guilds is welcome to join. Given the seasonal nature of caravanning, most members of this guild pay dues for

part of the year before withdrawing to save money during the winter months. The practical effect of this practice is that control of the merchants' guild, and thus most of the rules constraining the caravan trade, is in the hands of a small number of permanent members, most of whom are full-time residents of Daggerford. As a result, the merchants' guild has very high fees, most of which go to line the pockets of the guild leadership.

Members of this guild can be identified by their shieldshaped, silver patches, adorned with 3 gold coins.

The merchants' guild was the driving force behind the effort to build the Guildmasters' Hall (#F28) and the first to establish permanent offices therein.

The guildmaster of the merchants' guild, and de facto leader of the Council of Guilds, is Lord Tarn Urmbrusk (see below). Lord Tarn's election was practically assured by the fact that almost every member of the guild has borrowed money from him at some point in time and will likely have to do so again in the not-too-distant future.

Rivermen's Guild

The rivermen's guild claims to be Daggerford's first guild, dating back to the first days of settlement in the shadow of Castle Daggerford (#TIO). Members of this guild include dockworkers, fishermen, fishmongers, and rivermen. This guild is the traditional rival of the water carriers' guild, although in recent years the two guilds have been more allies then enemies.

Members of this guild can be identified by their blue, skiffshaped patches, adorned with pair of brown crossed oars.

The rivermen's guild has traditionally used the taproom of the "Inn the Drink" (#R29) as its informal guildhall. In recent months, the guild has come under heavy pressure from the merchants' guild to establish formal offices in the Guildmasters' Hall (#F28), which would require a significant hike in dues. Tensions have flared repeatedly as this topic is discussed.

The guildmaster of the rivermen's guild is Hillgaul Szorphook (N old male Illuskan commoner 5), maternal uncle of Jardak "Sevenmouths" Herringdar (see below). He is now essentially "retired," spending his days tending to guild business and not poling a skiff on the River Delimbiyr.

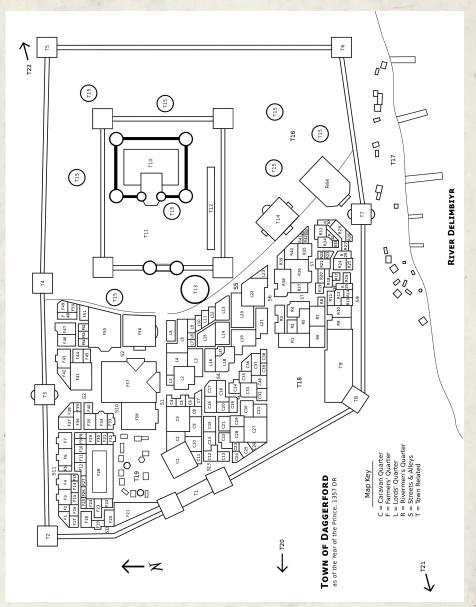
Smiths' Guild

Members of this guild include blacksmiths, farriers, jewelers, whitesmiths, wainwrights, and all other craftfolk who work with metal, with the exception of leatherworkers.

Members of this guild can be identified by their tin shields, embossed with the image of a hammer and anvil.

The smiths' guild owns its own guildhall (#R3), which doubles as a private tavern, causing some friction with the taverners' guild.

The guildmaster of the smiths' guild is Derval "Ironeater" Ironaxe (see below).



MAP #3: MAP OF DAGGERFORD

Tanners' Guild

Members of this guild include clothiers, cobblers, dyers, leatherworkers, and tanners. The tanners' guild is a close-knit guild that has long dominated the Tanners' District along Tanners' Way. A generation ago, there was an effort by the leatherworkers to break off and form their own guild, but that split was put down harshly by bullyblades in the employ of that guildmaster of that era and harsh feelings have since largely subsided

Members of this guild can be identified by their shieldshaped leather patches, lined with copper studs and branded with a tanner's knife (and their distinctive stench, by those who wish to be cruel).

The tanners' guild collectively owns and operates the Tannery (#T21) outside of town, as well the Leatherworkers' Workshop (#C17). The upper floor of the Tannery also houses guild offices.

The guildmaster of the tanners' guild is Eli "the Tanner" Scornikel (#L2), the senior tanner at the Tannery.

Taverners' Guild

Members of this guild include cooks, tavern owners, innkeepers, scullions, and anyone associated with the operation of taverns and inns. There is some tension between the taverners' guild and the smiths' guild, as the latter group is essentially running a nonguild-affiliated tavern in their guildhall.

Members of this guild can be identified by their round green patches, adorned with a pitcher and bread loaf.

Traditionally the taverners' guild has rotated its operations among the town's leading taverns, but recently they established permanent offices in the Guildmasters' Hall (#F28).

The guildmaster of the taverners' guild is Elyshyar Delimbiyr (see below).

Water Carriers' Guild

Members of this guild are responsible for providing most of the water used in the town, and include both water carriers and coopers. While there are several wells in Daggerford, most are capped so as not to be exhausted in case of siege. The carts of the water carriers go several hundred yards upstream of the town to get the purest possible water for their customers. Everyone in the town pays a tax to support the guild. The water carriers' guild is also responsible for most other water-related activities in the town, including suppressing fires and making sure the drainage ways are working so any excess water flows back into the river. Although traditional rivals, this guild and the rivermen's guild have been more allies then enemies in recent years.

Water carriers can be identified by their distinctive blue caps and blue carts.

The water carriers' guild uses offices on the upper floor of the Water Carriers' Warehouse (#R44) as its guildhall.

The guildmaster of the water carriers' guild is Thargon "the Bull" Shindar (CN middle-aged male warrior 2).

Daggerford Districts

The town of Daggerford is organized into four quarters, some of which are subdivided into districts. Most of the townspeople refer to areas of town by the quarter first and the street name second. The "fifth quarter" is Dagger Hill, which looms above the rest of the town. The "sixth quarter" is Shining Shore, which lies outside the River Gate on the banks of the River Delimbiyr.

Dagger Hill (#T4-#T6, #T10-#T16)

Dagger Hill is site of the original settlement and the only part of town that sits above the Delimbiyr floodplain. Although the town itself used to be built on this hill, the only structures now allowed on Dagger Hill, aside from the wall and towers (#T4-#T6), are the cisterns (#T15), Castle Daggerford (#T10-#T12), Morninglow Tower (#T13), the town stables (#T14), and the Water Carriers' Guildhall (#R44).

Rivermen's Quarter (#R1-#R44, #T7-#T9)

This area of town is primarily occupied by those people who make a living from the Delimbiyr River—fishermen, dockworkers, small merchants, rivermen, and water carriers. This includes those who make regular runs up the river to Secomber and back. While most traffic from upriver abandons the river to take the Trade Way at Daggerford, some traders continue downriver to sell their goods at other hamlets and holdings.

Lords' Quarter (#L1-#L23)

Daggerford's wealthiest quarter is a district of well-maintained, larger homes with little parks surrounding them. Successful merchants, local nobility, and other wealthy individuals live

Caravan Quarter (#C1-#C40, #T1, #T18)

The Caravan Quarter is home to those who serve the caravan traffic along the Trade Way, as well as leatherworkers, tanners, halflings, and a handful of farmers.

The western half of the Caravan Quarter is known as the Wagon District (#C1-#C3, #C8-#C16, #C19-#C31). This section of wooden buildings—mostly apartments, workshops, and shops—hosts traders and itinerant workers who want to set up shop for a time in Daggerford. During the winter, when caravan traffic drops precipitously, the western half of the Caravan Quarter's population drops dramatically, attracting those who lack permanent shelter during the summer months.

The northeastern end of the Caravan Quarter, along Tanners' Way, is known as the Tanners' District. It consists of a leatherworkers' workshop (#C17) and several small shops and residences affiliated with the Tanners' Guild (#C4-#C7, #C18).

The southeastern end of the Caravan Quarter, separated from the rest of the quarter by an alley known as [Half Way] is known as the Hin District (which includes #C32-#C40). Until recently, it was inhabited only by halflings. The construction of the Guildmasters' Hall (#F28) forced several farmers who formerly lived in the Farmers' Quarter to relocate to the Hin

Commented [EB364]: While this was called the "Money Quarter" in N5 – Under Illefarn and The North: Daggerford, "money" is not a word commonly used in the Realms.

Commented [EB365]: Labeled Guild Alley in *The North: Daggerford.*

District, increasing both the human and animal population. Tensions have been high between the halflings and newly resident humans, requiring frequent interventions by the lawswords to mediate disputes.

Farmers' Quarter (#F1-#F58, #T2, #T3, #T19)

This region of the town is mostly occupied by the farmers who till the soil in the northern fields. Some have small herds of cattle and sheep, while others have chickens in the backyard. This area is crowded, noisy, full of animals, and has a definite odor.

Shining Shore (#T17)

The Shining Shore lies between the north bank of the River Delimbiyr and the town's southern wall. This area floods every spring, so structures built along the Shining Shore have no expectation of permanency.

Streets (#S1-#S13)

While the town has some anonymous alleyways, certain streets are broader and distinctive. These have names known by everyone, though none have been formally named.

Duke's Way (#S1) leads from the Caravan Gate to the front gate of the duke's castle.

Farmer's Road (#S2) leads from the Farmers' Gate to Duke's Way.

Half Way (#S3) is an alleyway, connecting Tanners' Way to the Drill Field (#T18).

Tanners' Way (#S4) is actually a street of leatherworkers and other small clothing manufacturers and sellers.

Hill Road (#55) runs along the hillside that separates the castle from most of the rest of the town.

Horse Way (#S6) leads from the town's stables (#T14) to the drill field (#T18).

River Road (#57) runs through the Rivermen's Quarter and is notable for the fishseller stalls and minor merchants who sometimes have unusual finds collected from the river.

Klauth Alley (#58) winds through the Rivermen's Quarter, connecting River Road (in 2 locations) with Wall Street. It is arguably the most dangerous street in the town of Daggerford, and the only place within the town walls to purchase goods and services that qualify as vices.

Wall Street (#59, #\$11, #\$12, #\$13) circles the town next to the palisaded wall and gives easy access to the wall for soldiers.

Market Way (#S10) leads from Farmers' Road to the marketplace (#T19).

Town of Daggerford Key #T1. Caravan Gate

This is the largest gate in the walls and is usually kept shut, opening only when a caravan is camped outside. There are two 24-foot towers flanking the gate with a walkway over the gate between them. The gate itself is 16 feet tall. The flanking towers have arrow slits covering the gate area on both stories. The gate



leads out to the Trade Way, the Caravan Grounds (#T20), and the Tannery (#T21).

#T2, #T5, #T6, #T8. Towers and Wall

The towers of Daggerford are all made of stone and firmly set in the local bedrock. They are all about 30 feet tall. The wall towers are split up into three stories plus the roof on which watchers keep their lookout. Most of the area in the tower is used for storage of war gear. Off-duty militiamen often rest in the towers.

Stone Wall: Hardness 8, 180 hit points, break DC 45.

The wall around Daggerford is mostly an 8-foot tall earthfill mound topped with a 10-foot wooden palisade. One of the militia's various jobs is checking the palisade logs for signs of decay and arranging for repair.

Rammed Earth Wall Hardness 6, 60 hp, break DC 28.
Treat as a rough surface for the purpose of Climb checks.
Wooden Bulwark: Hardness 5, 45 hp, break DC 28.

#T3. Farmers' Gate

This is the most commonly used gate in Daggerford, as it is the closest to the fields outside of town. This gate is usually open, even at night, unless times are troublesome. The gate is built into a broad tower and has just enough room for one farm cart to enter at a time. The gate is about 10 feet tall. The Shining Trail leads north from the Farmers' Gate, across an easily-waded stretch of Dagger Creek before winding north and east through rich farmlands rolling hills, eventually petering out west of the Laughing Hollow.

Commented [EB366]: Four other alleys are named in The North: Daggerford, but not here, to stay consistent with N5 – Under Illefarn saying (most) alleys were unnamed. Tymora Alley (nowhere near Fairfortune Hall), Fields Lane, Rogar Alley, and Guild Alley (which I want to call Hin Alley, which makes more sense).

Commented [EB367]: Labeled The High Road in *The North: Daggerford*. Changed back to Tanners' Way.

Commented [EB377]: http://www.public-domainimage.com/architecture-public-domain-imagespictures/castles-public-domain-images-pictures/castlewall-tower.jpg.html

Commented [EB368]: Labeled Trade Way in Daggerford: The North. There is an ally called Horse Way on the far side of town in The North: Daggerford.

Commented [EB369]: Labeled Water Street in *Daggerford: The North.*

Commented [EB373]: Cityscape, page 30.

Commented [EB370]: Unnamed in N5 – Under Illefarn. Named on the map of The North: Daggerford.

Commented [EB374]: Cityscape, page 30.

Commented [EB371]: More broken up than the text suggests. Southern bit was misnamed River Road in *The North: Daggerford*.

Commented [EB375]: Cityscape, page 30.

Commented [EB372]: Labeled Farmer's Road in The North: Daggerford.

#T4. Delfen's Tower

When the mage, Delfen, came to Daggerford, the north wall tower was under construction. He paid the town a goodly sum to take over the tower in exchange for swearing to keep the town safe from its vantage point on the hillside. This he has done to the best of anyone's reckoning.

The tower's arrow ports are smaller than usual, since all they are needed for is room to let a spellcaster see a target for a spell. The windows facing in are much larger, allowing Delfen to look out over the town if he desires.

The top story is Delfen's living quarters. Delfen takes in apprentices, and generally he has three or four at any one time. The second story is where he teaches his apprentices and where they sleep if they are staying with him. The first story contains a stable for his riding mule and is also used for general storage.

#T7. River Gate

This gate gives access to the river and is usually open, allowing passage to and from the shacks and docks along the Shining Shore (#T17) and the main channel of the River Delimbiyr. During the spring floods, when the waters of the River Delimbiyr lap against the south wall of town, this gate is usually closed. The gate is built into a broad tower and has just enough room for one farm cart to enter at a time.

#T9. Barracks

After the invasion from Dragonspear Castle, the Council of Guilds decided that the town needed a central place for on-duty troops to stay, as well as a headquarters for the Waterdhavian patrols overnighting before returning to Waterdeep. The barracks is a two-story construction with a new drill field now used by the militia, much to the relief of the tradesfolk who were tired of having to tear down their stalls in the marketplace so the militia could drill.

#T10-#T12. Castle Daggerford

The original Castle Daggerford was a wooden structure surrounded by a palisade fence built atop the ruins of Morlin Castle. Little remains of the original structure, which was burned during the Year of the Black Horde (1235 DR). The rebuilt Castle Daggerford is a three-story stone keep atop the hill, surrounded by a two-story stone wall. Its cellars connect with the long-forgotten dungeons of Morlin Castle and, possibly, the cellar vault beneath Morninglow Tower (#T13).

The Ducal Gate leads to the town and is always open. Inside the courtyard are the duke's private parade grounds, his own blacksmith shop, and stables for his animals. The larder is well stocked with preserved food, enough for a year's siege. About 50 people live in the castle, and there is enough room for 100 more. Most of the duke's soldiers live in town in the barracks (#T9), but his select guard lives in the keep. Duke Pwyll's retinue is relatively small, even for a minor noble, but there is not the same competitive jockeying for prestige amongst the nobility of the Shining Vale, as there is in Waterdeep, Tethyr, or Cormyr.



#T13. Morninglow Tower

The five-story temple-tower of Lathander is the tallest in town, located on the hill next to the duke's castle. The duke's family has traditionally worshiped here, along with most of the castle's residents.

The tower is constructed so that the ground floor is partially set into the hillside, accessed via a path up from Hill Road, while the main entrance on the first floor is connected via a path to Duke's Way

The ground floor functions primarily as a hall of records, where contracts and deed transactions are recorded by scribes. This activity provides a great deal of income to the temple and is consistent with the Morninglord's support for new beginnings. It is also possible to purchase candles, lanterns, torches, and everburning torches here.

Contracts are stored in a basement vault below the ground floor. There are persistent rumors of a secret tunnel linking the contracts vault to the dungeons beneath Castle Daggerford (#T10).

The first and second floors are combined into a single grand hall that acts as the primary chapel of Lathander. The third and fourth floors serve as the living quarters for the resident priests. The fifth floor and parapet serve as the secondary chapel of Lathander and a place for astronomical observations.

Commented [EB376]: Volo's Guide to the Sword Coast, page 34. Named Moonglow Tower in The North: Daggerford, page 13, which doesn't make any sense. Also called Lathander's Rise in FRCS (2e) A Grand Tour of the Realms, page 90.

Liam Sunmist (see below) acts as high priest of the temple and advises the duke in religious matters. Morninglow Tower is home to several underpriests (human cleric 2 thru 5), and they spend their time fulfilling the needs of the temple, blessing new ventures and serving in the temple's contracts hall.

When not in residence, the Morninglord's priests favor the River Shining tavern (#F57).

#T14. Stables

This is a general livery stable available to the entire town. Militia horses and the water carriers' horses are kept here, along with personal horses belonging to the adventurers and people living in the Lords' Quarter.

The stables are nominally under the control of the duke's master-of-the-hunt, but in practice they are administered by a chief groomsman, paid by the Council of Guilds, and a small staff of grooms.

#T15. Cisterns

These tall stone structures are kept filled by the Watermen's Guild. The water is used for the horses pastured on the Commons (#T16) and as storage in case of siege or fouling of the river water.

#T16. Commons

This area, which takes up almost half of the town, is kept purposely clear as an emergency pasture for cattle and sheep belonging to farmers in the surrounding area. Otherwise, the horses of the duke and the militia pasture here. By agreement with the duke, this is considered to be ducal property that is leased to the town.

#T17. Shining Shore

The Shining Shore is the sandy beach that lies south of the town of Daggerford, between the southern town wall and the River Delimbiyr. The temporary structures along the Shining Shore are a collection of ramshackle shacks and docks built from scraps of wood, most of which is pulled from the river as it flows down to the Sea of Swords. These hovels serve double duty as temporary residences for fisherfolk, rivermen, and others who make their living on the water and as a marketplace for food and other items harvested from the river. It is also possible to purchase various drugslad or poisons here, although such items are not always available and the selection is very limited.

The shacks and docks along the Shining Shore are traditionally abandoned each winter and rebuilt in the wake of the spring floods. During the winter months, residents of the Shining Shore find temporary lodging in the Wagon District of the Caravan Quarter, when rents fall to nearly nothing as the caravan trade grinds to a halt.

#T18. Drill Field

The drill field is the open area just south of the Caravan Quarter. Soldiers, militia members, and the constabulary can be seen training here nearly every day.

#T19. Marketplace

This large empty area is the site of the market which takes place every fiveday and tenday of each ride. Farmers and small merchants bring their goods to the market and sell them from temporary booths.

Recently, the booths have become more permanent, thanks to the installation of the drill field (#T18) near the southern wall. Before, the militia trained in the marketplace and the booths had to be taken down at the end of each tradeday, but now the booths can remain. Many would now take a full day to dismantle.

#T20. Caravan Grounds

The sandy plain between Tanners' Hill and Dagger Hill (west of the Trade Way) is known as the Caravan Grounds (#T20). Less prone to flooding than the farmlands to the north of Dagger Creek, this area does turn into a muddy mess during the spring floods. While there are no permanent structures in the Caravan Grounds, this area is often littered with tents, sleeping rolls, and wagons, making it a large makeshift camp.

#T21. Tannery

Daggerford's tannery is operated communally by the Tanners' Guild. This large two-story, tall wooden building lies on Tanners' Hill, west of the caravan grounds (#T20), and downstream from the town so that it does not pollute the town's drinking water or make the air in town too foul-smelling.

The first floor is a large warehouse like room, supported by columns and extending some thirty feet into the air. The upper story is basically a small attic that acts as storage and houses the Tanners' Guild offices.

Most of the tannery's products are sold on Tanners' Way in town or directly to merchants whose caravans are camping in the caravan grounds.

Anyone entering the tannery for the first time must succeed on a DC 10 Fortitude save or become sickened for 2d20 minutes. This check must be repeated each visit until three successful checks have been made.

#T22. Ruins of Morlin Castle

Atop the summit of Dagger Hill lie the ruins of Morlin Castle. Now reduced to a handful of broken walls and scattered rubble, this area is said to be haunted and is largely avoided by the inhabitants of Daggerford. A small wooden hut acts as an observation post for a small detachment of ducal soldiers, who keep watch in all directions (but are particularly tasked with watching for invaders who might approach from the east).

Commented [EB378]: http://www.public-domainimage.com/architecture-public-domain-imagespictures/castles-public-domain-images-pictures/thewallace-monument.jpg.html

Commented [EB380]: Cityscape, page 48.

Commented [EB379]: Lords of Darkness, pages 182-184.

#C1. Lady Luck Tavern

This two-story former warehouse caters to adventurers, caravanners, and soldiers. Its proprietor, Owenden "Darrylson" Orcslayer (see below), is the son of Darryl Orcslayer, who was given the warehouse as a reward for slaying orcs who had killed the owners of the warehouse in a raid. It is a popular place for taletellers and funseekers alike, including soldiers and adventurers. The preponderance of weapons in the hands of those who know how to use them makes for a relatively safe drinking spot, not a rough place.

This tavern is named for the goddess Tymora, patron of adventurers, and despite the memorial pillar, the expressed mood of patrons is always an enthusiastic "Dare everything!" and "Let's be adventuring, then!"

The Place

Both levels of the warehouse have been opened up into a single lofty room, with balconies all around it at varying levels. Each balcony contains a booth for patrons and is linked to at least two other balconies by broad flights of stairs. The tipsy are advised to get down to street level before they become too drunk to safely do so. Every night someone falls or at least stumbles on the stairs.

In the center of the taproom is a massive stone pillar bearing the weight of the ceiling. It has a ladder of iron hooks up one side. It is used to display the battered shields, personal runes, or other mementos of patrons that have died in battle or disappeared while off adventuring or on a military mission. Any toast given in the tavern must include a salute to the pillar and the words: "To those who have fallen before us." Those who bring in the relics of a fallen comrade are given a free drink of whatever they want.

The walls of the tavern are hung with weapons, armor, banners, spitted beast heads, and similar trophies of battle brought in by various patrons. The most striking of these is the huge, mummified wing of a black dragon slain in a volcano. The heat baked and dried its outstretched wing, and when an adventurer—the lone survivor of the party that slew it—dared to return to the lair nine years later, he recovered not only the dragon's treasure hoard, but the wing. It now hangs over the taproom like a soft black canopy, descending from the ceiling on eight stout chains.

The entire northeast wall of the taproom is covered by a huge, splendid color map of the Realms from Calimshan to the Spine of the World, and the Moonshaes to Raurin. News and rumors of treasure finds, dragon sightings, and possible treasures are eagerly discussed, as are tidings of war from anywhere in Faerûn.

The Provender

The Lady serves salted nuts, cheese on hardbread, and sugared breadsticks. In winter, there is also stew made of beef, game, parsnips, and fish. It is thick, brown, greasy, and salty and fills

the belly, if nothing else. All the food is 3 cp per serving (two servings makes a good meal) and comes on wooden platters.

The drink menu includes bitterroot beer (a smoky, acquired taste), zzar, sherry, and ale. The wine list is meager, but from time to time merchants bring vintages from afar, and Owenden serves these wines as long as his stock holds out. These exotics often include rollrum (a dark, licorice-laced Tashlutan drink, which has a cool, clear, minty aftertaste), a favorite of many Sword Coast sailors. Drink is sold by the tankard or tallglass only: ale, 1 cp/tankard; ale, 2 cp/tankard; bitterroot beer, 3 cp; zzar, 6 cp; sherry, 7 cp; whiskey, 1 sp; and all wines (including rollrum), 1 sp/tallglass.

Traveler's Lore

In the Lady, one drink in a silver goblet always sits untouched on the bar, for Tymora herself, should she enter. Woe betide the visitor who touches this silver goblet—ejection and a heavy enforced offering at Fairfortune Hall (#C27) are the least penalty. Visitors who object to this are likely to find a yard of steel through their middles in short order. Six people have so died, and more than a dozen have made offerings—but twice in Owenden's time, the goblet has been suddenly and silently wreathed in flame, and the wine within has vanished. Patrons believe Tymora herself drank with them.

At least two wizards have hidden coins or magic somewhere in the Lady and then gone adventuring—never to return. One was said to be an illusionist, and the other was a transmuter. A few people have tried to cast *dispel magic* on everyday tavern items on the theory that the treasure might be polymorphed or hidden by an illusion, thus far to no avail.

Patron

Commonly encountered patrons include Bando "the Lame" Dallythorne (see below), Baergon Bluesword (see below), Cromach the Smith (#F21), Filarion "Filvendorson" Floshin (see below), Garth Delimbiyr (see #L15), Jardak "the Younger" Herringdar (CN male Illuskan human warrior 1, son of Jardak "Sevenmouths" Herringdar), and Oryv "the Fair" Taerntaryn (see #C12).

#C2. Dragonback Inn

This four-story building is built of chest-high fieldstone walls topped with wooden walls built of thick timbers and dark, small-paned green leaded-glass windows. A creaking sign of grayed wood hangs over the door. The first floor is a warm and cozy common room, marked by the fierce-looking dragon skull hanging over the fireplace and battered shields and banners hanging from the walls. A dozen plain wooden trestles are jammed in the room. The upper floors hold more than a dozen rooms, some of which are high enough to see the River Delimbiyr beyond the walls.

The tacitum innkeeper of the Dragonback Inn is Daurant "Dragonback" Ironstar (LN male old shield dwarf fighter 5), the heavyset second cousin of Derval and Dervin Ironstar.

Commented [EB381]: This was already the Lady Luck Tavern.

Commented [EB382]: Forsaken House, page 77.

Commented [EB383]: Forsaken House, page 82.

The Provender

Stout is 2 sp per tankard and dwarven ale as much as 1 gp per tankard. Meals start at 5 sp, though some cost as much as 2 gp. The normal price for a room is 1 gp per day.

Traveler's Lore

According to legend, the dragon skull above the hearth is the skull of the white wyrm Cortulorrulagalargath, Jegendary destroyer of Snowsword Keep and Castle Calandor, whose falling corpse crushed Duke Maeran of Calandor to death beneath its bulk. The truth of such matters is forgotten, and, if true, how it ended up in this inn is lost as well.

Patrons

The Dragonback Inn does not have regular patrons who reside in town, but does attract the wealthier merchants who regularly pass this way along the Trade Way.

#C3. Korbus's Jewels and Fine Ornaments

This one-story, stone building is the shop and home of Korbus Brightjewel (see below), Daggerford's finest jeweler. Locals say Korbus uses magic to give his work the striking beauty it has. The front window of this small shop almost always displays its long-nosed, wheezing owner hard at work on small, exquisite pieces of jewelry. Korbus is as good as any Waterdhavian or Calishite finecrafter, and his shop is regularly visited by passing merchants eager to buy his latest earrings, pectorals, ornamental bracers, dangle garters, and jeweled belts and gloves. He also takes special orders and is kept busy by couriers from Waterdeep's wealthiest noble houses.

For a small fee (1 gp / per 10 gems, minimum 1 gp), Korbus will appraise any gem brought to him for identification. He is known to waive the fee if he makes an offer to buy one or more gems he has appraised, which is accepted. Korbus identifies and values jewelry for nominal fees (1 gp per piece). He will offer to purchase especially rare or fine pieces, and he has coins aplenty to do so. Korbus uses his detect magic ability to examine each piece for enchantments, and he fully and honestly reports what he finds. Most merchants who travel up and down the Sword Coast bring gems to him. They know his estimates are fair and precise. In addition to gems, jewelry, and bejeweled finery, Korbus fabricates, buys, and sells enchanted gems (created using his Attune Gem* feat) and augment crystals.

The basement of this shop is carved from solid bedrock and sealed against flooding to form the Brightjewel clan's living quarters. Korbus is rumored to store his most valuable creations in a hidden vault, accessible only by magic. In truth, his hidden vault contains a miniature portal (usable only by creatures of Fine size) linked to Hardstone, a small rock gnome village in the Forlorn Hills. Korbus can store and exchange his most valuable jewels and ornaments, by sending items and notes through the portal. Ultimately, it is this portal, not an affection for small-town life, that keeps Korbus in Daggerford and not Waterdeep.

#C4-#C7. Tanners' Wayshops

Four three- and four-story wooden buildings on the western side of Tanners' Way are home to shops on the first floor, with families living on the upper floors who make their living preparing goods that Daggerford trades with the outside world, such as clothiers, cobblers, dyers, leatherworkers, or tanners. Many make their living in the tannery (#T21) outside of town, while others prepare finished goods in the leatherworker's workshop (#C17).

The four Tanners' Wayshops sell all manner of leather goods, including backpacks, boots, bridles, leather armor, leather clothing, sacks, saddles, shoes, studded leather armor, and other leather goods.

C8-# C11, # C13-# C16, # C19-# C26, # C28-# C31. Wagon District

Each of these simple, two- or three-story wooden buildings holds a shop on the first floor and one or more apartments on the upper floors. Most residents are transients who make their living in some way tied to the caravan trade, be it as a barber, caravan guard, carpenter, cooper, farrier, tattoo artist, wagoner, or wainwright.

During the winter months, this district is largely empty, although the residents of the shacks along the Shining Shore (#T17) often relocate here until the spring thaw.

#C12. Oryv's Cloth Emporium

This three-story wooden building is the shop and home of Oryv "the Fair" Taerntaryn (NE male half-moon elf expert 3). The third floor is home to Oryv and his servants, while the second floor acts as warehouse for goods not on display in the first-floor shop.

Oryv sells both locally-made and exotic cloth products, and he is quick to snatch up goods destined for Waterdeep if he can find a good deal. Oryv is the bastard offspring of a servant in the employ of House Floshin and a local merchant's daughter, who long ago broke ties with his father's family. Oryv has cultivated ties with many merchants who ply the Trade Way, giving him frequent access to good deals. When not in his shop, Oryv is most commonly encountered at the Lady Luck Tavern (#C1) or the River Shining Tavern (#F57).

#C17. Leatherworkers' Workshop

The Leatherworkers' Workshop is a large one-story, wooden building that is owned by the Tanners' Guild and used as a workshop in the preparation of backpacks, boots, bridles, leather armor, leather clothing, sacks, saddles, shoes, and other leather goods. Items are not sold directly from the workshop, but from the shops immediately to the north along Tanners' Way (#C4-#C7).

Commented [EB386]: The actual tanning facility is outside the city (not #59). Daggerford is too small for a Leatherworker's Conglomerate, and if there was one it should be located along Tanners' Way (not #75).

Commented [EB387]: Daggerford is too small for countless adventurers' homes, a spellcaster's guild, a scribe's guild, a black market for fences, or thieves' guild. Another smith is not really necessary.

Commented [EB384]: This building was already defined in N5 as Korbus's Jewels and Fine Ornaments.

Commented [EB388]: *The North: Daggerford,* page 23 (#85). In 3.5e, expert is a more appropriate NPC class for a merchant.

Commented [EB385]: *Magic Item Compendium,* page 24-26, 64-66, 221.

#C18. Luiren's Leathers

This low-ceilinged, three-story building is the height of most two-story buildings in town. All three floors are halfling-sized, forcing Medium creatures to stoop. The first floor serves as a leatherworking workshop and store, while the upper floors serve as a residence for the halfling proprietor, Danzelbuk Hollyhock (LN male lightfoot halfling expert 3), and his extended family.

Although the store is actually named for the legendary halfling realm along the Great Sea, many patrons misunderstand the origin, and assume the store is called 'Lurin' Leathers (short for Alluring Leathers). Luiren's Leathers is famous along the Sword Coast for its high-quality leather outfits, including masterwork leather armor and masterwork studded leather armor. It is also quite popular with devotees of Loviatar, as the walls are usually hung with soon-to-be-delivered Loviatan clerical garments ordered by various jaded nobles of Waterdeep and Baldur's Gate, either for actual religious rituals or decadent costume balls.

#C27. Fairfortune Hall

Located just north of the Drill Field (#T18), Fairfortune Hall is neat wooden, two-story building of relatively recent construction, built at its current location by a generous donation from Duke Pryden just before the Dragonspear War. (Until recently, Tymora's shrine rarely stayed in the same location for more than a couple of years.) The ducal family has always supported Lady Luck's shrine, even though they also worship at Morninglow Tower (#T13).

Fairfortune Hall serves as both a shrine to Tymora and as Daggerford's primary gambling establishment. The shrine is tended by Bando "the Lame" Dallythorne (see below), who welcomes all worshipers and gamblers, many of them transients seeking a night of gambling while camped outside the town walls. The house favorite are dice games, the more exotic the better.

Frequent gamblers include Cromach the Smith (#F21), Fílarion "Filvendorson" Floshin (see below), and Tyndal Delimbiyr (#R1).

#C32-#C40. Hin District Residences

The Hin District is the traditional home for most of Daggerford's halfling families, who often feel unwelcome in other quarters in the city. The construction of the Guildmasters' Hall (#F28) forced a fair number of human families who once resided in the Farmers' Quarter to move here as well, causing some strife between the two races. Common professions among the latter group include animal handler, baker, farmer, milkmaid, or shepherd. Many also have a booth in the marketplace (#T19).

There are persistent rumors that a network of tunnels, dug several decades ago by the osquip^{Rof} animal companion of a halfling ranger, link the buildings of this district. Supposedly there are hidden trapdoors in the floor of each building that lead down to the crawlspace below and from there down into the

tunnels. The truth of the matter is unknown, but the lawblades swear they have never once found a suspect halfling at home in the Hin District when they come looking for him or her.

#F1-#F20, #F22-#F27, #F29-#F40, F42 -#F54. Farmers' Quarter Residences

Each of these simple, one-, two-, or three-story buildings is home to one to three human families. Most residents are humans who make their living in some way tied to the farms that surround the town. Common professions include animal handler, baker, farmer, milkmaid, or shepherd. Many also have a booth in the marketplace (#T19). Halfings and other non-humans rarely reside in this district (and past shunning has proven them to be largely unwelcome as residents). Some "residences" rent rooms by the night, serving as flophouses for farmers too drunk or weary to wander home late at night.

#F21. Cromach's Smithy

Cromach's Smithy sells household and animal care equipment. Pots and other ironwork made by Cromach the Smith (see below) are treasured for their fine beauty as much as for their utility.

Cromach the Smith (N Illuskan male expert 5) is a human blacksmith who specializes in household and animal care equipment. He is not the weaponsmith Derval is and knows it, and he does not try to compete. He has a very nice trade in useful items and is very comfortable with his work. Cromach is something of an artist. His pots and other ironwork are treasured for their fine beauty as much as for their utility. Cromach keeps a room in the back of his shop. When not at work, he is most commonly encountered at the Lady Luck Tavern (#C1) or Fairfortune Hall (#C27). Cromach has a bit of a gambling problem, and is often in debt to merchants who have advanced him coins.

#F28. Guildmasters' Hall

This imposing two-story structure is relatively new in town and contains the meeting halls for the guildmasters, as well as offices for various Waterdeep companies who keep representatives in town to meet incoming caravans. To date, only the Merchants' Guild and the Taverners' Guild have formally established offices in the Guildmasters' Hall (#F28).

There was some dissatisfaction when the hall was built because many farmers' homes had to be torn down to accommodate it. The farmers were forced to move to the Hin District of the Caravan Quarter. Many of these farmers objected to having halflings and other non-humans for new neighbors.

#F41. Happy Cow Tavern

This two-story wooden building is a pleasant tavern that stands just inside the Farmers' Gate (#T3). The owner and proprietor is Fulbar Hardcheese (see below). Locals say Fulbar is a rich and successful adventurer who retired here not long ago. Fulbar says nothing about his past and nothing in the attitude of the staff or

Commented [EB391]: Residences are needed for farmers, not random adventurers. Daggerford is too small for additional inns, guild halls, or a thieves guild. Wayfel's Smithy is supposed to be #F56. The Happy Cow and Fulbar's residence is supposed to be #F410. #F36 is unlikely to be the residence of Sherlen Spearslayer, so moved it to #L17. #F37 is a reasonable place for a chandlery, but not run by a random demihuman. Moved function to Morninglow Tower as a likely source of income for the church of Lathander.

Commented [EB392]: This is not supposed to be Market Storage. It's the location of Cromach's Smithy.

Commented [EB389]: Daggerford is too small for a Tailor's Federation, Thinkers' Fraternity, veterinarian, or hospital (particularly after earlier comments about there only being an apothecary). The Taveners' Guild and Tanners' Guild meet elsewhere, as discussed previously.

Commented [EB393]: Omitted from key, should be Happy Cow Tavern.

Commented [EB390]: Races of Faerûn, pages 176-

the choice of décor is designed to encourage adventurers to frequent the establishment.

The Provender

The Happy Cow features Fulbar's blended beer that tastes like almonds, and excellent sharpcrumble cheese (lovely crumbly white stuff—3 cp per handwheel) made on the Hardcheese family farm outside the town. The Cow caters to farmers (and others who make their living from the bounty of Daggerford's rich farmlands), who sit here nursing tankards at all hours.

Patrons

Commonly encountered patrons include Maerovyna of the Earthmother, (see below), Duneden (#F55), the rest of the clergy of Chauntea from Harvest House (#F55), and anyone who lives in the Farmers' Quarter or the surrounding hamlets.

#F55. Harvest House

The temple of Chauntea, the Lady of the Harvest, is the largest temple in Daggerford. Lady Priestess Maerovyna of the Earthmother (see below) presides over this large stone establishment not far from the Farmers' Gate (#T3), instructing novices in the ways of religion and the soil.

Harvest House is home to a dozen underpriests (human cleric 2 thru 5 [Chauntea]), and they spend their time fulfilling the needs of the temple, including blessing fields, researching new plants, and tending to injured or sick animals. One of their number is the only apothecary in town: Duneden (NG male human cleric 3 [Chauntea]), who works out of the temple, has plant-based components for most common spells, but he depends on caravans for more exotic ingredients.

When not out in the fields or in residence at the Harvest House, the clergy of Chauntea are commonly encountered at the Happy Cow Tavern (#F41), talking with the farmers who frequent that establishment.

#F56. Wayfel's Smithy

Wayfel's Smithy sells household and animal care equipment. The quality of its wares are inferior and have a 20% chance of breaking under hard use. Wayfel has not dared compete with Derval in the construction business after his river gate tower fell down following a flood. (It had not been anchored in bedrock.)

Wayfel (CN male Tethyrian human expert 1) moved into Daggerford a few years ago and set himself up to compete with both Derval and Cromach, but now he competes only with the latter (and only by deeply discounting his work). "As shaky as Wayfel's best" is a common phrase in Daggerford, but people still go to him for items that will not get hard wear or when they just cannot afford the competing prices of Derval and Cromach. Wayfel is always complaining about the unfair competition, but no one takes him seriously. Wayfel's woes have driven him to drink, and he is frequently found knocking off work early to grab a drink at the Lady Luck Tavern (#C1).

#F57. River Shining Tavern

The River Shining Tavern is a two-story wooden building said to be the longest established tavern still operating in Daggerford. (The Delimbiyr family claims it dates back to the town's founding.) Elyshyar Delimbiyr (see below) is the tavern's owner and proprietor. The lower floor contains the taproom, the kitchen, and larders. The upper floor contains the Delimbiyr family offices and a handful of rooms, which are only rented out to the most noble and influential patrons of the loftiest position and wealth.

The Delimbiyr family took their name from the river and named the tavern after it, too. The first Delimbiyrs were Kelven Delimbiyr (a half-moon elf) and Daela Loravatha (a local human woman), but their surviving offspring are now all humans.

The River Shining Tavern caters to nobles and major notables of the Daggerford region, as well as rich farmers and merchants. The duke and his sister have been known to eat here, as have many traveling Waterdhavian nobles. Only the most successful adventurers with much gold to spend are welcomed at the River Shining Tavern, though no one is turned away as long as they have the money for their drinks and meals.

By tradition, the main hall of the tavern doubles as the meeting room for the Council of Guilds, although there is some talk of moving such meetings to the newly constructed Guildmasters' Hall (#F28). Most townsfolk only see the inside of the tavern when coming to Council meetings.

The Provender

Stout is 1 gp per tankard and wine as much as 10 gp per tallglass. Meals start at 1 gp, though some cost as much as 5 gp. The normal price for a room is 2 gp per day.

Traveler's Lore

The two-story wooden building's architectural style matches that of the oldest buildings in town. The family treasures its elven heritage, albeit faint, and uses a forest motif throughout the tavern. The columns in the main tavern, said to have been recovered from the ruins of an elven manse in the depths of Ardeep Forest, are cunningly shaped to create messages in the Hamarfae script. A successful Decipher Script check (DC 20) is required to read the messages, most of which seem to be snippets of elven poetry. Rumor has it that the verses, if arranged in the correct order, reveal the location of an ancient Illefarni tomb.

Patrons

Commonly encountered patrons include Arayndar Delimbiyr (see below), Filarion "Filvendorson" Floshin (see below), Gwydion pen Dafwyd (see below), Liam Sunmist (see below) and various underpriests from the Morninglow Tower (#T13), Lord Llewellyn Longhand (see below), Oryv "the Fair" Taerntaryn (see #C12), Raergorn "the Master Miller". Hamtrammer (#L16), and Wheldor "the Stiff" Nondar (see below).

Commented [EB394]: This is supposed to be the River Shining Tavern.

#F58. Farrel's Fine Jewels and Apparel

This wooden, two-story building is Daggerford's largest store, well known for its high prices. Although named for its proptietor, Farrel's is owned by a Waterdhavian trading company — Farfarers Wares Trading, located in an upstairs office in Waterdeep's Trade Ward. Farrel's sells cloth, cotton, silk, rare furs, and thread imported from Calimshan, the Tashalar, and even more exotic regions—at prices even higher than you would pay for them in Waterdeep. It also sells miscellaneous other goods, including jewels.

Farfarers Wares Trading is engaged in the business of cleaning out the warehouses of other trading companies of unwanted leftover goods and then selling them in other cities. As such, Farrel's is essentially a "dumping ground" where leftover goods (we've filled all the orders, but we still have six intact lanterns and one broken one on the shelf; let's get these out of here), things that are deemed out-of-fashion or for some inexplicable reason just don't sell well in Waterdeep, extra stuff sent along on caravans that was never ordered and isn't wanted, the occasional fenced but too recognizable "hot" item, lots of perfectly good stuff that was rejected by a buyer because it didn't match the specs or because one guild was fighting a turf battle with another and the wares got caught in the struggle, and so on can be sold.

The proprietor, Farrel Ilzimmer (#L3), has an eye for matching hues and for resetting jewelry of dubious history. As a sideline, he buys and sells interesting gems, jewelry, and adornments of all sorts, without regard to provenance, making him the closet thing Daggerford has to a fence. The Council of Guilds always looks the other way at his activities, in large part due to Farrel's steadfast support of Lord Tarn Urmbrusk and the Merchant's Guild. Farrel also owns a home in the Lords' District (#L3).

House Ilizimmer of Waterdeep is a major investor in Farfarers Wares Trading, and that connection is how Farrel came to run this establishment.

#L1. Hardcheese House

This stone, three-story house was built for Fulbar Hardcheese (see below), a former adventurer and now the proprietor of the Happy Cow Tavern (#F41). Its halfling-sized ceilings, doors, windows suggest it was built to his exact specifications, forcing human-sized visitors to stoop and deterring thieves.

Fulbar's deadly blade, Quietstrike*, is whispered to hang in Fulbar's private quarters, guarded by all manner of traps.

#L2. Scornikel House

This wooden, two-story house is home to Eli "the Tanner" Scornikel (N male Illuskan human expert 3), the senior tanner at the Tannery and guildmaster of the tanners' guild. The interior walls of the home are covered in all manner of animal hides, many of which were harvested from exotic beasts from far-off lands.

#L3. Ilzimmer Estate

This large, three-story stone building serves as the residence of Farrel Ilzimmer (LE male Illuskan human expert 5), second cousin of Lord Boroldan Ilzimmer of Waterdeep and proprietor of Farrel's Fine Jewels and Apparel (#F58). When not at home or at work, Farrel favors the River Shining Tavern (#F57) for evening drinks and business meetings.

#L4. Urmbrusk Hall

The Urmbrusk family, a noble merchant house of Waterdeep with trading interests in landowning and moneylending, owns this stone, three-story mansion. The Urmbrusk family maintains an active presence in Daggerford, as they own large tracts of prime farmland along the banks of the River Delimbiyr.

The local head of the household is Lord Tarn Urmbrusk (see below), the older brother of the family patriarch. The family villa serves as Daggerford's chief moneylending enterprise, and most new ventures in the Shining Vale are funded, at least in part, from Urmbrusk coffers.

Although the Urmbrusk family lends money at reasonable rates, they always require some form of land as collateral. The Dragonspear War created a great deal of economic hardship in the duchy, forcing many farmers and merchants to default on their loans or seek second loans. While most borrowers have been able to keep current on their payments, the Urmbrusk family now owns a significant fraction of the duchy's territory due to defaults. So far the Urmbrusks have not driven anyone off their old land, choosing instead to rent their newly acquired fields to the former landowners for reasonable rents.

Nevertheless, concern is growing that the Urmbrusks, no matter how tolerant, control more of the duchy than the duke himself.

Hidden in the vaults of Urmbrusk Hall are two items that would implicate Lord Tarn in the murders of Lord Merovy and Duke Pryden: Merovy's bulwark of Calandor* and Pryden's unicorn ring of Irithar (ring of the ram). Both items were cloaked in magic and delivered to Lord Tarn as "proof-of-death" at the time their respective deaths. Although he really ought to get rid of both items, Lord Tarn cannot bring himself to lose two symbols of the "legitimacy" of his planned future rule.

#L5-#L6. Moonstar Manse

The Moonstar family, a noble Waterdhavian merchant house, owns this wooden, three-story house (#L6) and adjoining carriage house (#L5). The alley that lies between them is gated at both ends, making it a private court.

The first floor of the carriage house is entirely given over to storage for wagons and goods and stabling horses, while the upper floors serve as servants' quarters. The main house is richly furnished with trinkets and treasures from far-off lands. The third floor of the Moonstar Manse contains a small chapel to the Moonmaiden in a rooftop cupola, for use by clerical attendants during the family's infrequent visits to Daggerford.

Commented [EB397]: This is not the Lady Luck Tavern. That is supposed to be #C1.

Commented [EB398]: City of Splendors: Who's Who in Waterdeep, page 17.

Commented [EB399]: Daggerford is too small for a Jeweler's Congress. Folded jewelers into Smiths' Guild.

Commented [EB395]: Daggerford is too small for a library. A scribe or two is reasonable, but not a guild. Moved this function to Morninglow Tower (#T13).

Commented [EB396]: This is not Derval's Bright Blade. That is supposed to be #R6.

The primary function of the Moonstar Manse to serve as a key logistics center in the far-flung Moonstar mercantile empire. The Moonstars regularly rotate different individuals down from Waterdeep to serve as seneschal and coordinate their trading efforts. The current seneschal is Delthym Aganar (NG male Illuskan human expert 4), but he is expecting to be moved back to Waterdeep before the winter snows.

L7-# L12. Lords' Quarter Residences

Each of these grand two- or three-story buildings—most are stone, but a few are still of wooden construction—is home to a single human family and their servants. Most residents are rich farmers or rich merchants. Many have extensive financial holdings, including land (and sometimes a country house) outside the town of Daggerford.

#L13. High Sword Hall

For generations, this wooden, three-story hall has been owned by the High Swords of Loravatha.

The current high sword is rarely in residence, but he maintains a large household staff for his estranged wife, Lady Olyneda Loravatha (N female Illuskan human aristocrat 1), who rarely leaves Daggerford, and eldest son, Lord Maelwyn Loravatha (LN male Illuskan human knight 1).

Persistent rumors speak of a mirror-portal in an upper chamber of High Sword Hall that links to Loravathan Valley in the northwestern Forlorn Hills.

#L14. Highmoon Hall

This large, three-story manse is owned by the Highmoon Trading Coster (see Chapter 4) and maintained by a small staff in the coster's employ. Merchants traveling through Daggerford under the coster's banner may pay the coster a small premium (typically 2 gp / night) for lodging at Highmoon Hall (far better accommodations than provided by the Caravan Grounds) during their layover in town. As such, Highmoon Hall sees frequent business during the spring, summer, and fall, but goes vacant (aside from the skeleton staff) during the winter months.

#L15. Delimbiyr Manse

This wooden, three-story mansion is owned by the Delimbiyrs, one of Daggerford's oldest and wealthiest families. The interior evinces some of the finest craftsmanship in the Shining Vale, with carvings said to rival those found in Castle Daggerford (#T10).

The head of the household is Elyshyar Delimbiyr (see below), proprietor of the River Shining Tavern (#F57). Those in residence include his cousin, Arayndar Delimbiyr (see below), his eldest son, Garth Delimbiyr (NG male Tethyrian human fighter 1), whose fondness for wine and chance taking is the source of a great deal of familial anxiety, and his uncle Tyndal Delimbiyr (#R1), who gambles most of his earnings at Fairfortune Hall (#C27).

#L16. Greybold Hall

This ornately furnished, stone, three-story mansion is owned by Dathlyr "the Hammer" Greybold (LG male shield dwarf fighter 8) of Elturel. Dathlyr made his fortune as an adventurer, exploring the ruins of the Fallen Kingdom, and the house is decorated with statues, columns, carvings, and other architectural remnants of the Realm of Three Crowns. Greybold Hall can comfortably house up to a dozen individuals, assuming they do not mind bunking two persons per room.

Dathlyr purchased this house to serve as base during his adventuring expeditions in the Shining Vale, but in recent years he has taken to renting it out at the princely sum of 50 gp/tenday. Interested parties (usually successful adventuring bands active in the Shining Vale) may speak with the proprietor of the River Shining Tavern (#F57), Elyshyar Delimbiyr (see below), who is authorized to rent Greybold Hall on behalf of its absentee landlord.

DM's Note: Greybold Hall might eventually serve as a home base for the PCs while they continue their adventures in the region.

#L17. House of Spears

This relatively simple wooden, two-story building is home to Sherlen Spearslayer (see below), her young son, and a single servant

#L18. Hamtrammer House

This three-story stone structure is home to Raergorn "the Master Miller" Hamtrammer (LN male Tethyrian commoner 4) and his large family. Raergorn is a wealthy miller who controls several mills in the farmlands north of Daggerford, but he has long resided in town and counted on his able lieutenants to run his mills. After many years of serving as guildmaster of the Farmer's Guild, Raergorn was recently defeated by Fulbar Hardcheese (see below). The Master Miller of Daggerford, as he is sometimes known, now finds himself at loose ends, causing him to frequent the River Shining tavern (#F57) far more than was formerly his habit. Whispers have begun to circulate that Raergorn is becoming the locus of anti-halfling sentiment among the more conservative human farmers of the duchy.

#L19. Orlumbor Hall

This wooden, two-story building is officially the residence of Orlumbor's emissary to the Duchy of Daggerford, but in practice that position is usually left unfilled. Instead, Orlumbor Hall acts as the primary office for taking in shipbuilding orders from customers up and down the Sword Coast. While Orlumbor also has keel-ordering offices in Waterdeep and Baldur's Gate, it helps preserve the island's independence to locate the primary office outside of any one particular seaport. Between two and six clerks are based at Orlumbor Hall, depending on the season. They employ members of the Rivermen's Guild to ferry messages to and from ships from Orlumbor that set anchor near the mouth of the River Delimbiyr every tenday. No coins

Commented [EB406]: Lady Luck Tavern is supposed to be #C1.

Commented [EB407]: Forgotten Realms Adventures, pages 84.

Commented [EB400]: This is not Farrel's Fine Jewelry and Apparel. That is supposed to be #F58.

Commented [EB401]: Having low-rent tenements here doesn't make sense for the Coin Quarter.

Commented [EB402]: N5 - Under Illefarn, page 48.

Commented [EB408]: The merchants' guild uses the Guildmasters' Hall (#F28).

Commented [EB403]: Having low-rent tenements here doesn't make sense for the Coin Quarter.

Commented [EB404]: Farrel's establishment is supposed to be #109, not here.

Commented [EB409]: This is a reasonable business for the Lords' Quarter, but it's unlikely to have a large enough market to survive. In addition, random demihuman proprietors are not consistent with the description of the town.

Commented [EB405]: N5 – Under Illefarn, page 48, Spawn of Dragonspear, page 108.

actually pass through Orlumbor Hall, but all preliminary negotiations and "sail scrips" (subsequent written changes to vessels being built) are handled here.

#L20. Floshin House

This grand, wooden, three-story structure encloses a central courtyard and is richly detailed with ornate carvings of fey woodland scenes. Owned by Lord Elorfindar Floshin (see Chapter 1), the Floshin House is open-to all members of Elorfindar's extended family when they are visiting Daggerford.

For the past decade, the primary resident and caretaker of the Floshin house has been Filarion "Filvendorson" Floshin (see below), Elorfindar's grandson. Filarion uses the house to host intimate gatherings of visiting elves, half-elves, bards, and other friends of the Fair Folk that involve bardic performances, gambling, and winetasting. Those Who Harp are always welcome at the Floshin House, and more than one Harper has quietly stayed as Filarion's guest when passing through Daggerford.

#L21. Shimmerstar Estate

The barons of Starnaer have long owned this two-story wooden hall, splitting their time between Daggerford and their holdings on the verge of the Misty Forest. The building is decorated with ornate wooden carvings, some of which were brought here from an ancient ruin of Narivaemista (the elven duchy that encompassed the Misty Forest). Although Baroness Taera Shimmerstar of Starnaer (CG female half-wood-elf ranger 3) is rarely in residence, her nephew, Lord Athgar Shimmerstar (NG male human aristocrat 2) and his family reside here for most of the year, and he represents her interests in the ducal court.

There are persistent rumors of a one-way portal behind a secret panel that leads to the Forest Kingdom of Cormyr, but the existence of such a portal has never been confirmed.

#L22. Hothemer House

The Hothemer family, a Waterdhavian noble house that owns fleets of caravan wagons and sponsors numerous merchant caravans, owns this stone, three-story townhouse. Scions of the Hothemer clan are rarely in attendance in Daggerford, leaving administration of the Hothemer House to Wheldor "the Stiff" Nondar (see below), seneschal of House Hothemer, A small domestic staff and a handful of guards are also in residence.

#L23. Irlentree House

Nominally one of many residences owned by the merchant Irlentree of Baldur's Gate, this small wooden structure is actually a discreet outpost of the Merchant's League (of which Irlentree is a prominent leader). The Merchant's League based in Baldur's Gate, is an organization that promotes merchant safety through good roads, regular patrols, defensive way stations, as well as strong, well-run, and well-guarded caravans. Although the League is an organization in decline, as the rise of the various costers has largely replaced its functions and sapped its

traditional support, it does still maintain discreet offices in other towns and cities, including Daggerford.

The small staff at Irlentree House keeps an eye on the Trade Way, taking note of which caravans get robbed or attacked through a network of whealsqueals (such as Hendar the Scarred, see below). If the victims can establish they were members in good standing prior to the attack, the staff gives them aid, often in the form of a low interest loan or by helping procure replacement supplies. As needed, members of the Merchant's League can ask for shelter (arranged discreetly, if needed, so as to enable someone to go into hiding) or off-hours contacts with local tradesfolk (e.g. blacksmiths, farriers, stablemasters, and wainwrights) or other merchants who might buy goods "right now" at a reasonable price. The staff at Irlentree House also formally pleads on behalf of the Merchant's League at the ducal court to improve the conditions along the Trade Way and secondary routes, to improve laws regarding traveling merchants, and to increase the effectiveness of patrols.

#R1. The Broken Hoof and Axle

This ramshackle, wooden, one-story building is home to Daggerford's only permanent farrier and wainwright. During the spring, summer, and fall, competitors pop up throughout the Wagon District of the Caravan Quarter, but they all vanish each winter with the caravan trade.

Tyndal Delimbiyran (LN male Tethyrian expert 4), uncle of Elyshyar Delimbiyr (see below), has long served as Daggerford's preeminent wainwright, and two long-time farriers ably assist him. The Broken Hoof and Axle has long won the business of both the ducal court and the militia, allowing Tyndal (so-named for the famous founder of Daggerford) to weather the seasonal fluctuations in his business.

When not at work, Tyndal splits his time between the Delimbiyr Manse (#L15), the River Shining Tavern (#F57), or Fairfortune Hall (#C27).

#R2. Ironaxe Hall

This stone, three-story building is home to the dwarves of Clan Ironaxe. The extended families of Derval, Dervin, and Korin Ironaxe dwell here, just a few steps from Derval's Bright Blade (#R6) and the Ironaxe Warehouse (#R5). At least one door directly connects Ironaxe Hall and Ironaxe Warehouse (#R5).

#R3. Smiths' Guildhall

This stone structure is studded with black metal rivets and castiron windowpanes. Only the members of the guild and visiting metal workers are allowed to enter, although most shield dwarves and rock gnomes are considered "honorary smiths."

The first floor is a large meeting hall with a bar and stage which doubles as a private tavern. Many of Daggerford's shield dwarves and rock gnomes are regulars, including Derval "froneater" Ironaxe (see below), Dervin "Stoneater" Ironaxe (see below), and Korbus Brightjewel (see below).

Commented [EB410]: Daggerford is not larger enough to support a ridiculously priced inn. The name is French, not of the Realms. This would outshine the River Shining tavern.

Commented [EB414]: Daggerford is not big enough to have a Moneylender's Coalition. This function is provided by the noble houses of the Lords' Quarter. #43 on *The North: Daggerford* map is not the River Shining Tavern. That is supposed to be the building labeled #F57.

Commented [EB411]: Korbus's establishment is supposed to be #C3, not here.

Commented [EB415]: Renamed so that it can be shared by the families of Derval, Dervin, and Korin.

Commented [EB412]: City of Splendors (2e): Who's Who in Waterdeep, page 16.

Commented [EB416]: Renamed from Blacksmith's Guildhall to match guild name.

Commented [EB413]: FRCS (1e): Cyclopedia of the Realms, page 63, Forgotten Realms Adventures, page 76, FRCS (2e): A Grand Tour of the Realms, page 100, Power of Faerûn, page 75.

Guild members spend their evenings sharing techniques, comparing prices, and drinking dwarven ale. The upper floor is used for training apprentice blacksmiths and artificers and the daily affairs of the guild.

R4, # R8, # R11-# R28, # R30-# R32, # R34-# R37, # R39-# R43. Rivermen's Quarter Residences

Each of these rundown, crowded buildings is home to one to three human families. Most make their living in some way tied to the River Delimbiyr, although some make their living off the caravan trade. Common professions include dockworker, fisherman, fishmonger, merchant, riverman, and waterman.

The buildings that front onto River Road (#S7), including #R4, #R19-#R22, #R31, #R34-#R37, #R42-#R43, usually include small fishseller stalls and other minor merchants, who sometimes have unusual finds collected from the River Delimbivr.

#R5. Ironaxe Warehouse

This stone two-story building is a large warehouse and workshop. The dwarves of Clan Ironaxe, who use it to store construction tools for building projects, currently own it. It also holds several workshop areas for constructing building materials requiring detailed craftsmanship.

At least one door leads into the adjacent Ironaxe Hall (#R2), and another leads into the adjacent Derval's Bright Blade (#R6).

#R6. Derval's Bright Blade

This stone, one-story, high ceilinged building is home to Derval's Bright Blade, the best and largest smithy in Daggerford, run by Derval "Ironeater" Ironaxe (see below). A small room serves as a waiting area for customers uncomfortable with the heat of the forge and the constant hammering of the dwarven smiths.

All manner of metal armor and weapons are available for sale, although most such items are fabricated to order. Derval regularly crafts masterwork weapons and armor and will craft dwarvencraft* weapons and armor upon request.

#R7. The Flying Fish

Named for the nigh-constant activity and the very real chance of being hit in the head by a thrown fish, the Flying Fish serves as a common marketplace for a half-dozen fishmongers. Favorite delicacies plucked from the River Delimbiyr include catfish, cold-water crabs, green river crabs, lout, river snails, river trout, shalass, smallfish, and the ubiquitous szorp (a brown, trout-like fish).

#R9. The Broken Sword

The Broken Sword is a two-story wooden flophouse catering to broke soldiers, out-of-work mercenaries, and unemployed caravan guards. It charges 5 cp per night for a dirty straw mattress on a bunkbed stacked three high.

#R10. Table of the Sword

This shrine is a ramshackle one-and-a-half-story wooden building decorated with recent trophies donated by parishioners from the Dragonspear War and other campaigns. Despite its small stature, many militia members and adventurers who had to fight in the Dragonspear War have developed an interest in Tempus, and the Foehammer's small shrine is becoming crowded.

Baergon Bluesword (see below) came to town with the Waterdhavian troops fighting the Dragonspear invasion. He found many fighters ripe for worship of Tempus and established a new shrine near the River Gate (#17). With the construction of the new barracks, he has moved his establishment closer to that building (#19). His parishioners, many of whom also worship at Fairfortune Hall (#C27), include Waterdhavian troops on patrol (overnighting in Daggerford), most ducal soldiers, some members of the militia, and a few adventurers.

As part of his duties, Baergon serves as the de facto broker of caravan guards and mercenaries in Daggerford, supplementing his shrine's tithes with this additional income.

#R29. Inn the Drink

This dark, three-story inn caters almost exclusively to the inhabitants of the River Quarter. The upper floors act as semi-permanent apartments for members of the Rivermen's and Water Carriers' Guilds. The ground floor is the favorite watering hole of River Quarter residents. During the day, it is a good place to find a riverman willing to ferry passengers up or down the River Delimbiyr. At night, the tavern's patrons summarily expel "outsiders", usually by carrying them all the way out the River Gate (#TT) and down to the Shining Shore (#TT7) for a quick dip "in the drink."

The Provender

Inn the Drink serves salted fish, raw fish eggs (known locally as "creul"), and stale hard rolls buttered in salted eel jelly. In the winter, there is also fishhead stew, made from the leavings of the days catch and cooked until the meat melts off the bone. All the food is 2 cp per serving (two servings make a good meal) and comes in a crude wooden bowl.

The drink menu includes Shining Ale, a thin, bitter beer and anything that "falls off the cart" in the Caravan Grounds, mixed with water, always known as Wagoner's Whiskey, no matter what the mix. Anyone asking for a "fancy drink" (i.e. anything but the aforementioned drinks) is summarily expelled as described above. Drink is sold by the tankard only: Shining Ale, 1 cp/tankard; Wagoner's Whiskey, 2 cp/tankard.

Traveler's Lore

Inn the Drink is by far the roughest tavern in town, and the site of frequent brawls. More than one lost treasure plucked from the River Shining is said to be hidden beneath the floor or wedged behind the wood wallboards, but the locals do not take kindly to outsiders tearing up their tavern.

Commented [EB424]: #R9 and #R10 were one building on N5 map, but this keeps it consistent with *The North: Daggerford* with two closely related functions that could be thought of as one structure.

Commented [EB417]: Dropped all the NPCs detailed in *The North: Daggerford* for these residences. Most of them were odd to say the least and read like exadventurers of widely varying races. This is supposed to be a human-dominated quarter inhabited by people who work on the river. *The North: Daggerford* mistakenly moved the Water Carrier's Warehouse/Guildhall to #R24/#R25. Moved that back to #R44. Daggerford isn't big enough for a Pleader's Consortium (#R4). A jail is reasonable at #R39, but works better combined with #R38, given the small number of lawswords and the town's population.

Commented [EB418]: This building is way to big to be the residence of an apothecary. Repurposed to fit the "back of Derval's shop" function that was turned into a separate building (#26).

Commented [EB425]: Daggerford is nowhere near the ocean. Dropped the "Mariners' Alliance" as making no sense

Commented [EB419]: The write-up in N5 – Under Illefarn, page 10, suggests there is a back area filled with building materials. I moved that to #41, since the map in The North: Daggerford split #44 into two buildings, one of which is now #26.

Commented [EB420]: Changed it around from a single individual to a common marketplace.

Commented [EB421]: Volo's Guide to the Sword Coast, pages 46, 81, 83, Volo's Guide to the North, page 12. I am assuming creatures found in the River Dessarin are also found in the River Delimbivr.

Commented [EB422]: FR1 – Waterdeep and the North, page 4.

Commented [EB423]: Daggerford is too small for a Heralds' and Runner's Union. This use seemed more fitting, given the close proximity to the shrine of Tempus and the Barracks, and the fact it was part of the shrine in N5.

Patrons

Commonly encountered patrons include Jardak "Sevenmouths" Herringdar (see below) and Hendar the Scarred (see below). Delfargo the Baitseller (see below) is commonly seen on the back stoop.

#R33. The Bait Cellar

This small, rancid-smelling, single-story, wooden shanty lies along the eastern end of Klauth Alley (#58), in the shadow of a larger tenement (#R33), and it is built so as to connect to the crawlspace beneath the neighboring structure. The Bait Cellar is the home and shop of Delfargo the Baitseller (see below), who makes his living gathering up fish heads from the various fishmongers and selling them along the Shining Shore (#717). He uses the neighboring crawlspace as storage for each day's haul and as an escape hatch, should the need arise. Delfargo also sells odd items he acquires by scrounging through the town's garbage.

#R38. Hand of Helm

The Hand of Helm, named for the Vigilant One, serves as the base of operations for the lawblades and as the town's jail. At any give time, one lawblade is always on duty here, unless there are prisoners in the jail, in which case two lawblades are assigned this duty.

#R44. Water Carriers' Warehouse

This sprawling, two-story wooden warehouse is used to house the barrels and wagons used by members of the water carriers' guild to deliver water throughout the town. The upper floor is a low attic that is primarily used as storage, but there are also a handful of offices used for guild business to track deliveries.

Several coopers operate out of this warehouse, building barrels for both members of the guild as well as passing merchants and local farmers.

Category	Location (Key)	Markup / Resale Value
Adventuring Gear	Morninglow Tower (#T13)	1.0 / na
Part Miles	Tanners' Way (#S4)	1.0 / na
	Cromach's Smithy (#F21)	1.0 / na
	Farrel's Fine Jewels and Apparel (#F58)	2.0 / 0.5
	Wayfel's Smithy (#F56)	0.7 / 0.1
	Derval's Bright Blade (#R6)	1.2 / na
Armor, Normal	Tanners' Way (#S4)	1.0 / na
	Luiren's Leathers (#C18)	1.0 / na
	Cromach's Smithy (#F21)	1.0 / na
	Derval's Bright Blade (#R6)	1.2 / na
	Wayfel's Smithy (#F56)	0.7 / 0.1
Armor, Masterwork & Magic	Luiren's Leathers (#C18)	1.0 / na
	Derval's Bright Blade (#R6)	1.0 / na
Broadsheets and Chapbooks	Caravan Grounds (#T20)	2.0 / na
Clothing	Tanner's Way (#S4)	1.0 / na
	Oryv's Cloth Emporium (#C12)	1.0 / na
	Luiren's Leathers (#C18)	1.5 / na
	Farrel's Fine Jewels and Apparel (#F58)	2.0 / 0.5
Drink and Meals	Lady Luck Tavern (#C1)	See write-up / 0.9
	Happy Cow Tavern (#F41)	See write-up / 0.8
	River Shining Tavern (#F57)	See write-up / 0.8
	Smiths' Guildhall (#R3)	See write-up / 0.8
	Inn the Drink (#R29)	See write-up / 0.2
Drugs	Shining Shore (#T17)	1.0 / 0.8
Entertainers	Klauth Alley (#S8)	1.0 / na
	Shining Shore (#T17)	0.9 / na
	Floshin House (#L20)	1.0 / na
Extraordinary Natural Items	Caravan Grounds (#T20)	2.0 / na
	Korbus's Jewels and Fine Ornaments (#C3)	1.1 / 0.8
	Farrel's Fine Jewels and Apparel (#F58)	2.0 / 0.5
Food	Shining Shore (#T17)	0.9 / na
	Caravan Grounds (#T20)	1.2 / na

Commented [EB426]: Used as detailed in N5 – Under Illefarn. Dropped Mikitan Shipyard and moved that

The Marketplace (#T19)

	The Flying Fish (#R7)	1.0 / 0.8
	River Road merchants (#S7)	1.0 / 0.8
Gambling	Fairfortune Hall (#C27)	na / na
Lodging	Caravan Grounds (#T20)	na / na
	Dragonback Inn (#C2)	See write-up / na
	River Shining Tavern (#F57)	See write-up / na
	Greybold Hall (#L16)	See write-up / na
	Highmoon Hall (#L14)	See write-up / na
	The Broken Sword (#R9)	See write-up / na
Magic Items	Castle Daggerford (#T1)	2.0 / na
	Caravan Grounds (#T20)	2.0 / na
	Korbus's Jewels and Fine Ornaments (#C3)	1.0 / na
Mercenaries	Caravan Grounds (#T20)	1.0 / na
	The Broken Sword (#R9)	1.0 / na
	The Table of the Sword (#R10)	1.0 / na
Moneylending	Urmbrusk Hall (#L4)	1.0 / na
Mounts and Related Gear	Tanners' Way (#S4)	1.0 / na
	Caravan Grounds (#T20)	1.1 / na
	The Marketplace (#T21)	1.0 / na
	The Broken Hoof and Axle (#R1)	1.0 / na
	Water Carrier's Guild (#R44)	1.0 / na
Poison	Klauth Alley (#S8)	2.0 / 0.8
Potions	Delfen's Tower (#T4)	2.0 / na
01010	Morninglow Tower (#T13)	2.0 / 1.0
	Caravan Grounds (#T20)	
	Harvest House (#F55)	The second
Scrolls	Delfen's Tower (#T4)	2.0 / na
Sciolis	Caravan Grounds (#T20)	2.0 / 114
Scribing	Morninglow Tower (#T13)	1.0 / na
Scribing	Delfen's Tower (#T4)	1.0 / 110
Special Substances and Items	Shining Shore (#T17)	0.9 / na
opecial substances and items	Caravan Grounds (#T20)	2.0 / na
	The Marketplace (#T19)	2.0 / 0.5
	River Road merchants (#S7)	2.0 / 0.5
	The Bait Seller (#R33)	1.5 / 0.1
Spellcasting	Delfen's Tower (#T4)	1.0 / na
openeusting .	Castle Daggerford (#T10)	1.2 / na
	Morninglow Tower (#T13)	1.1 / na
	Fairfortune Hall (#C27)	1.0 / na
	Harvest House (#F55)	1.0 / na
	The Table of the Sword (#R10)	1.0 / na
Stolen Property	Klauth Alley (#S8)	1.2 / 0.5
Stolen Property	Farrel's Fine Jewels and Apparel (#F58)	2.0 / 0.5
Tools and Skill Kits	Cromach's Smithy (#F21)	1.0 / na
10015 and 3KIII KIIS	Wayfel's Smithy (#F56)	0.7 / 0.1
Waanana Narmal	Cromach's Smithy (#F21)	1.0 / na
Weapons, Normal		
A STATE OF THE STA	Derval's Bright Blade (#R6)	1.1 / na 0.7 / 0.1
M M 1 0 3 6 .	Wayfel's Smithy (#F56)	
Weapons, Masterwork & Magic	Derval's Bright Blade (#R6)	1.0 / na
Wondrous Items	Delfen's Tower (#T4)	1.0 / na

Goods and Services

Daggerford is trying to be a busy metropolis, but is still basically a frontier area that lacks many of the advantages found in a larger city. It is just not large enough, for instance, to support very many craftfolk. What's more, some of the Daggerford craftfolk are not quite as proficient in their chosen trade as their counterparts in larger communities.

Prices for simple items in Daggerford are the same as those given in the *Players Handbook*. Many more complex items are not manufactured locally. These items may be purchased from passing merchants, but the markup is considerable: typically 2x. As a rule of thumb, any item costing more than 50 gp in the *Players Handbook* costs double in Daggerford.

What goods are available in Daggerford? All types of clothing are for sale, although garments made of cotton or silk are high in price. Most clothing is made of wool, provided by local sheep, and leather. Forget about exotic furs, unless the purchaser is willing to pay through the nose for them.

There are several smiths in Daggerford who can provide simple weapons, such as swords and axes, and household equipment. Should either weapons or armor be damaged, the local craftsmen can mend them. There is much mended finery and weaponry on the streets of Daggerford, mostly dependable and mostly at a reasonable price.

Since Daggerford residents largely live off the land, many farming and fishing products are available. Produce, vegetables, and meats are not hard to come by at affordable prices. Animals are common in Daggerford; animal care services and facilities abound.

Daggerford jewelers are always on the lookout for the occasional odd jewel that might find its way into town with passing merchants or adventurers. Because these come to Daggerford so infrequently, jewelers lucky enough to snag one can ask and easily get twice their normal selling price. Magical items are quite rare, also selling for twice the price. There are a lot of Daggerford merchants who are unfamiliar with magical items and may inadvertently underprice them if they cannot figure out what they are supposed to be. A fortunate buyer may walk away with a treasure at a ridiculously low price if he happens to visit the marketplace at the right time.

The folk of Daggerford do a lot of trade in horses, cattle, and repacking for merchants and drovers who do not wish to enter Waterdeep. Caravans are allowed to camp across the road from the town (next to the "aromatic" tannery). Carpenters work busily making chests and crates from lumber brought in from Bowshot, and smiths turn out everything from intricate locks to broad axes.

Law and Order

On the authority of the Duke of Daggerford, the law is administered by the courts and enforced by the town's militia. The duke's authority is reinforced by the Lords of Waterdeep.

Armed Forces

The Duchy of Daggerford is a relatively small realm and its armed forces are not large in number. All members of the Lawkeeper races must be ready to defend their homes and lives.

The defense of the duchy is ultimately the job of the duke of Daggerford, Duke Pwyll Daggerford, although that duty is traditionally delegated to the duke's master-at-arms, Lord Llewellyn Longhand. The duke's master-at-arms directly controls the duke's soldiers (see Appendix 2, page 266), who are primarily based at Castle Daggerford (#T10), but also posted in hamlets throughout the duchy. The duke's soldiers have the primary responsibility of patrolling from the hamlet of Waypost Water (to the north) to the Way Inn (to the south), although in times of elevated danger they are often supplemented by Waterdhavian soldiers on leave from Waterdeep.

By agreement with the duke, the town of Daggerford maintains its own militia (see Chapter 1), trained by Duke Pwyll's soldiers. Commander Sherlen Spearslayer (see below) leads the Daggerford Militia, which has about 100 individuals (many stationed in outlying hamlets) on duty at any time. The commander reports to the duke's master-at-arms and is served by three captains, each of whom commands one of three 8-hour shifts: the morning shift, the evening shift, or the night shift. The militia also supplements the duke's soldiers in patrolling the Trade Way. The main problem the militia has is hanging on to its veteran members. If they gain any significant expertise, the militia's best swords are hired away by caravan masters, go off to the mercenary hiring fairs in Waterdeep, or try their hands at adventuring. In a practical sense, this means that most inhabitants of the duchy who serve in the militia are proficient in the shortspear and have at least 1 rank in the Ride skill. Many are either 2nd level commoners or 1st level warriors.

Law-and-order within the town is the purview of the duke's lawsword, who, despite the traditional title, reports to the Council of Guilds. Duke's Lawsword Rauthgar Thundersworn (see below) is served by a half dozen lawblades (see Appendix 2, page 266), who split their time between patrolling the town streets, visiting the town's taverns, and patrolling the caravan grounds outside the walls. Any one of the lawblades can call on active militia members to back them up in a dangerous situation.

While the City of Splendors does not formally base troops in Daggerford, the Lords of Waterdeep do dispatch regular patrols of Waterdeep's soldiers down to Daggerford and back. Such patrols are usually timed so that there is almost always a patrol of Waterdhavian soldiers spending the night at the town's barracks (#T9).

Law and the Courts

Legal authority in the Duchy of Daggerford rests within the Duke of Daggerford. The legal code is deliberately modeled after that of Waterdeep. The Duke's Court is chaired by Duke Pwyll, and is attended by at least two members of the Council of Guilds and two landowners. The Duke's Court hears all "severe"

Commented [EB427]: N5 – Under Illefarn, page 14, says Waterdeep bases troops in Daggerford and patrols as far south as the Way Inn, which seems like a pretty big breach of Daggerford's sovereignty. Volo's Guide to the Sword Coast, page 34, says Waterdhavian troops patrol as far south as Waypost Water. I split the difference and said that Waterdeep lodges "guest troops" every night in Daggerford, but no permanent troops, and that the duke's soldiers are sometimes supplemented by Waterdhavian troops "on leave."

Commented [EB428]: Adapted write-up from City of Splendors: Waterdeep, pages 14-15.

crimes, including suspicious deaths, rape, misuse of magic, and succession and inheritance disputes.

Three appointed, black-robed Magisters conduct the Common Courts of Daggerford. During any given day, one "Black Robe" is always on duty at the Guildmasters' Hall (#F28), responsible for adjudicating crimes within the town, and one "Black Robe" is always on duty at the Caravan Gate (#T1), responsible for adjudicating crimes outside the town walls. Magisters can pass sentence instantly, but most sentences are conditional on the supporting evidence of witnesses. Magisters are always accompanied by at least two members of the town militia. Any citizen of the duchy can appeal to the Duke's Court within two days of being sentenced by a Magister, but most such appeals fail. There is no bail in Daggerford, and barristers are barred from working in the town (although counsel from "professional witnesses" is grudgingly tolerated).

The duchy's citizens are largely law-abiding, and most of Daggerford's laws remain unwritten, within the "reasonable discretion" of the Magisters (and thus the Duke). The Code Legal serves as a basis for sentencing, dividing all crimes into four Plaints and each Plaint into severe, serious, lesser, and minor

The first Plaint involves Crimes Against the Duke (treason, impersonation, forgery of official documents, destruction of city property, assault, willful disobedience of edicts, and blasphemy against a member of the ducal court). The second Plaint involves Crimes Against the Duchy (poisoning of wells, murder, spying, sabotage, fraud, fencing, unlawful dueling, bribery, unlawful entry into the town of Daggerford, vagrancy, littering, brandishing a weapon without cause, and reckless driving). The third Plaint involves Crimes Against the Gods (defiling of a holy place, theft of temple goods, tomb-robbing, assault on a religious person, public blasphemy of a god or priesthood, and disorderly conduct at worship). The fourth Plaint involves Crimes Against Citizens (arson, rape, bodily harm, magical assault, forgery, slavery, robbery, burglary, theft/killing of livestock, usury, property damage, assault, hindrance of business, and excessive

Daggerford's citizens also expect debts to be paid in full, even if that means the debtor must serve a form of indentured servitude to the creditor (in the case of small debts) or the duchy (in the case of large debts). However, slavery is illegal within the duchy, and slaves brought into the duchy are considered free. Selling slaves within the duchy is forbidden and strictly policed.

Weapons can be worn openly and used in self-defense, but brandishing weapons in other situations is a crime. Duels (for reasons of specific, unprovoked injury) are legal only in specific places, but must be marshaled by a member of the lawblades or a Magister. Members of the ducal court, magisters, serving members of the town militia, lawswords, Waterdhavian troops and Heralds are exempt from challenges, and the duke forbids most duels involving heads of guilds, noble houses, or priesthoods. Most importantly, duels are rarely to the death.

Upon arrest, suspected criminals are imprisoned in the jail cells in the Hand of Helm (#R38) and held until sentencing. Sentences for law-breaking include instant death, death upon conviction, exile, floggings, mutilation, hard labor, imprisonment (dungeons beneath Castle Daggerford), imprisonment (light work in the castle), fine (payable to duchy), or damages (payable to injured party). Perjury, adjudicated by magic, is punished by expulsion from the duchy. Death sentences vary by station—commoners and soldiers are hung from the battlements of Castle Daggerford (#T10), while nobles are beheaded by the sword on the Commons (#T16). Floggings are typically carried out at the Drill Field (#T18).

People of Daggerford

Nobility

Lady Bronwyn Daggerford

Lady Bronwyn Daggerford (CN female Illuskan human wizard 3, see Appendix 2, page 260), the lovely elder sister of Duke Pwyll, is the second of the late Duke Pryden's three children, having been born late in the Year of the Adder (1328 DR). Although she has long harbored a desire to rule Daggerford as its first ruling duchess, her tradition-minded father insisted that his title could only be inherited by one of his sons. (Unbeknownst to his daughter, he also had unspoken concerns about Bronwyn's reckless ways and suspicions about Lord Tarn Urmbrusk's ambitions.)

Frustrated in her ambitions, Bronwyn turned to her attention to studying the Art, pursuing an apprenticeship under Gwydion pen Dafwyd, Daggerford's court wizard. Bronwyn still harbors the dream of ruling her own realm, but to do so she knows she must acquire sufficient spellcasting prowess to hold her own against those who would frustrate her ambitions and she can only do that by becoming an adventurer. A brief affair with Kelson "Darktreader" Floshin (see below) foundered after she discovered that the Kelson who had been courting her was actually a devil known as "Blackeye" in disguise.

Since the end of the Dragonspear War, Bronwyn has found herself trapped between the unwanted attentions of Lord Tarn Urmbrusk (see below), who clearly seeks her hand in marriage, and her younger brother's concerns about safeguarding the Daggerford line. While Pwyll seeks only to safeguard his sister and heir, ensuring the family line, Bronwyn chafes as yet another duke of Daggerford tries to restrain her ambitions.

In recent months, Bronwyn has been secretly corresponding with one of the Shining Barons, Baron Agwain Delantar (see above and Mission 3). While she is not opposed to Baron Agwain's courtship and does harbor romantic feelings for him, Bronwyn is primarily interested in escaping the vise created by Lord Urmbrusk's pursuit and her brother's caution, not jumping into another restraint on her ambitions (e.g. marriage). Baron Agwain has the advantage of being a suitable suitor in the eyes of the ducal court, rather remote from the duchy of Daggerford, and, as somewhat of a romantic, unlikely

to restrain Bronwyn's adventuring ambitions. Unbeknownst to Bronwyn, at least two of her letters to Baron Agwain have gone missing, never delivered and having fallen into the wrong hands (one is now in the possession of the Swords of the Worm, although they have not yet realized its significance, and the other was sold to Lord Tarn Urmbrusk by Jardak "Sevenmouths" Herringdar).

Tyndal's dagger, borne by Bronwyn, is reputed to be the very one used by the first Daggerford-against the lizard men. Whether it was enchanted to begin with, enchanted after the fact, or not the same dagger at all, is open to question.

Lady Bronwyn is most commonly encountered in Castle Daggerford (#T10), but she occasionally dines at the River Shining tavern (#F57).

DM's Note: Tyndal's dagger could be an item of legacy (as detailed in Weapons of Legacy).

Duke Pwyll "Greatshout" Daggerford

Duke Pwyll ("PWILL") Daggerford (LG male Illuskan human knight^{PH2} 5, see Appendix 2, page 260), born in the Year of the Sword and Stars (1332 DR) is the fair-haired, second son and third child of the late Duke Pryden Daggerford. Tall and handsome, the bright-eyed young duke is brave, fearless, and a natural leader of warriors. Pwyll has no end of noble-born female suitors, but prefers the quiet company of his fellow soldiers to the sordid machinations of his barons and Waterdhavian noble houses, all trying to marry off their sisters and daughters to secure access to the ducal throne and hence control the trade routes south of Waterdeep.

Duke Pwyll's formal titles include Duke of Daggerford, Duke of Calandor, King of Man (a title the Heralds consider disputed and shunned), Baron of the Steeping Falls (a title written but never spoken after three dukes of Calandor in short succession were murdered after its utterance), Shining Lord of the Sword Hills (a title never employed in the company of dwarven dignitaries as it implies human claims to the Forlorn Hills put forth during the Kingdom of Man), Warden of the Lizard Marsh, and High Sword of Dragonspear (a non-inheritable title awarded by the Lords' Alliance to all commanders, living or posthumous, who fought against the Alliance of Avernus).

Pwyll had a short career as an adventurer, cut off when his older brother, Merovy, died adventuring along the Unicorn Run in the Year of the Bow (1354 DR). Pwyll's father, Duke Pryden, realized that his sole remaining male heir needed training in how to be a land ruler. Pwyll chafed against this necessary restriction of his adventuring life, but saw the necessity and acceded to his father's wishes, leaving him well prepared when his father, Duke Pryden, fell fighting the onslaught of diabolic forces from Dragonspear Castle in the Year of the Worm (1356 DR).

Pwyll gained his nickname of "Greatshout" after swallowing an unknown potion he discovered in the sack of Dragonspear Castle, which gave him the ability to shout as if he were using a fabled horn of blasting. His voice is considerably roughened from when he set out on that last campaign against evil, but no one has seen or heard him use the great shout since he came back from the wars. There are many stories of its use during the last weeks of the campaign, though. (Pwyll discovered an elixir of shouting during the campaign and used it in conjunction with the gorget of swallows* he inherited from Duke Draconandar.)

Although he proved his mettle on the battlefield, Duke Pwyll is still busily proving his control of the ducal throne. Having returned to the ducal castle, the young duke now spends his days trying to restore the security and prosperity of his realm. Pwyll is slowly coming to the realization that the greatest threat to his rule is not the remnants of the Alliance of Avernus but the growing power of Lord Tarn Urmbrusk. The young duke has even begun to privately wonder if his family's series of misfortunes might not be due to the hidden hand of Lord Urmbrusk. At the present time, Pwyll is trying to decide whether to coopt the exiled Waterdhavian lord, by marrying his sister off to him, or confront Daggerford's primary financier, with the inevitable huge hit to the duchy's economic recovery that would ensue at a time when his people are already suffering. Until he produces an heir, Duke Pwyll is very protective of his sister, convinced she might well be killed if he lets her go off and adventure like their elder brother, Lord Merovy

Pwyll meets regularly with his advisors and more infrequently with the town's Council of Guildmasters and the Council of Man, planning how to defend the duchy, and enrich the duchy and his family by shrewd investments. There are recurring plans to dredge the river and make Daggerford an important harbor, but the duke sees such ambitions as folly.

Duke Pwyll is most commonly encountered in Castle Daggerford (#T10). He is rarely seen in town, except for the rare meal at the River Shining Tavern (#F57), preferring to spend his scarce hours of freedom hunting (now-a-days for devils, not stags).

Ducal Court Gwydion pen Dafwyd, Court Wizard to the Duke of Daggerford

Gwydion pen Dafwyd (GWID-ee-on pen DAV-ud) (LN male old Tethyrian human wizard 3 / druid 4 / Jarcane hierophant sew 5, see Appendix 2, page 261) was born in the Moonshae Isles in the kingdom of Callidyrr in the Year of Wandering Waves (1292 DR) and raised as a ward and apprentice of the wizard Mab. Gwydion has been at the court of the Dukes of Daggerford since he followed his master into exile in the Year of the Broken Helm (1302 DR) and was taught in the tradition of Callidyrr's Council of Mages, Gwydion has been the official ducal court wizard since the Year of Blue Flame (1327 DR), ever since Mab rétired to the Alicorn Tower, north of The Way Inn (see Chapter 4).

Gwydion prides himself on his grey hairs and scholarly appearance. He is a self-pronounced expert on the dukedom's

Commented [EB429]: *Volo's Guide to the Sword Coast,* page 35.

Commented [EB430]: Email with Ed Greenwood.

Commented [EB431]: Dragon #270, page 92.

Commented [EB432]: Races of the Wild, pages 108-113.

Commented [EB433]: FR2 – Moonshaes, page 8, 32, 34. I've decided to differentiate the Moonshae (non-Flamsterd) wizardly tradition from the rest of Faerûn, by making them arcane hierophants, as this seems to fit the strong druidic traditions of the Moonshae Isles.

history and the genealogy of the ducal family. (He is, in fact, aware of Llewellyn's tenuous claim to the title, but keeps that knowledge to himself, thinking it a useful tidbit for some future machination.) Decisiveness is not Gwydion's dominant trait. He dithers over a decision for months before coming to an easily swayed conclusion. Gwydion is very aware of his status as court wizard and very class-conscious. He has no time for anyone not of noble blood, even those of common blood who have earned the regard of the duke. His immediate about-face if any of these heroes is ennobled is a regular source of amusement to ducal court regulars.

Although raised to honor the Earthmother of the Moonshaes, Gwydion has found a comfortable home in the church of Chauntea. He is handfasted to Lady Priestess Maerovyna of the Earthmother, complementing her support of the local agricultural community with a focus on the fey magic of the natural world. Duke Pwyll has had little to do with his court wizard and is rather afraid of him. Lady Bromwyn, on the other hand, considers him a sort of useful uncle and is very close with her mentor. She acts as go-between for her brother to the wizard. In recent months Gwydion has become obsessed with his impending death. He now spends his days ensconced in his study, perusing ancient tomes for a natural alternative to lichdom. As such, he has grown increasingly withdrawn and distracted, unaware of Lady Bronwyn's ambitions and fears and her plans to change her circumstances.

Gwydion has a dire wolf companion familiar named Cuhullin (see Appendix 2, page 262).

Gwydion can normally be found at Castle Daggerford (#T10), Harvest House (#F55), or the River Shining Tavern

Kelson "Darktreader" Floshin, Master of the Duke's Hunt

Kelson "Darktreader" Floshin (NG male half-gold-elf ranger 5 / hellreaver Hell 2, see Appendix 2, page 263), born in the Year of the Claw (1299 DR), is only beginning to get some silver hairs among the gold that have adorned his head since his youth. The bronze-skinned Huntmaster is tacitum and close-spoken, never using two words where one will do. Popular tales about the Huntmaster say that no one in Daggerford knows the Misty Forest and High Moor better than Kelson.

Kelson's grandfather is Lord Elorfindar, and his father was Elorfindar's gold elf son, Filvendor "Lightfoot" Floshin (see Chapter 1). His mother, Ylasmrae Darktreader, who died in childbirth, and foster mother, Jillian "Forestheart" Darktreader, were sisters, daughters of a human woodsman of the Misty Forest. Filvendor vanished in the Inner Sea Lands in the Year of the Year of the Snow Winds (1335 DR), after finding a new magic sword with a will of its own in the horde of a remorhaz (and leaving his old one with a tribe of High Moor barbarians). Jillian died in her sleep soon thereafter (early in 1336 DR), but the cause of her death was never determined.

Kelson entered the service of Duke Draconandar in the Year of the Lost Helm (1329 DR), as a huntsman under Seandaer "Sean" Farranger, then the Master of the Duke's Hunt, and continued that service after Duke Pryden ascended to the ducal throne in the Year of the Lion (1340 DR).

In the Year of the Bow (1354 DR), while Duke Pryden and most of Daggerford's defenders were away, as part of the force besieging Dragonspear Castle, Kelson was tasked to investigate rumors of a horde of orcs and goblins gathering beneath the boughs of the Misty Forest. After recovering his father's sword (Kizidathil*) from the barbarians of the High Moor, Kelson eventually confronted and killed Jagurt Redclaw, the orc leader who was assembling the horde at the direction of the devils of Dragonspear Castle. After being led into an ambush by a devil known as "Blackeye," Kelson determined that the "devil-bear" had returned to Daggerford in the guise of Kelson to romance Lady Bronwyn and to open the River Gate (#T7) when the Redclaw Horde arrived. Kelson destroyed the diabolic infiltrator and saved Daggerford, but his relationship with Lady Bronwyn remained strained thereafter, as she could never forgive herself for falling for Kelson's imposter and the Huntmaster could never match his imposter's charm.

After Seandaer Farranger fell in battle during the siege of Dragonspear Castle, Kelson was promoted to the position of Master of the Duke's Hunt. In his new role, Kelson battled countless devils, a fight that in many way still continues. Duke Pwyll has tasked his Huntmaster with continuing to scour the duchy for diabolic influences, as Daggerford's contribution to a larger effort by the Lords' Alliance to eliminate the vestiges of the Alliance of Avernus. Kelson's single-minded focus makes him a relentless foe of all surviving fiends, but the endless battle has also increasingly distanced him from his divine patron, Mielikki, leaving him a grim figure, given to dark, gallows humor.

Kelson's closest relative in Daggerford is his half-brother, Filarion "Filvendorson" Floshin, but the two barely speak to one another. For his part, Kelson sees Filarion as an irresponsible rake, much like their common father, who lives off their grandfather's fortune and contributes nothing to the safety of Daggerford. Kelson also suspects that Filarion was responsible for the recent theft of Filvendor's sword, Kizidathil, although he has no proof of his half-brother's perfidy. (In truth, Kizidathil* was stolen by Ignax "the Ghost" and hidden in the dungeons of Morlin Castle, deep beneath Castle Daggerford (#T10).)

When in Daggerford, Kelson can normally be found at Castle Daggerford (#T10), where he keeps a room and works, as he rarely ventures forth into town.

Korbus Brightjewel, Court Jeweler

Korbus Brightjewel (CN male rock gnome illusionist 5/maester^{CAdv} I, see Appendix 2, page 263), Court Jeweler to the Duke of Daggerford, is Daggerford's leading jeweler and a prominent member of the Smiths' Guild. Hailing from Hardstone, a small rock gnome village in the Forlorn Hills, and Commented [EB438]: Spawn of Dragonspear, page 170

Commented [EB439]: Spawn of Dragonspear, page 6.

Commented [EB440]: In Spawn of Dragonspear, page 6, Kelson is listed as 55. He's listed as 55 in N5 – Under Illefarn, page 16, which is set in 1357 DR. Therefore, Spawn of Dragonspear takes place in 1354 DR.

Commented [EB441]: Spawn of Dragonspear, page

Commented [EB442]: Spawn of Dragonspear, page 106

Commented [EB434]: The North: Daggerford, page 13.

Commented [EB435]: Tyrants of the Nine Hells, page 92-95

Commented [EB436]: Spawn of Dragonspear, page 6.

Commented [EB437]: According to N5 – Under Illefarn, page 12, he vanished "some twenty years ago" (roughly 1337 DR). According to Spawn of Dragonspear, page 7, set in 1354 DR, he disappeared 20 years ago. I went with 1335 DR, as the year name seems to correspond with him battling an ice worm on the High Moor (rather far south for the breed), 19 years ago, as noted in Spawn of Dragonspear, page 84, 140, 149.

born in the Year of the Rock (1286 DR), Korbus can trace his ancestry back to Ulbrent Hardstone, darrath (duke) of Glorea, and the kiira* he sports, known as Ulbrent's brightjewel, is a family heirloom handed down through the generations. (It was originally a gift from Laranlor Ruardh "Lightshiver" Aloevan to Darrath Ulbrent Hardstone.) Korbus has a dry wit and sharp mind, with a keen appreciation for riddles. Despite his skill, Korbus is quite humble, attributing the beauty of his creations to the blessings of Garl Glittergold.

Korbus professes to prefer the relative peace of Daggerford to the bustle, crowding, and intrigue of Waterdeep, and he steadfastly refuses all inducements to relocate. Representatives of the various Waterdhavian noble houses come to Daggerford expressly to order special work from Korbus and his family. Some Waterdhavian noble families have even offered to sponsor him for life if they can have the exquisite creations of his skilled hands. Korbus is especially fond of crafting detailed insects, birds, and lizards from gems, gold, and silver, particularly into pins that perch on the shoulder of a lady or hold her cloak together.

Korbus teaches the arts of the illusionist only to gnomes, and detests adventuring. Korbus has treasure cached in many places and has substantial investments in Waterdeep and Elturel.

Korbus has a gem scarab^{MMS} familiar named Jewelbug. When not found at his business and residence (#C3), Korbus can usually be found drinking ale at the Smiths' Guildhall (#R3).

Lord Llewellyn Longhand, Duke's Master-of-Arms

Lord Llewellyn (LEW-el-en) Longhand (NG male middle-aged Illuskan human knight¹⁹¹² 8, see Appendix 2, påge 264), born in the Year of the Griffon (1312 DR), has been a retainer of the dukes of Daggerford since the time of Duke Draconandar, father of Duke Pryden. Like the current duke, Llewellyn is a fairhaired, tall, handsome, natural leader of warriors. He is well respected by those who fight for him and never shies a way from danger.

Duke Draconandar knighted Lord Llewellyn at an early age. Llewellyn believes that he alone knows that he is also the illegitimate son of Duke Draconandar, though it is widely speculated on in the town. (In truth, others like Gwydion pen Dafwyd and Lord Tarn Urmbrusk also know his lineage.) However, Llewellyn treasures a statement to that effect written by the old duke himself. Suspecting they might be half-brothers, Duke Pryden made the faithful Llewellyn Master-at-Arms of the dukedom, an office he has dutifully fulfilled for 15 years. As such, Llewellyn has both led the Duke's followers in the field, and defended the castle while the duke was away.

While Llewellyn has no wish to displace Pwyll and Bronwyn, he cheerfully agrees to any suggestion they make to go adventuring, ready to put forward his claim if they do not come back.

Llewellyn can usually be found at Castle Daggerford
(#T10), where he lives and works. He usually ventures forth only
to dine at the River Shining Tavern (#F57).

Daggerford Armed Forces Captain Arayndar Delimbiyr

Arayndar Delimbiyr (CN male Tethyrian duskblade^{PH2} 3, see Appendix 2, page 265) is a captain in the Daggerford militia who fought bravely in the Dragonspear War and now serves as Commaner Sherlen's aide-de-camp. As a member of Daggerford's most prominent non-noble family, he has extensive contacts in the duchy. His first cousin is Elyshyar Delimbiyr (see below), proprietor of the River Shining Tavern (#F57).

Born in the Year of the Lost Helm (1329 DR), Arayndar is handsome, charming, and speaks with a mellifluous voice that harkens back to a trace of elven ancestry (his ancestor, Kelven Delimbiyr, founder of the River Shining Tavern, was a half-gold elf). Despite his privileged position, Arayndar is secretly consumed with jealousy for those who have even more than he does. He has long envisioned overthrowing the Duke of Daggerford and establishing his own realm, with himself as laranlor (an elven term for king) and a harem of half-elven sorceresses at his beck and call.

Arayndar fell in with Torleth Mindulspeer (see Chapter 4) several years ago, while poking about Torleth's Treasures in hopes of finding some ancient elven artifact. As their friendship grew, Torleth began to speak of the inevitability of destruction by Talos's hand, which Arayndar has turned around into a philosophy of "all realms shall fall eventually, so why not Daggerford, and why not now, so I can rule a realm of my own." While Torleth feels Arayndar is a hapless fool, his position makes him useful, so the Rustworm continues to flatter the young Delimbiry scion's delusions. Likewise, Arayndar views his membership in the Circle of Rust and the Worm as a convenient means to an end, and he pays little more than lip service to Talos the Destroyer.

When not on duty on the town's walls, Arayndar can usually be found at the River Shining Tavern (#F57), pretentiously drinking zzar "on the house," or sleeping it off at the family estate (#L15).

Rauthgar Thundersworn, Duke's Lawsword

Rauthgar Thundersworn (LN male Illuskan variant warnger 6, see Appendix 2, page 266), born in the Year of the Striking Hawk (1326 DR), serves as the Duke's Lawsword, making him responsible for law-and-order in Daggerford. He is a gruff, nononsense man who has seen it all and walked away unimpressed. He is very familiar with adventurers and their boasts, but admires only hard work and dedication to one's profession.

Rauthgar is a former mercenary who spent many years guarding caravans up and down the Sword Coast. For years he wintered in Daggerford, eventually settling down with his favorite tavern maid and joining Daggerford's lawblades.

Commented [EB443]: A Grand History of the Realms, page 91.

Commented [EB444]: Dragon #270, page 94.

Commented [EB445]: N5 - Under Illefarn, page 11.

Commented [EB446]: http://www.wizards.com/default.asp?x=dnd/wdn/20060830a

Commented [EB447]: Complete Warrior, page 13.

Rauthgar's wife died over a decade ago, thanks to complications during a stillbirth, leaving Rauthgar alone except for his adopted town. He was promoted to his current position after his predecessor died quelling a tavern brawl and now spends every waking hour keeping Daggerford relatively quiet, despite the constant stream of passing caravans.

Despite his title, the duke's lawsword reports to the Council of Guilds, not the duke, a condition of the town's charter. Rauthgar performs the role of sheriff within the town walls and within a mile radius of the town. (This includes the tannery, the caravan grounds, the Shining Bridge, the Dagger Ford, the south bank of the River Delimbiyr and the first ring of farms. As the duke's lawsword, Rauthgar commands a half dozen lawblades (see Appendix 2, page 266) and holds the honorary rank of captain in the Daggerford militia.

When not on duty at the Hand of Helm (#R38) or patrolling the streets, Rauthgar is usually found nursing a drink at the Lady Luck Tavern (#C1), keeping an eye on potential troublemakers. He keeps a room in a cheap apartment along River Road (#R36).

Commander Sherlen Spearslayer

Sherlen Spearslayer (LN female Tethyrian human fighter 7, see Appendix 2, page 266) is a tall, plain woman, with long raven hair and a large muscular frame. Born in the Year of the Marching Moon (1330), she is the mother of a young son and the day-to-day commander of Daggerford's militia (reporting to the Duke's Master-of-Arms. She is a stern taskmaster, but extremely fair. Sherlen takes delight in militia troops who do well and is full of good advice.

Sherlen came to Daggerford a few years back with her husband, another adventurer from Baldur's Gate, as part of the Blue Fangs Stalwarts. While she was having their child, he went off on another adventure (to the House of Stone), with the rest of their company, and has not yet returned. After her child was born, Sherlen joined the militia and quickly rose to command it. "Rare as a smile on Sherlen's face" is a common saying in Daggerford since the time her husband was supposed to return passed. Sherlen has no inclination to adventure until she knows for sure what happened to her husband.

When not on duty, Sherlen is usually found at her home, the House of Spears (#L17) or worshiping at the Table of the Sword (#R10). She rarely drinks and does not frequent the town's taverns.

Council of Guildmasters Derval "Ironeater" Ironaxe

Derval "Ironeater" Ironaxe (LN male old shield dwarf fighter 7/battlesmith ^{kos} 3, see Appendix 2, page 267) hails from the Sword Coast region, specifically Runedardath, the dwarfhold beneath Mount Illefarn. Born in the Year of the Cloven Stones (1159 DR), Derval left Runedardath for Daggerford, along with the rest of his clan, in the Year of the Black Horde (1235 DR). Derval has spent much of his life working as a craftsman in the

town of Daggerford, alongside his identical twin brother Dervin and their younger brother Korin. He is married and has three sons who bear his name with honor. Derval and his brothers support a fairly large—for dwarves—extended family with their work. Various family members help out at the forge and hire out for construction work in the area. The forges and workshops of Derval's Bright Blade (‡R6) turn out an endless stream of high-quality hooks, clasps, hasps, hinges, buckles, shields, gauntlets, spikes, and tools.

Although he regrets the fall of his ancestral home and quietly supports Korin financially in his quest to reclaim Runedardath, Derval is largely content with the life he has forged in Daggerford. To his way of thinking, he can safeguard his extended family far more effectively by placing them at the heart of a well-armed settlement of humans than by forcing them to defend their own hold with limited numbers. Derval is a religious dwarf, who follows the way of Dumathoin, Keeper of Secrets Under the Mountain, but he is not a strict traditionalist like his younger brother. Derval once served as laird of Clan Ironaxe, but he renounced that title in favor of Korin, as part of his effort to support the reclamation of Runedardath.

Derval leaves most of the construction business to his dwarven clansfolk and concentrates on making the finest swords, axes, and spear blades from Waterdeep to Baldur's Gate. His work is popular, even though his prices are high compared to the other weaponsmith in town. Derval is highly regarded as a smith in Daggerford and he has long served as guildmaster of the Smiths' Guild. He is known affectionately (though not to his face) as the "Short Mask" among the guildmasters of the Council. Derval usually wears a pair of trews, a blacksmith's apron, and a pair of leather gloves, dressing up in robe and mask for Council meetings. Derval is usually close-mouthed, but as he works at his forge, people have heard him say things like, "Perhaps not as good as they made under Illefarn, but good enough, good enough ..." If he notices anyone is listening, he self-consciously shuts up.

Derval can trace his ancestry back to Clan Ironstar, but, like his brothers, he keeps that lineage secret. Likewise, Derval has never spoken of Korin's plans to anyone outside the close-knit Ironaxe clan.

When not at work at the forge in Derval's Bright Blade (#R6) or Ironaxe Workshop (#R5), the dwarven patriarch can usually be found home sleeping at Ironaxe Hall (#R2) or having a drink at the Smiths' Guildhall (#R3).

Elyshyar Delimbiyr

Elyshyar Delimbiyr (NG male middle-aged Tethyrian human commoner 3, see Appendix 2, page 267) is the proprietor of the River Shining Tavern (#F57) and guildmaster of the Taverners'. Guild. Born in the Year of Storms (1310 DR), Elyshyar is a generous, level-headed merchant, who ably manages the family legacy, the River Shining tavern (#F57), and the family fortunes, while maintaining the good graces of much of Daggerford's inhabitants. Elyshyar is relatively short, with an ample belly and

Commented [EB448]: Dragon #273, page 76.

Commented [EB449]: N5 – Under Illefarn, pages 6, 9, 10, 12, 14, 18, 33, 34, 35, The North: Daggerford, page 2, 4, 6, 10, 17-18, 20, 21, 30, Volo's Guide to the Sword Coast, pages 35, 216-217.

Commented [EB450]: Races of Stone, page 118-120.

a round, smiling face. He wears his quickly graying black hair in a thick braid and favors soft, rich clothing made of velvet and furs.

Despite his apparent contentment and success, Elyshyar is gravely concerned with the prolictivities of the current generation of Delimbiyrs and their penchant for self-indulgence. Elyshyar's most prominent relatives include his first cousin Captain Arayndar Delimbiyr (see above), his son Garth Delimbiyr (#L15), and his uncle Tyndal Delimbiyr (#R1).

Elyshyar splits his time between the Delimbiyr Manse (#L15) and the River Shining Tavern (#F57). He rarely has time for anything else.

Fulbar Hardcheese

Fulbar Hardcheese (CN male lightfoot halfling rogue 11, see Appendix 2, page 267) is the proprietor of the Happy Cow (#F41) and owner of the Hardcheese Dairy. The dairy, run by Fulbar's eldest son, Dickon Hardcheese (CG male lightfoot halfling commoner 4), lies just outside of town and produces the tavern's featured cheese. Born outside of Secomber in the Year of Sunset Winds (1309 DR), Fulbar has so far maintained the quick step and bountiful energy of youth. His normal wear is trews, shirt, and taverner's apron. He keeps his favorite blade, Quietstrike*, on the wall in his private quarters.

Fulbar is an ex-adventurer who settled down in Daggerford a decade ago after his last successful foray, as a member of the Company of Six Swords, into the Crypt of the Worm, outside of Bowshot (see Chapter 4). Since arriving in Daggerford, Fulbar has set out to just be a happy farmer and taverner. The populace knows he has been an adventurer, but gets no details from him. He never talks about it, and actively discourages adventurers from using his tavern. He prefers the company of the region's other farmers and merchants.

One of the reasons Fulbar wants to keep so quiet about his deeds of daring is to avoid Zhentarim and Cult of the Dragon attention: He has most of a dragon's hoard that he gained somewhere in the Backlands of the Sword Coast buried deep under his tavern, and so he never runs short of funds. When he needs some cash, he simply goes and digs up some. In this way, he's been able to keep the Cow cheap and cheerful and to quietly buy out many of the duchy's poorer farmers, letting them work their former land as tenants.

Fulbar is also becoming a landlord of considerable holdings in both Neverwinter and Baldur's Gate, though he is at some pains to keep this as quiet as possible. He is always good for a loan to his friends, and so can call on a lot of stalwart farmers and folk of Daggerford for swift aid if need be. Fulbar sees himself as a quiet power in the Sword Coast lands, working behind the scenes. He would be shocked to learn just how close a watch the Lords' Alliance, the Harpers, and, more recently, the Zhentarim, keep on him.

In a bid to increase halfling representation on the Council of Guilds, Fulbar was recently elected Guildmaster of the Farmer's Guild, displacing the long-time guildmaster, Raergorn "the Master Miller" Hamtrammer (#L18). Fulbar suspects that Raergorn has begun a whispering campaign to discredit him, and relations between the two are increasingly tense.

When not found at work the Happy Cow (#F41) or visiting his dairy farm, Fulbar takes his rest at his home, Hardcheese House (#L1). From time to time, mysterious men from out of town come to visit him there, leading to wild whispers about his activities. In truth, they are simple agents who help manage his land holdings in Baldur's Gate and Neverwinter.

Lord Tarn Urmbrusk

Lord Tarn Urmbrusk (LE middle-aged male Illuskan human aristocrat 5 / expert 1/merchant prince | of 3, see Appendix 2, page 267) is Daggerford's most powerful financier. Born in Waterdeep in the Year of the Fist (1311 DR), Lord Tarn is a cold, calculating snake capable of wearing almost any kind of mask. To most folk of Daggerford, he is a rich uncle, kindly but firm, willing to make loans at reasonable rates and then work with folks who have trouble repaying. However, those who cross him quickly discover that Lord Tarn is an inveterate actor, able and willing to play the concerned moneylender all the while extracting every last coin he can acquire.

Over the past decade, Lord Tarn has acquired vast tracts of land in the Duchy of Daggerford while investing in most of the town's mercantile ventures. His ready access to capital and insistence on requiring land as collateral has resulted in the acquisition of great swaths of prime farmland for the family and left most of the merchants in Daggerford in his debt. The Dragonspear War, which ended nearly a year ago, caused many ventures in the Daggerford region to fail, leaving the Urmbrusk family (specifically, Lord Tarn) in control of more land throughout the duchy than the duke.

Knights of the Shield

The Knights of the Shield is a secret society of nobles and merchants who work to influence the politics and economies of the Sword Coast to their advantage. The order is based primarily in Amn, Tethyr, and Baldur's Gate. Its influence extends from Calimshan and the Lake of Steam up the Sword Coast to Waterdeep. Historically the Knights served as spies for the crown of Tethyr, but over the centuries, they evolved into an independent secretive group whose members trade mercantile and political information for personal advantage and act collectively for the betterment of all members.

Further details (circa 1369 DR) on the Knights of the Shield may be found in *Cloak & Dagger*, pages 65-81.

For purposes of the Guild rules found in the *Dungeon Master's Guide II*, pages 181-183, the Knights of the Shield are a criminal information-brokering guild. The primary skill is Profession (merchant). The secondary skills are Gather Information and Knowledge (local). The requirements for Capital, the requirements for Resources, and the Risk are all High.

Commented [EB452]: Power of Faerûn, page 71-74.

Commented [EB451]: N5 – Under Illefarn, pages 10, 12, 18-19, The North: Daggerford, page 5, 27, Volo's Guide to the Sword Coast, page 36, 217.

Commented [EB453]: *Cloak & Dagger*, pages 65-81. Note that write-up is current as of 1370 DR.

Lord Tarn is the unwed older brother of Lord Halam Urmbrusk of Waterdeep, reigning patriarch of the Urmbrusk clan. In the Year of the Bright Blade (1347 DR), Lord Tarn, then the Urmbrusk heir, was quietly exiled from the City of Splendors after being convicted by the Lords of Waterdeep of spying and sabotage, a crime against the city! The Lords also decreed that Lord Tarn could not inherit the Urmbrusk family lordship, and the position of heir then passed to Lord Halam.

After his disgrace, Lord Tarn moved south to Daggerford and began rebuilding his position and influence. Through a combination of skillful investment and careful plotting, Lord Tarn has spent the past decade establishing himself as Daggerford's chief financier, with a hand in almost every business venture that originates within or passes through the town gates. Lord Tarn has always been one step ahead of his rivals, and his investment position at the outbreak of the Dragonspear War even allowed him to make money during that period, while others lost money hand over fist.

Lord Tarn has secretly been a member of the Knights of the Shield (see sidebar) for nearly two decades, accounting for the steady increase in his fortunes. Lord Tarn's early efforts on behalf of the Knights ultimately led to his banishment from the City of Splendors, and, ultimately, his elevation to the position of senior member of the order. As his contribution to the Knights, Lord Tarn gives regular reports on caravans passing through Daggerford to other members of the order. In turn, he uses information provided by other Knights to allow him to carefully target his loans towards those most likely to pay off handsomely or eventually forfeit their collateral (usually in the form of land in the Daggerford region). Lord Tarn even received advanced warning of the impending diabolic invasion through the portal in Dragonspear Castle from a member of the Shield Council with ties to Gargauth, the Hidden Lord. Instead of alerting Duke Pryden to the impending invasion, Lord Tarn quietly shifted his investments, making him one of the few Daggerford-based merchants to actually profit handsomely from the Dragonspear War.

Since his exile from Waterdeep and resettlement in Daggerford, Lord Tarn has set his eye on Daggerford's ducal throne, hoping to establish himself as ruler of a realm independent of the City of Splendors, but close enough to put a stranglehold on Waterdeep's lifeblood of trade. Initially, Lord Tarn thought that by arranging the death of Lord Merovy in the Year of the Bow (1354 DR)—he arranged an ambush on the banks of the Unicorn Run—he would position Lady Bromwyn to become heir to Daggerford's ducal throne. He then planned to then win her hand by dint of his position, setting himself up as successor to Duke Pryden.

After Duke Pryden anointed Lord Pwyll as heir, possibly intuiting the threat posed by Lord Tarn, pursuing the hand of Lady Bronwyn faded in importance compared to undermining Duke Pryden directly. The Dragonspear War offered Lord Tarn the perfect opportunity to eliminate Duke Pryden, without raising suspicions about the death of another member of the

ducal family. Lord Tarn's contact on the Shield Council passed on a request to have Duke Pryden directly targeted via the diabolic connection that had alerted the Knights to the pending invasion. In exchange for crucial information on the disposition of the forces besieging Dragonspear Castle, the Alliance of Avernus dispatched an elite team of devils (including Wartsnak Direlord, see Chapter 6) who attacked Duke Pryden in his tent and destroyed him beyond hope of resurrection. Lord Tarn had expected that the duke's young heir would falter in the face of his unexpected elevation to the ducal throne, leaving him well positioned to be appointed regent, but Duke Pwyll surprised the Knights of the Shield by proving himself an able and effective battlefield leader.

In the wake of the Dragonspear War, Lord Tarn has concentrated his efforts on using his financial and land-owning position to subtly undermine Duke Pwyll's authority and renewed his efforts to win the hand of Lady Bronwyn. If the duke is seen as a poor steward of the duchy, the merchant class is likely to turn to Lord Tarn to defend their interests, and Lord Tarn can push the duke to give him his sister's hand in marriage. Once ensconced in the ducal family, Lord Tarn plans to use the Council of Guilds to pressure the weakened duke into a formal or de facto regency.

Very recently, Lord Tarn learned of the secret courtship between Baron Agwain Delantar (see Mission 3) and Lady Bronwyn. He is now considering how to use this information to his advantage.

Clergy

Baergon Bluesword

Baergon Bluesword (CN male half-moon elf cleric 4 / fighter 2 / warpriest 1 1, see Appendix 2, page 269) leads the worship of Tempus, Lord of Battles, in Daggerford at a shrine known as the Table of the Sword (#R10). Born in the Year of the Fist (1311 DR), Baergon is tall for a half-elf, heavily muscled and adorned with scars and tattoos from head to toe. He favors heavily battered plate armor and a notched battleaxe that has seen service in conflicts the length and breadth of the Sword Coast.

Baeron hails from the City of Splendors, where he served as a mid-ranking commander at the House of Heroes. In the early days of the Dragonspear War, Baergon volunteered to join the contingent of Waterdhavian troops that marched south to the Way Inn, quickly proving his mettle as both a warrior and as a strategist and earning a reputation as a strict taskmaster with a devout desire to die gloriously in battle.

In the aftermath of the Dragonspear War, Baergon settled in Daggerford, both to serve visiting troops from Waterdeep and to grow the ranks of the followers of Tempus among the populace of Daggerford. Baergon is not necessarily well-liked among the general populace, for he follows the teachings of the Lord of Battles very seriously, and he is continually trying to recruit young militiamen whose parents would rather they stuck with the soil and followed Chauntea's way, or at least worshipped Lady Tymora, a known entity. Still, Baergon

Commented [EB454]: City of Splendors: Campaign Guide, page 78.

Commented [EB455]: Cloak & Dagger, pages 70-75. Note that write-up is current as of 1370 DR and includes many open spots, leaving it open as to whether Lord Tarn is still around in 1370 DR or not.

Commented [EB456]: N5 – Under Illefarn, pages 9, 11-12, 19-20, The North: Daggerford, page 9, 16, Volo's Guide to the Sword Coast, page 34.

Commented [EB457]: All the 1e/2e sources had him as fighter 5 / cleric 5, or, 10 years later, a fighter 7 / cleric 7, but in 3.5e, his 1357 DR stats should probably be a 7th level character. I dialed him back to make him fit better compared to other characters.

Commented [EB458]: Complete Divine, pages 74-76.

Commented [EB459]: City of Splendors: Waterdeep, page 38.

continues his missionary work and services the warriors in town's militia, many of who are glad to have a god they understand to worship.

When not found at work at the Table of the Sword (#R10), or in the shrine's loft, where he keeps a bedroll, Baergon favors the Lady Luck tavern (#C1), where he can buy a beer for potential Tempus-worshipers and try to convince them to worship the Lord of Battles. Unlike his clerical peers, Baergon is not (yet) a member of the Council of Guilds, as the church of Tempus is relatively new to Daggerford.

Bando "the Lame" Dallythorne

Bando "the Lame" Dallythorne (NG middle-aged male halfling rogue 2 / cleric 4 [Tymora], see Appendix 2, page 270) leads the worship of Tymora, Lady Luck, in the town of Daggerford, where he serves as the custodian of Fairfortune Hall (#C27), the current location of the shrine of Tymora. Born in the Year of the Claw (1299 DR) outside of Secomber, Bando has begun to show his years, both through his thickening waistline and the streaks of gray that have started to appear in his hair. He favors brightly colorful tunics embroidered with images of dice of varying shapes and hues

In his younger days, Bando was part of a band of adventurers who sought out legends of orcish treasure on the High Moor. All they found were trolls, who ate the entire party except for Bando. As he attempted to flee back to Daggerford, Bando was attacked by lizardfolk, and, thanks to a lingering injury from that encounter, must now get about with a crutch. Bando has never begrudged his lameness, considering the fate of his companions. Instead, this was a religious experience for Bando, who became an acolyte of Tymora, goddess of luck.

When not found at work or at rest at Fairfortune Hall (#C27), Bando favors a quiet ale at the tavern named for his goddess, the Lady Luck Tavern (#CI). As the leader of the church of Tymora, he is also a member of the Council of Guilds. Bando continues to harbor an abiding hatred of lizardfolk and trolls, making him the lead advocate on the Council of Guilds for never selling weapons to the lizardfolk of the Lizard Marsh.

Lightlord Liam Sunmist

Lightlord Liam Sunmist (LG middle-aged male Tethyrian human cleric 5 / morninglord^{FP} 4 [Lathander], see Appendix 2, page 270) leads the worship of Lathander in the town of Daggerford. His regal bearing, powerful voice, and handsome features command attention from all who honor the Morninglord, and he is well-loved in the duchy for his cheerful disposition and willingness to help those in need. Liam favors bright, long-sleeved robes of yellow, red, and pink. He keeps his beard shaved and his blonde hair closely cropped.

Born Ragnar Tharndok in the hamlet of Liam's Hold in the Year of the Shadowtop (1314 DR), he took the name Liam Sunmist upon joining the ranks of the Dawnbringer in the Year of the Sword and Stars (1332 DR), and everyone now calls him by his adopted name. Liam adventured alongside Duke Pryden

in his youth before rising up through the ranks of the Morninglord's clergy at Morninglow Tower (#T13). He has long had the ear of the ducal family, and he remains a trusted ally and advisor of Duke Pwyll.

When on duty or at rest, Liam is usually found at Morninglow Tower (#T13). He is sometimes found at the River Shining tavern (#F57), dining with various important persons who seek his counsel. As the leader of the church of Lathander, Liam is also a member of the Council of Guilds, where he is usually seen as speaking on the duke's behalf.

Lady Priestess Maerovyna of the Earthmother

Lady Priestess Maerovyna of the Earthmother (LG female old Tethyrian human cleric 8 [Chauntea], see Appendix 2, page 271) leads the worship of Chauntea, the Earthmother, in the duchy of Daggerford. Born in the hamlet of Waypost Water in the Year of the Stag (1304 DR), Maerovyna is a motherly woman of ample girth and roughened hands who has led the local Chauntea worship for the last 22 years. She favors simple peasants robes of brown and green hues and wears her waist-long, graying hair loose and adorned with colorful flowers.

Maerovyna is handfasted to Court Wizard Gwydion pen Dafwyd, complementing his focus on the fey magic of the natural world with her support of the local agricultural community.

Although she spends the bulk of her time in the farming hamlets that surround the town of Daggerford, Maerovyna returns to Harvest House (#F55) every few days. While in town, she can be found there, where she also keeps a residence, or at the Happy Cow tavern (#F41), tending to her spiritual flock. As the leader of the church of Chauntea, she is also a member of the Council of Guilds, and is seen by many as the real head of the Farmers' Guild

Commoners

Delfargo the Baitseller

Delfargo the Baitseller (CN male spriggan^{FF} rogue 1, see Appendix 2, page 272) appears to be an ugly forest gnome with greasy, reddish-brown hair, pulled back in a loose ponytail, thick sideburns, and dull, yellow skin. In truth, he is a gnome-like fey creature known as a spriggan and capable of changing into an ogre-sized creature at will. Although the majority of his kin are cruel, evil beings, Delfargo is simply cantankerous, with a dark sense of humor. He is well known in Daggerford's River Quarter, thanks to his appearance, odor, and profession, but has few, if any, friends who know him well.

Born in the Year of the Shattered Oak (1313), Delfargo wandered through the Misty Forest for many years, as part of a larger pack of spriggans preying on forest gnome villages. During the Dragonspear War, Delfargo's pack disbanded, as spriggan bands often do during particularly desperate times. Masquerading as forest gnome, Delfargo sought shelter in Daggerford, where he was quickly forgotten amongst the torrent

Commented [EB460]: N5 – Under Illefarn, page 19, The North: Daggerford, page 22, Volo's Guide to the Sword Coast, page 34.

Commented [EB466]: N5 – Under Illefarn, pages 8-9, 19 (where her name is also spelled Merovyna), The North: Daggerford, page 9, 24, 26, Volo's Guide to the Sword Coast, page 34.

Commented [EB461]: N5 – Under Illefarn, page 19, and Volo's Guide to the Sword Coast, page 34, says NG cleric 6. The North: Daggerford, page 22, says CG cleric 7, so I went with the NG. His backstory suggests he started out as a rogue and then found religion, so I made him multiclass

Commented [EB467]: *The North: Daggerford*, page 24, had her as a druid 9, but I think the former is a better fit.

Commented [EB462]: N5 – Under Illefarn, page 19, blames trolls. The North: Daggerford, page 22, blames lizardfolk. I tried to bridge the difference.

Commented [EB463]: N5 – Under Illefarn, pages 8-9, 11, 19, The North: Daggerford, page 9, 13, 24, Volo's Guide to the Sword Coast, page 34.

Commented [EB464]: FR7 - Hall of Heroes, page 108.

Commented [EB465]: Faiths & Avatars, page 91.

of refugees that sought temporary sanctuary behind the town

After a brief, but largely unsuccessful career as a cutpurse, Delfargo established himself as a baitseller, gathering up fishheads and fish guts discarded by Daggerford's fishmongers and then reselling them on the Shining Shore to fishermen needing fresh bait. "As sweet-smelling as the Baitseller on a summer's day" is a common expression in Daggerford for anything that stinks to high heaven. Delfargo's vocation provides him a convenient explanation for the rancid stink common to spriggans that clings to him at all times.

Now that the Dragonspear War has ended, Delfargo has started to entertain the thought of returning to the Misty Forest and seeking out his kin, but he has also grown fond of Daggerford, having developed a taste for raw fish and ale.

Delfargo can most commonly be encountered wandering the River Quarter in search of discarded fishheads or down on the Shining Shore (#T17), selling bait to local fishermen. He maintains a small shop and residence known as the Bait Cellar (#R33). Whenever he has a few coins to spend in the evening, Delfargo can be found drinking ale on the back stoop of the "Inn the Drink" (#R29), the only tavern in town that will serve him (albeit as long as he keeps his stink outside).

Delfen "Yellowknife" Ondabarl

Delfen "Yellowknife" Ondabarl (CN male middle-aged Chondathan human wizard 8, see Appendix 2, page 272) is a bearded, short, swarthy ex-adventurer of good reputation, agreeable and easy manner, and no sign of age in his features. Born in the Year of the Sunset Winds (1309 DR) in Iriaebor, he settled in Daggerford a decade or so ago, for reasons unrevealed. His nickname "Yellowknife" is thought to come from the gold-trimmed magic dagger he bears. He has grown to love his adopted town and serves in the militia in its defense.

Delfen enjoys a life of training and ease. Delfen is a likeable sort, but not overly interested in sticking his neck out where it is not wanted, and he is not at all interested in the dangers of resuming an adventuring career. He does love to listen to tales of the exploits of others, and will take from them hints about treasures not yet plundered to dispense as sage advice to others.

Delfen is always ready to teach, inasmuch as he can, and he has three or four apprentices in constant attendance. He makes a good living tutoring every wealthy Waterdhavian youngster who dreams of becoming a great mage. Delfen's current apprentices include Edrie Graf (NG female Tethyrian human wizard 1), Ilyntara Maerklos (LN female Illuskan human wizard 1), and Jaeldar "Stagheart" Stoneblade (CG male Illuskan wizard 1). Delfen is well-liked by his apprentices and former students and full of advice for them, when they seek his counsel, but not much real help. His former students tend to think of him as more powerful than he really is because, wisely, Delfen does not reveal much of his powers or his past.

Delfen is known to possess an extensive library of spellbooks, many of which were purchased from passing adventurers. He supplements his income by brewing potions and scribing scrolls (and crafts the occasional wondrous item). He is known to have authored at least one spell of his own devising, Delfen's wareward*, which he uses to alert apprentices and the soldiers of Daggerford Castle if he is wounded or one of his magical items is taken from his person by force.

Delfen is usually found at his tower (#T4), where he studies and teaches. He dines regularly at the River Shining tavern (#F57), but frequents the Lady Luck Tavern (#C1) when he is in the mood to hear the tales of passing adventurers.

Dervin "Stonecarver" Ironaxe

Dervin "Ironeater" Ironaxe (LN male old shield dwarf wizard 4 / fighter 1 /runesmith kas 2, see Appendix 2, page 273) hails from the Sword Coast region, specifically Runedardath, the dwarfhold beneath Mount Illefarn. Born in the Year of the Cloven Stones (1159 DR), Derval left Runedardath for Daggerford, along with the rest of his clan, in the Year of the Black Horde (1235 DR). Derval has spent much of his life working as a craftsman in the town of Daggerford, alongside his identical twin brother Derval and their younger brother Korin. Dervin is married and has two sons and two daughters, most of who have children of their own. Dervin and his brothers support a fairly large—for dwarves—extended family with their work. Various family members help out at the forge and hire out for construction work in the area.

Although he regrets the fall of his ancestral home and quietly supports Korin financially in his quest to reclaim Runedardath, Dervin is largely content with the life he has forged in Daggerford, much like his twin brother. To his way of thinking, he can safeguard his extended family far more effectively by placing them at the heart of a well-armed settlement of humans than by forcing them to defend their own hold with limited numbers. Dervin is a religious dwarf, who follows the way of Dumathoin, Keeper of Secrets Under the Mountain, but he is not a strict traditionalist like his younger brother.

Dervin is responsible for the family's construction business, and his workers have rebuilt the town's stone towers, as well as most of the stone buildings in town. Dervin usually wears a pair of trews, a blacksmith's apron, and a pair of leather gloves. Dervin is far more garrulous than either of his brothers, but he is careful to keep his banter free of any secrets that might endanger his younger brother or his clan.

Dervin can trace his ancestry back to Clan Ironstar, but, like his brothers, he keeps that lineage secret. Likewise, Dervin has never spoken of Korin's plans to anyone outside the close-knit Ironaxe clan.

Filarion "Filvendorson" Floshin

Filarion "Filvendorson" Floshin (CN male gold elf spellthief 5, see Appendix 2, page 273) is the only son of Filvendor

Commented [EB471]: In his original 1e write-up, it was said that he doesn't make magic items, but that doesn't work so well for 3e. This way, the PCs are less likely to have to leave for Waterdeep during the campaign.

Commented [EB472]: This name is alternately listed as "Dervin" and "Derwin" in *NS - Under Illefarn*, pages 20, 35. I went with the former, now that I've made him and Derval identical twins.

Commented [EB473]: Races of Stone, page 118-120.

Commented [EB468]: N5 – Under Illefarn, pages 5, 6, 8, 9-10, 16-17, 20, 48, The North: Daggerford, page 8, 11-12, 23, Volo's Guide to the Sword Coast, page 35, 216.

Commented [EB469]: N5 - Under Illefarn, page 48.

Commented [EB470]: City of Splendors: Who's Who in Waterdeep, page 7, 18, City of Splendors: Waterdeep: Noble Houses Web Enhancement, page 5.

Commented [EB474]: Complete Adventurer, pages 13-20. He was a rogue 9 in N5 – Under Illefarn, but he doesn't need to be that high level.

"Lightfoot" Floshin (see Chapter 1) and Elsarassa Cerinlar (born 1182 DR, died 1315 DR), a moon elf who once served in Lord Elorfindar's employ. Born in the Year of the Starfall (1300 DR), from his earliest days, Filarion has always been an energetic, restless, curious, sly trickster, charismatic and engaging, but of pliable morals.

After his parents' brief affair ended, Filarion moved with his mother back to her native Evereskal where he was known as Filarion Filvendorson, and she found work at the Unicorn and Crescent Inn Filarion grew up at the inn, where he had a habit of stealing bits of magic here and there from various guests of the inn, only occasionally getting caught. In the Year of Spilled Blood (1315 DR), in what was briefly quite the scandal, Elsarassa was attacked and devoured by "monster trees" of some sort that suddenly appeared in the Vale of Evereska; many rumors spoke of this or that hired wizard (or even Elorfindar or someone working for him) luring her into a fatal trap, or augmenting or emboldening the monstrous flora.

After his mother died, Filarion no longer felt welcome at the Unicorn and Crescent and fell in with the Knaves of the Missing Page, Filarion spent the next three decades wandering throughout the eastern Heartlands and the coastal lands all around the Sea of Fallen Stars, making his living as an adventurer and as a thief, all the while serving the goals of the Knaves of the Missing Page. During this period he made many friends among the Harpers, building on relationships he had forged as a youth, and, while he has never formally joined the organization, he willingly serves as an informant for Those Who Harp and contributes to their aims.

Late in the Year of the Moonfall (1344 DR), Filarion "retired" from life on the road and returned to the Shining Vale, where he had been born. (It was not by chance that the timing of his return was coincident with the announcement of the Retreat: Filarion continues to serve the Knaves of Missing Page by targeting adventurers who have stolen elven artifacts from the ruins of the Realm of the Deepening Moon, now that many Fair Folk have left for Evermeet.) After reintroducing himself to the members of House Floshin, Filarion settled in the town of Daggerford, feeling more comfortable amidst the hustle-andbustle of a caravan stop along the Trade Way than on his grandfather's estate. Many locals believe Filarion to be lying low to escape the notice of powerful foes, and living off huge amounts of purloined wealth. (Their suspicions are, at least in part, correct, as there are many wizards in the Inner Sea Lands who would dearly love to see his head on a pike.)

Knaves of the Missing Page

The Knaves of the Missing Page are a fellowship of elven spellthieves dedicated to Erevan Ilesere. Based in Evereska, but active throughout Faerûn, the Knaves specialize in the recovery of elven magical artifacts, spell scrolls, and spell-tomes that have been acquired by other races, particularly humans.

Despite the historic tension between Elorfindar and his parents, Filarion now has an easy, comfortable relationship with most other members of House Floshin. Since settling in Daggerford, he has serve as the primary resident and caretaker of the Floshin House (#L20). Filarion uses the house to host intimate gatherings of visiting elves, half-elves, bards, and other friends of the Fair Folk that involve bardic performances, gambling, and winetasting. Those Who Harp are always welcome at the Floshin House, and more than one Harper has quietly stayed as Filarion's guest when passing through Daggerford.

Filarion's closest living relative in Daggerford is his halfbrother, Kelson Darktreader, but, despite sharing a common father, they are barely cordial to each other for a variety of reasons. For his part, Filarion blames Kelson for the tensions between Filvendor and Elorfindar that led to his growing up without his father, rather than blaming his father's rakish ways (which he himself continues to emulate). Filarion and Kelson are also as different as night and day, with the former charming and ingratiating and the latter surly and uncommunicative, which contributes to continued misunderstandings of the motives and ambitions of the other.

When not found at the Floshin House (#L20), Filarion can be commonly encountered at the Lady Luck tavern (#CI), the River Shining Tavern (#F57), or Fairfortune Hall (#C27). He is well known and well liked in town, and a favorite patron at his usual haunts.

Hendar the Scarred

Hendar the Scarred (NE male Illuskan human rogue 1, see Appendix 2, page 275) is a thin, dark-haired man with a deep furrow in his left cheek and a hint of a limp. He looks a decade older than his years and wears dark, mended clothing, usually stolen from a dustbin or off a laundry line, reflecting his low station in life.

Born in Waterdeep's Dock Ward in the Year of the Wanderer (1338 DR), Hendar is the son of a serving wench who later died of consumption and an unknown sailor. Hendar grew up on the streets of Dock Ward, surviving as a runner, delivering messages throughout the town.

In the Year of the Dragon (1352 DR), Hendar was seen witnessing a young scion of the Roaringhorn clan stab a fellow noble in the back in a dark Dock Ward alley. Fearing he would be silenced, Hendar fled south, where he fell in with the Dragon Cult cell based in the Rat Hills outside of Waterdeep. When Jalanvaloss, the "Wyrm of Many Spells," attacked, killing Nabalnyth and most of the Dragon Cultists, Hendar escaped with only his life and the scar that now marks his cheek. He fled south to Daggerford, where he found employ as a water carrier, but had to tithe the bulk of his earnings in his first year in Daggerford to the Water Carrier's guild.

While he initially thought his position as water carrier would give him access to Daggerford's wealthier homes, and thus the opportunity to steal, Hendar quickly learned that water

Commented [EB475]: This accounts for the statement that he was trained as rogue "somewhere to the east."

Commented [EB476]: *Volo's Guide to the Sword Coast,* page 131.

Commented [EB477]: Demihuman Deities, page 110.

Commented [EB479]: Dragons of Faerûn, page 25, http://www.wizards.com/default.asp?x=dnd/wn/20021 218a.

Commented [EB478]: Demihuman Deities, page 110.

carriers were distrusted for exactly that reason and that Daggerford was too small to remain anonymous for long.

To supplement his meager income, Hendar began to make a few coins as a "wheelsqueal." One of a dozen or so individuals in Daggerford to play this role, Hendar keeps a close eye on every caravan that crosses the River Delimbiyr, counting wagons, noting cargo, and remembering faces. Hendar sells this information to anyone willing to pay him coin, usually rival merchant houses and trading costers seeking a leg up on the competition, but also to bandit gangs seeking information about which caravans to hit.

While he does not stay "bought," Hendar is honest in his reports, as his reputation for solid information is his only asset. During the day he can usually be found skulking around the caravan grounds outside of Daggerford, plying his coins, At night, he can usually be found drinking at the "Inn the Drink" (#R29). If he has sufficient coins, he rents a room in the apartments above. If not, he finds a relatively dry crawlspace beneath one of the homes in the River Quarter and beds down with the rats.

Hendar's one real secret is that he remains a devout Follower of the Scaly Way. Kelthas the Dread, leader of the Dragon Cult cell under Mount Illefarn, recognized Hendar a few years back when he passed through Daggerford and now supplements the wheelsqueal's meager income with coins and the occasional gift, such as the prized dragonfang dagger* he now bears.

Hendar serves as Kelthas's eyes and ears in Daggerford, letting the necromancer know of any rumors he picks up from passing caravans or in the town's taverns. Hendar sends such reports to Kelthas by wây of a riverman, Jardak "Sevenmouths" Herringdar (see below), with whom he has an arrangement. The riverman drops Hendar's packages off on his wây upriver to Secomber at a prearranged hollow beneath a prominent rock overlooking the River Delimbiyr near the eastern end of the Laughing Hollow. Kelthas then creates a zombie bird of prey (usually an owl) which he sends out to retrieve the package and bring it back to his lair. It usually takes three or four days for Hendar's reports to make it to Kelthas's hands, but it does keep the Dragon Cult well informed of goings-on in Daggerford.

On occasion, when his spying draws unwanted attention, Hendar attempts to lead any pursuer into his favorite watering hole, where he can count on his fellow guildsmen to unceremoniously dump the tail into the River Delimbiyr, as is the local custom, while he escapes out a back door.

Ignax "the Ghost"

Ignax "the Ghost" (LE advanced elite imp^{MM} fiend of possession^{FF} 1 see Appendix 2, page 275) escaped the fall of the Alliance of Avernus and fled north to Daggerford to exact his revenge in the bower of his enemies' town. This cowardly, malicious imp with a penchant for cruel jokes now serves Wartsnak Direlord (see Chapter 6) as his eyes and ears in the town of Daggerford.

Ignax is most commonly found in the immediate vicinity of Kelson Darktreader, Master of the Duke's Hunt, who has responsibility for hunting down devils on behalf of the Lords' Alliance in the Daggerford region. Ignax's most recent "prank" was the theft of Kelson's ancestral sword, Kizidathil*, a loss the Huntmaster unfairly suspects his half-brother had a hand in.

Ignax rarely manifests in physical form, preferring to move from object to object in ethereal form. He reports in to Wartsnak on nights of a new moon, riding eastward during the day after possessing a riverman's skiff, then flying northward in ethereal form to Mount Illefarn, possessing an item carried by one of the goblin worg-riders, who then takes the imp into the orc-controlled area of the dwarfhold. The following morn, Ignax returns to Daggerford by the reverse of the route.

Jardak "Sevenmouths" Herringdar

Jardak Herringdar (CN male middle-aged Illuskan human warrior 2, see Appendix 2, page 276), is a longstanding, senior member of the Rivermen's Guild and a veteran of the Daggerford to Secomber route, making regular trips ferrying people and goods up and down the River Delimbiyr on a Shining skiff, along with his eldest son, Jardak the Younger (CN male Illuskan human warrior 1). Born in Daggerford in the Year of the Shattered Oak (1313 DR), this tall, dark-haired, heavily muscled riverman is known as "Sevenmouths" for his endless complaints about having to feed seven mouths on his meager income. Jardak the Elder knows ever bend in the river, every sandbar, and every overlook where wild elves or orcs or bandits might shoot at travelers below from a thick screen of woods.

Despite his endless bellyaching, Jardak has long profited from his position, using it to facilitate all manner of illicit activities up and down the river. For example, Hendar the Scarred (see above), a spy for the Cult of the Dragon, pays him to drop regular reports at a prearranged hollow beneath a prominent rock overlooking the River Delimbivr near the eastern end of the Laughing Hollow. Lord Tarn Urmbrusk also pays him to deliver regular reports on traffic up and down the River Delimbiyr. (Such reports are assembled by multiple rivermen in Jardak's debt, and then passed by Jardak's son to a bullyblade in Lord Tarn's employ when they meet up for a weekly drink at the Lucky Lady tavern [#91]). After the death of a fellow riverman, who was killed by the Swords of the Worm (see Chapter 4) while traveling north to Secomber, Jardak became part of a chain of couriers delivering secret correspondence between Lady Bronwyn and Baron Agwain. (Jardak recently stole one such letter and sold it to Lord Tarn Urmbrusk.)

In the evenings, when in town, Jardak can be found at the "Inn the Drink" (#R29), holding court in a back corner of the tavern with his fellow guildmembers. While he draws the line at murder, Jardak can also be hired to arrange for a "beatdown" by a gang of younger rivermen. Caravan masters hoping to settle a score are not above arranging for a rival merchant to stumble

into a "chance" dustup with a group of rivermen on his way home from a night of drinking.

Owenden "Darrylson" Orcslayer

Born in the Year of the Striking Falcon (1333 DR), Owenden "Darrylson" Orcslayer (NG male Illuskan human warrior 3, see Appendix 2, page 276) inherited the Lady Luck tavern (#C1) from his late father, Darryl Orcslayer, and now happily serves as its tavernkeeper. Owenden inherited his father's stature and muscular build. He usually wears a simple tunic, keeping his well-muscled arms uncovered, and wears his dark brown hair in a simple braid down his back. He keeps his beard neatly trimmed and is never without a bejeweled gold earing his father supposedly won from a pirate in a game of dice at a seedy tavern in Roaringshore.

Owenden is always eager to hear tales of adventuring and to repeat tales he has heard from others, but the only adventuring he has done has been with the militia. He did fight briefly during the Dragonspear Castle invasion and freely embroiders on his modest achievements if pressed to tell of his adventures. Over the years, some have suggested that Owenden should run for guildmaster of the Taverners' Guild, but so far Owenden has shown no interest in local politics.

Owenden lives in a small room in the cellar of the Lady Luck tavern (#C1), so he is almost always found in the tavern's common area, when not asleep or on militia duty.

Wheldor "the Stiff" Nondar, Seneschal of House Hothemer

Wheldor "the Stiff" Nondar (LN male middle-aged Illuskan human expert 3, see Appendix 2, page 276), is the seneschal of House Hothemer, a noble family of Waterdeep whose wealth has been built by owning fleets of caravan wagons and sponsoring merchant caravans. Born in the Year of Chains (1321 DR) in Waterdeep to servants in the employ of House Hothemer, Wheldor has served the Hothemer family all of his life. He acquired his nickname as a young man, for his habit of excessively formal posture and speech, even in lowbrow situations.

Five years ago, Lord Malas Hothemer promoted Wheldor to the position of Seneschal of Hothemer House in Daggerford. While Daggerford is a far cry from the hustle and bustle of the City of Splendors, Wheldor has found his relative freedom from the daily demands of the Hothemer scions quite liberating. As seneschal, Wheldor is nominally responsible for maintaining the Hothemer family's residence in Daggerford, making sure it is ever prepared for their infrequent visits. In practice, his formal position requires almost no work at all, leaving him free to perform his real job.

Wheldor's primary role is that of "hogfattner," a term that refers both to the hog fat most wagoners use in the Sword Coast North to keep their wagon wheels moving and to the role of fattening the coffers of the caravan masters that employ them. In addition to keeping his employers informed of all passing

caravans, including who owns them, where they are going, what they are carrying, and when they expect to arrive, Wheldor is expected to create favorable conditions for caravans sponsored by the Hothemer family. What this means on a daily basis is that Wheldor is constantly slipping coins to caravan guards, militia members, rumormongers, stableboys, wagoners, wainwrights, and even the occasional bandit, in order to create unfavorable conditions for the occasional rival caravan, be it in the form of an animal that comes up lame, a wheel that breaks at just the wrong time, or the occasional crossbow bolt from the treeline that forces a caravan to draw in its defenses and move more slowly.

Wheldor's other "job" is a directive given to him personally by Lord Malas Hothemer of Waterdeep, as part of the latter's secret campaign against Ulmyn Andalor (see Chapter 4). Wheldor has been instructed to discretely obstruct, whenever possible, all shipments of green lumber from Andalor's Mill in Bowshot (see Chapter 4), causing as much economic harm as possible.

Despite his almost comical bearing, Wheldor and his coin purse have cultivated a web of informants and saboteurs who keep the Hothemer family fortunes ever growing, in both good times and bad. Only the recent Dragonspear War really compromised Wheldor's effectiveness, and he has worked hard over the past year to prove himself once again to his longstanding employers.

During the winter months, when trade slows to a trickle along the Trade Way, Wheldor's seneschal purse is sharply clipped, leaving him enough to live on, but not enough to enjoy the many libations that Daggerford's taverns have to offer and to which he grows accustomed in the summer months. As such, Wheldor is prone to use his many contacts for personal gain once the winter snows set in. He has found on more than one occasion that offering to act as the eyes and ears of a band of adventurers based in Daggerford can be a lucrative and relatively safe means of acquiring additional income, and he may well approach the PCs to serve them in that regard. He normally charges a standing fee of 10 gp per tenday, with an expected bonus when he provides an especially juicy bit of information

Wheldor resides at the Hothemer House (#L22). He is a regular at the Lady Luck Tavern (#C1), but he treats himself to a night at the River Shining Tavern (#F57) whenever he is flush with each

Gossip and Rumors

Like all towns, there are many rumors that make the rounds of Daggerford. And like all rumors, they are true and false to varying degrees. Likewise, Daggerford residents accept a certain number of rumors as common knowledge, and these rumors are considered to be true whether they actually are or not.

Following is a list of some of Daggerford's most frequently heard rumors and gossip. Some items are true, as can be substantiated in other parts of this module; these items are Commented [EB480]: N5 – Under Illefarn, page 10, Spawn of Dragonspear, page 50.

Commented [EB481]: City of Splendors (2e): Who's Who in Waterdeep, page 16.

marked with a (T). Some are partially true or based on a misinterpretation of a true event; these are marked with a (P). Other items may or may not be true, and it is up to the Dungeon Master to decide which ones are factual; these items are marked with a (0). Demonstrably false rumors are marked with a (F). The Dungeon Master is free to add his own rumors to the list.

The PCs may learn of these rumors through discussions with NPCs or may overhear them in a tavern; exactly when and where they are heard (if at all) is up to the DM.

- 1) Since his return from the Dragonspear War, Duke Pwyll has been desperately trying to replenish his treasury, which was all but drained by Duke Pryden ere his death. (P)
- 2) Lady Bronwyn is an accomplished wizard who has rejected a number of suitors already. Despite the difference in their ages, Lord Tarn Urmbrusk is still said to be seeking her hand. (T)
- 3) No one knows for sure who Lord Llewellyn's parents were, though Duke Draconandar raised him to nobility. Some say he was the late duke's child. (T)
- 4) Gwydion the Court Wizard spends most of his time cooped up in the castle library. He barely associates with anyone these days. (0)
- 5) The Delimbiyr family originally got their fortune from thievery. You can tell just by looking at their prices now. (0)
- 6) Fulbar Hardcheese has thousands of gold coins from his days as an adventurer. He keeps them in a secret cache in his tavern.
- 7) Derval Ironeater and his family came to town over a century ago. No one knows where the Stout Folk came from, but they brought a lot of coins from the old Fallen Kingdom with them to buy equipment. (T)
- 8) Elorfindar Floshin's son, Filvendor, the father of both Kelson Darktreader and Filarion Floshin, disappeared into the east some 20 years ago. (T)
- 9) Baron Cromm Redhand has been hunting lizardfolk in the Lizard Marsh. (F, spread by agents of Torleth Mindulspeer) 10) Elorfindar Floshin has had four full elf children and several hálf-elf children. He is still alive, but rarely leaves his estates to the north of Daggerford. He is said to guard the secrets of the Fallen Kingdom that lie beneath the boughs of Ardeep Forest.
- 11) There is a lizardfolk champion in the Lizard Marsh who is attempting to unify all the lizardfolk tribes. His name is Redeye, and he's trying to buy metal weapons from the town armory for reasons unknown. (P)
- 12) Dragonspear Castle was the source of a recent invasion from the Lower Planes. There is still a way to get to other planes somewhere in the depths of the castle. (T)
- 14) The Laughing Hollow is home to all manner of fey magic, including dark sorcerers who capture trespassers to serve them for a century or more. (P)
- 15) A nightmarish stallion, once ridden into battle by a horrific fiend, now stalks the Trade Way, searching for its fallen master. It is said to breathe hot sulfurous smoke. (P)

- 16) Huge swarms of devilwasps have been attacking caravans up and down the Trade Way. (P)
- 17) A blood moon stag has been sighted atop a hill overlooking the Trade Way. When a hunter pursued it, it led him on a merry chase to the Alicorn Tower of Mab, where it vanished in a nimbus of blue flame. (P)
- 18) One of the hills overlooking the Laughing Hollow is Mount Illefarn. This is where the dwarves created wonders during the days of the Fallen Kingdom. (T)
- 19) Recently, a band of a dozen adventurers set out in search of Mount Illefarn. Only three returned, all of them wounded. The reported an ambush by an overwhelming number of worgmounted goblins in the Laughing Hollow. Only an attack by wild elves drove the orcs off. The elves refused to talk much with the adventurers, simply telling them they should leave. The elves then faded away, apparently in search of more orcs. (T) 20) A wild tale is recounted about the PCs, barely recognizable in their description, that has only the smallest basis in fact. (P)

Chapter 3: Lizard Marsh

At the mouth of the River Delimbiyr lies a vast, saltwater marsh known as the Lizard Marsh, as much for the dinosaurs that dwell within as the tribes of lizardfolk who claim this territory. Instead of flowing freely into the Sea of Swords, the River Delimbiyr dissolves into a morass of waterways threading beneath cold-weather cypress trees. Thanks in part to the proximity of the sea, the Lizard Marsh never fully freezes, thought its waters grow slushy in the winter.

History

In the Year of the Phandar (-50 DR), Ruathen settlers found the city of Tavaray at the mouth of the River Delimbiyr, farming the fertile soils of the river delta. In the years that followed, Tavaray thrived, and its inhabitants expanded up the river valley, leading to the founding of Elembar in the Year of Risen Towers (146 DR), in the open lands between Ardeep Forest and the Halangorn Forest (now the Halangorn Uplands).

In the Year of the Deep Bay (302 DR), the lands surrounding Tavaray abruptly began to sink (as much as six feet in places), transforming the delta into a vast marsh. The rising waters forced the abandonment of Tavaray, and prompting a wave of migration northward along the coast and eastward up the Shining Vale. The cause of this cataclysm is unknown, but legends speak of the collapse of a great subterranean cavern deep beneath the surface. During the chaos of the exodus, a long-hidden portal was revealed. It is unclear what it connected before Tavaray's inundation, but after the flood it began malfunctioning, periodically becoming the terminus of a one-way portal originating in the depths of the Jungles of Chult.

In the years that followed, increasing numbers of creatures from the southern jungles made their way through the portal into what quickly became known as the Lizard Marsh. Dinosaurs and small bands of lizardfolk were the most common interlopers, but the occasional black dragon wyrmling arrived as well.

By the Council of Axe and Arrow, in the Year of Trials Arcane (523 DR), the Lizard Marsh was a monster-haunted mere, largely ignored by the rest of the Delimbiyr Vale except for a series of garrisons posted along its perimeter. From time to time a band of lizardfolk raiders or a hungry black dragon would emerge, but such threats were largely manageable.

Inhabitants

All manner of monsters, including black dragons, catoblepas^{MM2}, darktentacles^{MM2}, dinosaurs, gray oozes, jaculis^{SK}, lizardfolk, muckdwellers^{SK}, nifren^{SK}, shambling mounds, whipsnakes^{SK} and will-o'wisps dwell within the sprawling reaches of the Lizard Marsh. For the most part they are content to prey on each other, leaving the outside world to its own devices, but intruders from outside the marsh are always considered fair game.

Black Dragons

At any time, between three and seven black dragons usually inhabit the Lizard Marsh. Usually, one mated pair or female dragon claims the Lizard Marsh as their domain, with a handful of their offspring lurking within their territory. Most black dragons of the Lizard Marsh leave to establish their own lair elsewhere or battle their parent or parents for suzerainty of the swamp.

At the present time, the Lizard Marsh is the domain of Murhautha (CE female old black dragon), a long-slumbering black wrym, who allows her offspring to wander unmolested through her domain until they are on the verge of adulthood. She is the mother of Antharzyreph (see Chapter 6), whose depredations have finally united the lizardfolk to act in the common interest while she slumbers amidst the ruins of Tavaray.

Lizardfolk

Scattered tribes of lizardfolk also claim all of the Lizard Marsh as their domain. Traditionally there have been between 10 and 13 lizardfolk tribes in the Lizard Marsh, each claiming their own territory. In recent years, seven of the tribes have been united into one mega-tribe, known as Redeye's Ravagers. Currently there are six independent tribes: Black Worm, Blue Feather, Crashing Thunder, Lizard's Tooth, Sharphorn, and White Bone. The other tribes feud with this megatribe and each other.

The proximity of the lizardfolk to humans of the Shining Vale has increased their level of civilization to the point of using shields, war-clubs, darts, and javelins. It is rumored that some of the lizardfolk have been equipped with metal weapons by various evil influences at work in this corner of the world. However, these weapons tend to rust in the swamp because the lizardfolk are unable to take care of them properly.

During cold spells, the lizardfolk tribes "go to ground," building lairs in the giant cypresses to avoid the hated slush until the water returns to normal.

Redeye

Redeye (N male lizardfolk barbarian 7) is the charismatic leader of the lizardfolk of the Lizard Marsh. Born in the Year of the Adder (1328 DR), he stands nearly eight feet in height, with dark green, almost black, scales. He weighs close to 300 pounds, and his tail extends over four feet in length. His eponymous right eye is blood red with the slitted pupil of a crocodile. It has no lid and cannot close. Redeye wears breastplate fashioned from the hide of a black dragon and wields a powerful longspear in combat.

In his youth, Redeye was the sole survivor of a murderous rampage by the black dragon Antharzyreph that wiped out the rest of his tribe. Whereas the other resident black dragons were content to prey on the marsh's infamous dinosaurs and other

Commented [EB482]: Dragon #228, page 37.

Commented [EB483]: In N5 – Under Illefarn, page 25, Redeye is listed as a N male lizardfolk Clr7 (primarily to give him access to tongues to speak with the PCs). In The North: The Wilderness, page 65, and The North: Daggerford, page 5, he is rumored to have been killed by adventurers and risen as a lich who is now extorting Daggerford for gold. In FRCS (3e), page 224, he is listed as a CE male lizardfolk Bbn11/Chm5 of Talos. I decide to favor the first source in terms of alignment and the last source in terms of his eventual abilities, but introduce a story arc that would explain the alignment transformation, leadership of a mega-tribe, and hunger for metal weapons.

creatures farther afield, Antharzyreph harbored a voracious hunger for lizardfolk meat. The now-tribeless barbarian swore vengeance against the Marsh Marauder, as the dragon came in time to be known, before leaving the Lizard Marsh to seek his fortune.

In the years that followed, while the Marsh Marauder continued his depredations, the young lizardfolk warrior fought as a mercenary, ranging up and down the Sword Coast in service to all manner of masters. Eventually, he found himself in the employ of a Talos-worshiping incantatar named Torleth Mindulspeer (see Chapter 4), rumored to be well versed in all things draconic. The Talassan wyrmgrafter, who saw great promise in the now battle-hardened mercenary, saw to it that he was well equipped to take on Antharzyreph, supplying him with a magic breastplate made from the hide of a young black dragon and a dragon bane longspear. The incantatar even convinced his protégé to allow him to replace the barbarian's right eye with a draconic graft grown from tissue of the same wyrmling, to better understand the nature of his draconic foe.

In the Year of the Dragon (1352 DR), the lizardfolk barbarian returned to the Lizard Marsh and began to stalk his people's nemesis. Every time the Marsh Marauder emerged to prey upon the lizardfolk, the longspear-wielding warrior was there to drive him off and unite the survivors. Within a few short months, Redeye, as he came to be known, had combined over half the lizardfolk population in the swamp into a single megatribe, known as Redeye's Ravagers. The combined might of the lizardfolk was enough to drive Antharzyreph from the marsh in search of a new lair.

For the past five years, Redeye has maintained his wary rule, convinced that the Marsh Marauder will return as soon as his people let down their guard. He still communicates periodically with Torleth Mindulspeer (see Chapter 4), viewing him as a trusted counselor wise in the ways of the world and wholly unaware that Torleth has set him on a path to become a divine champion of Talos. (In fifteen years, Redeye may well become a CE male lizardfolk barbarian 11/ divine champion of Talos 5). Redeye has actually contacted Daggerford merchants for the purpose of trading rare swamp bird feathers and certain delicacies for weapons and other aid, but the Council of Guilds is apprehensive about aiding a potential foe.

Climate

Weather in the Lizard Marsh is considered temperate, as defined in the *Dungeon Master's Guide*, pages 93-95. It is slightly warmer (+5°) than the surround lands during the winter months.

Terrain

The Lizard Marsh is a watery swamp, as described in the *Dungeon Master's Guide*, page 88. Typical marsh terrain includes shallow bogs (40%), deep bogs (20%), light undergrowth (20%), and heavy undergrowth (20%).

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.

Both shallow and deep bogs increase the DC of Move Silently checks by 2.

Undergrowth: Bushes, rushes, and other tall grasses cover much of the ground in marshes. A square that is part of a bog does not also have undergrowth. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way.

Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible.

Squares with undergrowth are often clustered together.
Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description, page 84 of the Player's Handbook, and Drowning, page 304 of Dungeon Master's Guide).

Commented [EB484]: Faiths & Avatars, page 157.

Commented [EB485]: Dragon Magic, page 101.

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer

Other Marsh Terrain Elements: The Lizard Marsh also has many trees, clustered in small stands. Paths lead across the Lizard Marsh, winding to avoid bog areas. Paths allow normal movement and don't provide the concealment that undergrowth

Stealth and Detection in a Marsh: The maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d8×10 feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh.

A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and

Random Marsh Encounters

All manner of monsters can be encountered in the depths of the Lizard Marsh. Most fall into one of three groups: hazards, bands of lizardfolk, and predators.

The following table lists a few of the many dangers the PCs may encounter in the marsh, assuming they stick to the winding paths that avoid bog areas. Note that this encounter table is designed to allow 1st level characters a chance of survival, and hence can be considered a blessing by Lady Luck. Subsequent trips into the Lizard Marsh may well be significantly more challenging, at the DM's decision.

Roll for an encounter (1 on a 1d6) once every 15 minutes or whenever called to do so in the text. When a random encounter is indicated, roll 2d4 to determine the nature of a random encounter. Each encounter listed below can only happen once.

Random Encounters in the Lizard Marsh

2d4 Predators

- Ceratosaur (EL 7) Jaculi (EL.3)
- Nifren (EL 2)
- 4 Muckdwellers (EL 1)
- Whipsnake (EL 2)
- Pteranadon (EL 3)
- Black Dragon Wyrmling (EL 3)

Predators

Ceratosaur (EL 7)

This massive dinosaur's body displays its incredible strength. The creature stands on two large rear legs and is nearly 30 feet in length from nose to tail. It has a massive jaw, a powerful tail, and short arms ending in four-fingered hands. Its strong, serpentine neck supports a lizardlike head, with a short horn protruding from its snout. Its eyes are large, and it has two short brow ridges plus several bony knobs above its eyes and on the top of its head.

Creature: A single massive ceratosaur hunts for prev in the depths of the Lizard Marsh.

Ceratosaur (1): hp 122; see Appendix 2, page 276.

Tactics: This hungry predator charges forth from the brush to attack, using the terrain, if possible, to surprise potential prey and constrain their escape. It relies on its speed and powerful jaws to make the kill.

DM's Note: This encounter is likely far too difficult for 1st level PCs to survive. See the alternate version of this encounter in Mission 1.

Jaculi (EL 3)

A flash of purple through the leaves and a faint hiss reveal the presence of a snake-like creature whose serpentine eyes flash with uncanny

Creature: A solitary jaculi launches itself from a tree branch for a flying gore attack.

Jaculi (1): hp 48; see Appendix 2, page 277.

Tactics: Should it face attacks from more than a single foe-or a hard fight from its chosen victim-it springs to the nearest tree and climbs out of reach. If pursued, it jumps from tree to tree to get away, seeking a place to hide, then turns and follows its foes unseen, attacking again when conditions are advantageous

Nifren (EL 2)

Resembling a hairless, scaly dog, this creature has extra large paws and snake-like tail ending in a deadly looking stinger.

Creature: This solitary nifren has gotten separated from the lizardfolk tribe it serves, following a battle with a rampaging ceratosaur.

Nifren (1): hp 10; see Appendix 2, page 277.

Tactics: It rushes head-on into battle and attempts to sting its opponent(s). Creatures that prove resistant to the poison are attacked with vicious claws and powerful jaws.

Muckdwellers (EL 1)

A rustling in the marsh weeds briefly reveals itself as a tiny, bipedal, lizardly creature, with partially webbed rear feat and mottled hide.

Creature: Muckdwellers flee unless cornered or certain of an

Muckdwellers (4): hp 1 each; Appendix 2, page 277.

Tactics: This group of four muckdwellers lurks below the waterline, waiting in ambush for potential prey. Before closing with a foe, these muckdwellers employ their spit attacks to blind their opponents.

Whipsnake (EL 2)

An up-and-down, whiplike motion reveals the presence of a brown, serpentine creature dangling from the branch of a cypress tree.

Creature: This solitary whipsnake lurks on the sturdy branch of a cypress tree, ready to drop or slither onto creatures passing underneath.

Whipsnake (1): hp 19; see Appendix 2, page 278.

Tactics: Its first attack is always a coil slam.

Pteranadon (EL 3)

This large, birdlike reptile has a long, toothy beak, a thin headcrest, sharp talons, and small claws at the joints of its leathery wings. Its eyes are large and yellow, and its scaly skin sprouts small tufts of downy feathers.

Creature: This hungry pteranadon swoops out of a tree and attempts to spear one of the riders and carry him away.

Pteranadon (1): hp 22; see Appendix 2, page 277.

Tactics: If it loses more than 5 hit points, it flies away to search for easier prey.

Black Dragon Wyrmling (EL 3)

A skull-faced, black-hued, miniature dragon with thin, small, gloss scales flies overhead in search of prey.

Creature: A low-flying black wyrmling spots the PCs and engages them in battle.

Black Dragon Wyrmling (1): hp 30; see Appendix 2, page 276.

Tactics: If it loses more than 5 hit points, it flies away to search for easier prey.

Mission 1: Lizard Raid

"Lizard Raid" is a mini-adventure for 4-6 1rst level adventurers. Depending on the success of the PCs, they should be close to or reach 2nd level by the end of this adventure. This adventure unfolds early in the month of Marpenoth, in the Year of the Prince (1357 DR).

The PCs are drawn into this story by their position in the Daggerford militia. The fact that the PCs are on duty as the adventure begins is pure chance. The adventure begins when a soldier in the employ of Baron Cromm Redhand arrives in Daggerford with the desperate word that the Baron Cromm's stronghold, Redhand Keep, has been attacked by lizardfolk from the Lizard Marsh. The PCs are tasked to investigate by Captain Arayndar Delimbiyr of the Daggerford militia. The PCs ride out to Baron Cromm's holding where they discover the stronghold in ruins and learn that the baron has led a company of soldiers into the Lizard Marsh in hot pursuit.

At the request of Baroness Piann Redhand and in compliance with their orders, the PCs follow the baron's trail into the marsh, where they confront the many dangers of the swamp. During the course of their expedition, the PCs discover that Baron Cromm has been killed by one of the many dangerous predators in the Lizard Marsh. They make the acquaintance of Redeye, leader of Redeye's Ravagers, the largest tribe of lizardfolk residing in the swamp and may learn of his obsession with a black dragon known as the Marsh Marauder. And finally, the PCs determine that the Blue Feather lizardfolk tribe was behind the attack.

See Chapter 2 for possible random encounters in the

Hidden Story

For the past several weeks, Dygath Hornspar (see Chapter 4), Baron Cromm's longtime huntmaster and, secretly, a member of the Wormridden (see Chapter 4), has used the freedom afforded by his position to launch repeated attacks on the Blue Feather tribe, slaying the female lizardfolk and stealing their eggs.

The night before the attack, Dygath "barely got away," leaving an obvious trail back to Redhand Keep, including the occasional broken eggshell along the way. Then, under cover of darkness, Dygath lowered a half dozen ropes down from the keep's parapet, betting (based on past observation of their tactics) that the lizardfolk would most likely attack just before dawn. Dygath did not fear his ruse would be revealed after the attack, as he assumed (correctly) that the keep's residents would assume the lizardfolk brought the ropes and somehow scaled the walls.

Dygath timed his provocation to the night before a day when Baron Cromm had planned an early morning hunt (departing before dawn) and Captain Arayndar Delimbiyr (see Chapter 4), also a secret spy for the Wormridden (see Chapter 4), would be on duty in Daggerford, to ensure the dispatch a small troop of inexperienced militia members, who would be unlikely to notice any inadvertent clues that the attack had been provoked. Dygath's alibi was ironclad, as he was with the baron away from Redhand Keep at the time of the actual attack.

The plot to provoke an attack by the Blue Feather tribe on Redhand Keep and a hoped-for counterattack by the Daggerford militia is the first salvo in a larger plot by Torleth Mindulspeer (see Chapter 4), head of the Wormridden, to draw Daggerford into war with all the lizardfolk of the Lizard Marsh.

Event #1: Call to Action

You are on militia duty, guarding the wall on a beautiful morning in Daggerford. A rider rapidly approaching from the west interrupts the serenity of the day. As he nears the wall, he falls off his horse, extending an arm in your direction as if pleading for help.

The captain of the daywatch, Arayndar
Delimbiyr, quickly rushes to the man's side.
"Lizardfolk . ." the rider gasps. "Lizardfolk
raided Baron Cromm's holding . . need help .
. . please . . " He collapses into
unconsciousness.

Event #2: Fiery Aftermath

The captain wastes no time in sizing up the situation. Baron Cromm is a friend of Daggerford. The Daggerford militia is the nearest help. Captain Delimbiyr orders the PCs to investigate the Redhand Keep and find out what happened to the baron.

The baron's holding is about 10 miles away, about two and half hours of steady riding from Daggerford. The captain provides the PCs with fresh light warhorses and sends them on their way.

As you ride over a hill, you see a pillar of smoke rising from the tower of Cromm's holding. As you watch, a stone wall falls in, the wooden supports eaten away by fire. A few reptilian bodies lie in the dirt. They appear to have been slain as they ran away.

The holding was raided by lizardfolk who somehow made their way over the wall and killed most of the 20-odd people in the hold. A few of the lizardfolk were killed as they tried to escape. They still clutch some of their loot, mostly cheap household items.

A successful Search check (DC 5) reveals that the dead lizardfolk are wearing ornamental belts and baldrics laced with blue feathers. A successful Search check (DC 10) reveals several ropes dangling from the parapet of Redhand Keep. A successful Survival check (DC 20) reveals that the type of the rope would

Commented [EB486]: N5 - Under Illefarn, page 12.

long survive in the wet conditions of the Lizard Marsh and that none of the ropes show the telltale signs of decay marking the early stages of rot. A successful Search check (DC 15) reveals numerous broken eggs of an unusual nature partially buried by the keep's compost heap. A successful Knowledge (nature) check (DC 15) reveals that the eggshells are lizardfolk eggshells. If interviewed, no one in the keep admits to knowing anything about how the eggshells got in the compost heap.

When the PCs enter the courtyard, read them the following:

In the courtyard, the heat from the fire is intense, but dying. Members of the household and some of the serfs, mostly women, are mourning their dead.

Suddenly, an ash-stained woman accompanied by a forlorn attendant rush towards you. The woman throws herself at one of your horses. "You must help him. You must!" she sobs. "He's gone after the rest of them, into the swamp!"

The hysterical woman's attendant fills them in. The woman is Baroness Piann Redhand. The baron and his men had been out hunting when they returned to find the lizard men completing their raid. The baron slaughtered the looters to a lizard and then, seeing that his only son was one of the victims, swore bloody vengeance against the marauders and left in hot



pursuit in the direction of the Lizard Marsh, along with his huntmaster and five other warriors.

If the PCs ask how to identify the baron, the attendant describes his signet ring (a gold ring inset with garnets) and his ornately carved bracers.

If the PCs are reluctant to chase after the baron into the swamp, point out to them that the continued survival of humans in the area depends on marauders knowing their hostile actions will bring swift retribution. Also remind the PCs that Captain Delimbiyr has ordered a complete investigation.

Event #3: Into the Marsh

Entering the marsh is like entering another world. It is thick with lush vegetation. Reeds grow as high as a man on horseback, making long distance viewing impossible. The flat terrain is occasionally broken by a hillock that rises above the reeds.

The baron's trail leads directly into the marsh, along one of the many winding trails worn by the lizardfolk over the years. The lizardfolk keep to the trails so as to avoid the known hazards of the swamp and to return as quickly as possible to their tribal lands.

Tracks: Tracking the baron's group is relative straightforward. The soft ground, the size of the group (12 persons and horses in total) means that only a simple Survival check (DC 5) is required for to follow the tracks (with or without the Track feat). A Search check (DC 5) is sufficient to find the tracks, but not to follow them. A successful Search check (DC 15) reveals one of the broken lizardfolk eggshells that Dygath left along the trail back to the keep. A successful Knowledge (nature) check (DC 15) reveals that the eggshells are lizardfolk eggshells.

Ad Hoc XP Award: Successfully tracking the baron's entourage from this site earns 50 XP.

Event #4: Welcome Committee

When the PCs first enter the swamp, roll 1d6. A result of 1 indicates an encounter on the random marsh encounter table (see above).

Event #5: Massacre

After about half an hour in the swamp, carrion birds rise from the trail, frightened by your approach. Pushing through some tall weeds, you come upon the remains of a fight. Dead men and horses are sinking into the mud on both sides of the path. Across the path is the dead body of an immense ceratosaur. The livery of one of the dead men identifies this as the baron's narry.

Commented [EB487]: http://www.public-domainimage.com/architecture-public-domain-imagespictures/castles-public-domain-imagespictures/gleninagh-castle-on-hill.jpg.html

Commented [EB488]: 10 (soft ground) -1 (Large horses) -4 (6 horses and 6 humans) = 5.

This is where the baron and his men were attacked by ceratosaurs. If the PCs look over the bodies, they will find the baron, thoroughly dead and partially consumed. The baron's signet ring is missing. His armored bracers are also missing. Several of the men are missing weapons.

Missing Body: A careful count of the bodies reveals six corpses, not seven. Clever PCs might deduce that one of the baron's men was eaten whole or ran off. In fact, Dygath knew there were ceratosaurs hunting in this portion of the marsh and deliberately led the baron and his men into an ambush. Dygath's typical tactic when fighting in the marsh was to slink off to find high ground and launch arrow attacks in support of the baron's direct assault, so the baron thought nothing of it when Dygath immediately slipped away, leaving his master to a deadly fate.

Tracks: After the slaughter, the entangled, wound ceratosaur wandered off and six lizardfolk came back to loot the bodies. A Search check (DC 8) is sufficient to find the wounded ceratosaur's tracks, but not to follow them. Tracking the wounded ceratosaur into the swamp requires a Survival check (DC 8). The ceratosaur avoids bogs and quicksand. If the PCs persist in tracking the ceratosaur for at least 15 minutes, they automatically have the random marsh encounter "Entangled Wounded Ceratosaur" (see above).

A Search check (DC 8) is sufficient to find the lizardfolk looters' tracks, but not to follow them. Tracking the lizardfolk looters into the swamp requires a Survival check (DC 8).

Ad Hoc XP Award: Successfully tracking the ceratosaur from this site earns 100 XP. Likewise, successfully tracking the lizardfolk looters from this site earns 100 XP.

Random Encounter: If the PCs spend time searching for tracks, roll 1d6. A result of 1-3 indicates an encounter with a creature or creatures attracted by the scent of fresh blood.

Event #6: Encounter on the Trail

Random Encounter: About 15 minutes after the PCs first find the site of the massacre, roll for an encounter on the Random Marsh Encounter table.

If the PCs encounter a ceratosaur, replace it with Event #6A.

Event #6A: Entangled Wounded Ceratosaur (EL 4)

The baron and his men had a run-in with several of these dinosaurs and came out on the short end. However, before their deaths, Baron Cromm killed one of the dinosaurs and his men wounded and entangled another. The entangled, wounded ceratosaur is in a killing rage and attacks anything that looks like the people who hurt him.

Creature: Although normally far too challenging to put against the PCs at this level, the ceratosaur begins the encounter wounded and entangled. It attempts to attack every other round, and on alternating rounds it attempts to burst out from the net

with a successful Strength check. While entangled, the ceratosaur cannot move quickly, so clever attackers might use ranged weapons or spells to bring it down, rather than engage it directly. Once it breaks loose however, they may well have a real fight on their hands.

Ceratosaur, Entangled and Wounded (1): hp 46; see Appendix 2, page 279.

Event #7: Encounter on the Trail

Random Encounter: About 15 minutes after the PCs' last battle, roll for an encounter on the Random Marsh Encounter table.

If the PCs encounter a ceratosaur, replace it with Event #6A. If they have already defeated the entangled wounded ceratosaur, reroll

Event #8: Trail of the Raiders (EL 10)

You are on a path that follows the edge of a large hillock to your left. To your right is water as far as the eye can see, and it looks deep. You have noticed some small movement in the brush uphill of you. Suddenly, you are looking at a band of hidden lizardfolk who are looking back at you. They are heavily armed and wear baldrics of red-brown pelts.

Creature: The largest lizardfolk is Redeye, leader of Redeye's Ravagers. The rest are his followers. As should be obvious from their baldrics, these are not the same lizardfolk who raided Cromm's holding. (The raiders wore blue feathers.) Redeye's scouts reported to him that humans were in the swamp, and Redeye wants to know what is going on.

Redeye: hp 97; see Appendix 2, page 278. Lizardfolk Warriors (16): hp 11 each; see Appendix 2, page 278.

Tactics: The lizardfolk raise their weapons, but do not attack. If the PCs make no hostile actions, Redeye steps forward to talk with the PCs. Redeye's initial reaction to the presence of the PCs is Indifferent. A successful Diplomacy check (DC 15) changes his reaction to Friendly.

If accused of raiding the baron's holding, Redeye firmly denies it. One of his followers jabbers to him in Draconic, then Redeye tells the PCs that he has just been informed that the Blue Feather tribe might be responsible (which is consistent with the blue feather baldrics seen decorating the dead lizard bodies back at Cromm's Holding). Redeye has no grudge with the Blue Feather tribe, but if they are stirring up trouble with the humans, he would just as soon have them out of the way.

Under no circumstances will Redeye or his followers join the party. If his reaction is Indifferent or better, Redeye wishes the PCs good luck and sends them on their way. If the PCs **Commented [EB489]:** In the original adventure, the baron's gauntlets were mentioned as missing but not found later. I have fixed that later on.

Commented [EB490]: 10 (soft ground) -2 (Huge creature) = 8.

Commented [EB491]: 10 (soft ground) -2 (6 lizardfolk) = 8.

change his reaction to Friendly, they will have made a valuable contact in the Lizard Marsh for future adventures. If the PCs attack Redeye or his followers at any time, they defend themselves with their weapons and his reaction changes to Hostile. The lizardfolk fade back into the swamp and disappear beneath the water as soon as they can.

If Redeye's reaction changes to Friendly, he asks the PCs if they have heard any rumors about a black dragon called the Marsh Marauder. A successful Knowledge (arcana) check (DC 15) or Knowledge (local—Waterdeep) check (DC 15) reveals that the lizardfolk of the Lizard Marsh have been subject to repeated depredations by a black dragon named Antharzyreph, known to the many as the "Marsh Marauder." A successful Knowledge (arcana) check (DC 20) or Knowledge (local—Waterdeep) check (DC 20) also reveals that the whereabouts of the Marsh Marauder have been uncertain in recent years.

Ad Hoc XP Reward: If the PC successfully raise Redeye's reaction to Friendly, they receive 300 XP.

Event #9: Random Mayhem

Random Encounter: About 15 minutes after the PCs first encounter Redeye, roll 1d6. A result of 1 indicates an encounter on the random encounter table (see above).

If the PCs encounter a ceratosaur, replace it with an entangled wounded ceratosaur, as detailed above. If they have already defeated the entangled wounded ceratosaur, reroll.

Event #10: Showdown (EL 5)

Ahead is a large clearing, dominated by a single large tree and a boulder about 20 feet high.

If the arrival of the PCs is detected, read the following:

Six angry lizardfolk warriors launch javelins at you as you emerge from the undergrowth.

If the PCs arrive undetected, read the following:

There are five lizardfolk gathered around a heap of household items that have been dumped on a wall hanging spread out under the tree. The lizardfolk examine the objects with intense curiosity; they clearly have no idea what to do with them. A few yards away is another pile of swords, shields, and various pieces of armor. A dozen large eggs are placed nearby on a low, flat rock bathed in a rare beam of sunlight to pierce the marsh's misty veil.

A sixth lizard man is sitting on top of the large rock. Like the others, he is armed with a shield, a club, and three javelins. He appears to be on watch, but he is too absorbed in the loot examination to pay much attention to any intruders.

About a half hour after the encounter with Redeye, the PCs come out of an area of tall reeds (heavy undergrowth, see above) into a clearing dominated by a huge boulder and a single tree.

Creature: Six lizardfolk looters have stopped to examine their treasure.

Lizardfolk Warriors (6): hp 11 each; see Appendix 2, page

Tactics: The lizardfolk are on the lookout for danger and receive an opportunity to make a Listen and Spot check.

Likewise, the PCs have the opportunity to Listen for or Spot the lizardfolk.

If the lizardfolk detect the PCs, they attack with a flurry of javelins, then continue their attack as below.

If the PCs arrive undetected but do detect the presence of the lizardfolk, they get one surprise round.

After they are attacked or otherwise become aware of the presence of the PCs, the lizardfolk on the ground hide behind the rock. The lizardfolk on the rock stays there until he has thrown all three of his javelins, then he jumps down to join his friends. If the PCs provide him with no clear target, the lizardfolk abandons his post and hides behind the rock.

Two of the lizardfolk stay behind the rock, forcing the PCs to come to them. The other two lizardfolk move to interpose themselves between the PCs and the recovered eggs. There is only water on each side of the path, making it difficult for the PCs to sneak closer to the lizardfolk. There is no cover in the clearing besides the rock and the tree.

The lizardfolk will try to first slay the horses of the PCs with their javelins along with the least armored and most vulnerable PCs. When they have used all of their javelins, the lizard men will charge and engage in hand-to-hand combat with their clubs.

The leader of the lizardfolk, who is otherwise indistinguishable from the others, wears an amulet made from the eye-tooth of a dinosaur. If the leader is killed, the remaining lizardfolk break for the edges of the clearing where they can get to the water and swim away. Likewise, if three or more lizardfolk are killed, the rest will attempt to escape.

If any lizardfolk are captured, a successful Intimidate check gets them to reveal that the attack on the keep was provoked by repeated raids on their tribe by humans from the keep. If specifically asked, an intimidated lizardfolk will also reveal that the ropes they used to scale the walls were already there, as an unexpected surprise, and that they probably could not have otherwise entered Redhand Keep.

Ruins: A successful Search check (DC 10) reveals a set of paving stones leading west through the clearing, partially obscured by dirt. A successful Search check (DC 15) also reveals a small boulder inscribed with a wayfarer's rune resembling a stylized 'T' made from an arrow (across the top) and a curved

bow. A successful Knowledge (history) check (DC 20) reveals that this is the mark of Tavaray, a city that once stood at the mouth of the River Delimbiyr ere its lands were subsumed by the Lizard Marsh. If the PCs attempt to follow the road, it peters out quickly, but it does give them a direction to head if they decide to seek out the ruins of Tavaray at a later date.

Treasure: If the PCs are successful in killing or driving away the lizardfolk, they are free to examine the bodies and the loot. The only item of interest on the bodies of the lizardfolk is the leader's amulet of ceratosaur calling*.

There is little of value in the loot pile, except for the baron's signet ring[a gold band inset with three garnets worth 200 gp) and his bracers (bracers of armor +1). Honorable PCs naturally will want to return the baron's items to Piann, the baron's wife.

Event #11: Getting Home

The trip home can be uneventful or quite dangerous, depending on whether or not the PCs befriended Redeye. If his reaction has been raised to Friendly, Redeye has dispatched two of his followers to watch over them and guide them past potential dangers on their return. Every now and then, one of these lizardfolk will surface from the swamp next to the path and impart some information, such as, "Go thisss way. Nosssing around thisss bend." The lizard man then disappears.

If the Redeye remains Indifferent or worse, the PCs are on their own. Run them into two additional unused encounters of your choice from the Marsh Encounter Table before they get back to Cromm's holding.

Once they have returned to Redhand Keep, Baroness Piann receives them and hears their story. She is devastated to learn the fate of her husband and his men, but thanks the PCs for their help. She gratefully offers the PCs her husband's signet ring and bracers, as there is no longer anyone to inherit them. She explains that there is no claim to the baron's holdings tied to this ring. If the baroness dies, title to the baronial lands of Tavboryn will go to one of her relatives from another barony.

If there is no sign he has fallen under suspicion, Dygath waits several days before returning to the keep, claiming to have been knocked out and separated from the baron during the battle with the ceratosaurs.

Returning to the Marsh

If the PCs failed to make friends with Redeye, the duke might send them back to reinforce diplomatic relations. This won't be easy, but Redeye would be open to a peace offering. PCs might have to face any unused encounters from the Marsh Encounter Table.

Design Notes

XP Goal: Get the PCs from 1st level (0 XP) to 2nd level (1,000 XP). That suggests they need about 1,000 XP per character, or 4,000 XP to a party of 4 characters.

The total value of the Ad Hoc XP the players could earn is 550 XP. The total value of the required combat XP the players could earn is 1,800 XP. Depending on how things go, there is the opportunity for two to eight random encounters of EL 1 through 4. Assuming 2 random encounters of EL 2 each and one random encounter of EL 4, the players might earn an additional 2,250 XP. All told, that's a likely outcome of 4,900 XP total, or 1,225 XP each. In other words, it is likely that the PCs will reach second level by the end of this adventure.

The expected value of the treasure that the PCs could recover is 4,000 gp. The actual value of the treasure that the PCs could recover is 4,764 gp.

			Expected	Actual	
Encounter		EL	Treasure	Treasure	XP
Event #1	-	N/A	0	0	0
Event #2		N/A	0	0	0
Event #3		N/A	0	0	50
Event #4		2 (avg)	600	0	600
Event #5		2 (avg)	600	0	800
Event #6		N/A	0	0	0
Event #7		4	1,200	0	1,350
Event #8		N/A	0	0	300
Event #9.		N/A	0	0	0
Event #10		5	1,600	4,764	1800
Event #11		N/A	0	0	0
Total	9.00		4.000	1.761	4 900

Commented [EB494]: 100 XP + 100 XP + 50 XP +300 XP = 550 XP.

Commented [EB495]:

Commented [EB496]: EL 5 vs. PCs of Level 1 = 1,800 XP.

Commented [EB497]: 600 XP + 600 XP +1350 XP = 2250 XP.

Commented [EB498]: 1,600 GP (EL 5) +600 GP (EL 2) +600 GP (EL 2) + 1,200 GP (EL 4) = 4,000 gp.

Commented [EB492]: In the original adventure, this would be a *minor ring of energy resistance [fire]*, worth 12,000 gp. This is too rich for this adventure.

Commented [EB499]: 3,564 (amulet of ceratosaur calling) + 200 (signet ring) +1,000 (bracers of armor +1) = 4,764 gp.

Commented [EB493]: In the original adventure, they mentioned the gauntlets but never detailed them. I'm guessing they were intended to be *gauntlets of ogre power*, worth 4,000 gp. Nevertheless, this too is too rich for this adventure.

Chapter 4: Open Marches

The Open Marches encompass the wide expanse of unclaimed, relatively open land south of the River Delimbiyr and west of the Misty Forest and the High Moor, extending as far south as the Trollclaw Ford. Although the region has long been claimed by the Dukes of Daggerford, in reality it is largely ungoverned. The small human settlements and farms in the region are largely confined to the immediate vicinity of the Trade Way. Although the Alliance of Avernus has been defeated and most of the diabolic invaders have been defeated, the lingering effects of that extraplanar conflict still bedevil the region.

History

The once-heavily-forested, lightly settled southernmost reaches of Ardeep (now the Misty Forest, the Open Marches, and the Trollbark Forest), were the first to be abandoned as the Fair Folk of Illefarn slowly dwindled in number. As humans began to settle the Shining Vale, first in Tavaray, then in Elembar, traders seeking a trade route to rich southern cities began to widen an Illefarni footpath through the southern woods into an actual road, which over time became known as the Coast Way or the Trade Way.

By the founding of Phalorm in the Year of the Trials Arcane (523 DR), logging and farming had widened the initial road into a several-miles-wide rift through the forests. Over time, the northern and eastern forest became known as the Misty Forest, for the ever-present mists that wafted down from the High Moor, and the western and southern forest became known as the Trollbark Forest, as the Everlasting Ones began to push down from the Troll Hills into the forests once defended by the Fair Folk of Illefarm.

In the wake of Phalorm's collapse, the steady expansion of logging and settlement along the Trade Way largely halted, leaving the Open Marches, as they had come to be known, mostly unclaimed wilderness. Settlements along the Trade Way continued to subsist on farming, logging, and catering to the endless stream of caravans making their way from the Chionthar to the Dessarin river valley, but those located farther afield from the trade route slowly faded away, leaving the region littered with the overgrown remnants of civilization in decline.

A century ago, Daeros Dragonspear was a famed halfdwarven adventurer of the North. Early in his career, the bearded half-dwarf rescued and befriended Halatathlaer, an ancient copper dragon who laired beneath three hillocks on the western edge of the High Moor, south of the Misty Forest, amidst the ruins of one of the Moorsedge Keeps (see Chapter 1).

In the Year of the Raging Flame (1255 DR), Daeros seized a fortune in gems from a beholder lairing in the lost, subterranean city of Kanaglym, in the depths of what was once Phalorm's Duchy of Hunnabar, and decided to retire. The bearded half-dwarf chose the site of Halatathlaer's lair to build his castle. The

copper dragon had grown tired of constantly fighting off thieving orcs and goblins, but he was loath to leave his lair.

Daeros gathered humans and dwarves loyal to him and built a large and splendid structure, composed of a massive central keep surrounded by a strong ring of four towers (the inner ward). Around the keep was a spear-head shaped outer wall linking nine great towers (the outer ward). Dwarves were welcome at Daeros' castle, and soon the outer ward filled with small stone cottages and delvings beneath them. The Stout Folk included many members of Clan Arlspar and Clan Dragonsteel, whose ancestors had once dominated the Duchy of Hunnabar.

In the years that followed, Daeros and Halatathlaer were often seen in the skies above the High Moor, with Daeros wielding a massive spear against foes on the ground and employing a magical horn to summon his troops when needed. Daeros' great weapon earned him the sobriquet "Dragonspear," and, in time, his castle came to bear the same name. The pair's energetic raids hurled back the orcs and trolls of the High Moor, and, for a brief time, they succeeded in purging much of the southeastern moorlands of their influence. However, nearly three decades after the castle's completion, Halatathlaer succumbed to a wasting disease, which left him increasingly tired and weak. As word of the dragon's plight spread, more than one wizard who coveted the copper dragon's hoard used shape-shifting magics to infiltrate the ranks of Dragonspear Castle's residents and investigate how the treasure was guarded.

In the Year of the Whelm (1290 DR), a Calishite mage named Ithtaerus Casalia crafted a spell that allowed him to teleport Halatathlaer away to the Fallen Lands, bound in slumber. Ithtaerus then revealed to Daeros what he had done by means of a false nightmare that showed the wizard creating a portal in the dragon's lair through which Halatathlaer was taken.

In truth, the portal was created by an outcast devil named Armaros, known as "the Resolver of Enchantments," who Ithtaerus had called. The Dragonspear portal* led to Avernus, first of the Nine Hells of Baator, but required the sacrifice of a mortal to activate it. When the enraged Daeros plunged through the portal, he triggered the devil sorcerer's spells, which immediately trapped the half-dwarf and opened the portal in both directions.

The newly opened portal quickly disgorged several devils in Armaros' employ into the bowels of Dragonspear Castle. While Daeros's followers battled the incursion, Ithtaerus looted the dragon's hoard and then returned Halatathlaer to the inner ward, bound in magical slumber. Armaros returned to Avernus, content to have created a powerful new form of portal, known as a soulbind portal (detailed in a future adventure), but Ithtaerus lingered near, observing the destruction he had unleashed.

Once the devils were defeated, Ithtaerus called upon several dragons he knew, telling them that the copper dragon of Dragonspear Castle slept, near death, and it and its hoard were easy prey. Three young and ambitious dragons heeded his **Commented [EB500]:** Forgotten Realms Campaign Setting (1e): DM's Sourcebook of the Realms, pages 36, 37, City of Splendors: Waterdeep, page 11.

Commented [1505]: See George Krashos's notes on the history of Hunnabar, detailed here: http://forum.candlekeep.com/topic.asp?TOPIC ID=5812 &whichpage=7.

Commented [1506]: The evil wizard who killed Daeros is called Ithtaerus in .Volo's Guide to the Sword Coast, page 73, but is called Casalia in Forgotten Realms Campaign Setting: A Grand Tour of the Realms, page 91, and Forgotten Realms Campaign Setting: Cyclopedia of the Realms, page 39.1 resolved the apparent contradiction by making one name a first name and the other a last name.

Commented [I507]: Dragon #91, pages 19-20.

Commented [I501]: Forgotten Realms Campaign Setting: Cyclopedia of the Realms, page 39, Forgotten Realms Campaign Setting: A Grand Tour of the Realms, page 91, Volo's Guide to the Sword Coast, pages 73-75.

Commented [1502]: The Forgotten Realms Campaign Setting: Cyclopedia of the Realms, page 39, describes the castle as "little more than 100 years of age" from a date current to 1357 DR. The Forgotten Realms Campaign Setting: A Grand Tour of the Realms, page 91, indicates that the castle is "only 100 years of age" from a date current to 1367 DR. Volo's Guide to the Sword Coast, pages 73-75 do not give an age for the castle. The Forgotten Realms Campaign Setting, page 294, talks about the castle's existence "over the centuries". Normally we assume that if the age was not updated between editions, then the earlier date still holds. I think 1255 is a good balance between the approximate dates of the castle's founding.

Commented [EB503]: A Grand History of the Realms, pages 90, 92, 127. Forgotten Realms Atlas, pages 148-149.

Commented [1504]: Lost Empires of Faerûn, page 138, Forgotten Realms Atlas, pages 146-149, Waterdeep (novel), FRE3 - Waterdeep, page 28.

words and took wing to Dragonspear Castle. They met over the fortress and fought, destroying Halatathlaer and much of the castle before slaughtering each other. The last survivor, a black dragon named Sharndrel, was enraged to find the hoard it had fought so hard for looted so that only a few coins were left. It went seeking the triumphant and overconfident Ithaerus, found him gloating over the best wine of the castle in the upper chambers of the central keep, and blasted him with its acid until his bones crumbled to powder.

The castle was left as a shattered ruin, eagerly raided by orcs, hobgoblins, bugbears, goblins, and trolls from the High Moor as well as other evil spellcasters and brigands, until all the dwarves were dead or had fled. The Serpent Folk of the Serpent Hills even sent a large party to search the ruins for magic, and they bore away all they found. In the years that followed the ruins fell empty for a time, and thereafter served as a temporary home to small groups of bandits or outcast mages.

In the Year of the Creeping Fang (1305 DR), an alliance of hobgoblin chiefs from the High Moor seized the castle. They used it as a base from which to raid the caravan road and the lands around it, gathering orcs and trolls into ever-larger bands until Waterdeep and Baldur's Gate raised armies and cleaned the castle out in the Year of Spilled Blood (1315 DR). The victors set an armed temple to Tempus, called the Hold of Battle Lions, in the cellars to guard against creatures using the portal, for it seemed indestructible. The magical gateway hurled back magics used against it and sent forth ghosts of creatures slain in the castle to attack those approaching it.

Seasons passed, and more devils from Avernus discovered the Dragonspear portal. In time, word of the portal's existence reached the ears of Azazel, another outcast devil of Avernus. "The Serpent," whose name had been changed from Hazzael to that of a demon prince by Asmodeus to reduce the chances of his being summoned, had long sought a base on the Material Plane. With such a base, he could work against the plans of the archdevils and gather strength to challenge for a place among the Lords of the Nine. The Dragonspear portal provided him the perfect opportunity.

In the Year of the Bow (1354 DR), Azazel began dispatching minions through the *Dragonspear portal* in increasing numbers until the devils overwhelmed the Tempuran defenders and claimed the castle for their own. Led by the pit fiend Baazka, the Serpent's lieutenants then dispatched emissaries to the various humanoid tribes of the High Moor and slowly assembled them into a great alliance. In the year that followed, they began attacking travelers along the Trade Way and the isolated settlements of the region.

By the Year of the Worm (1356 DR), the Alliance of Avernus had devastated the region from the Way Inn to the Boarskyr Bridge, such that travel along the Trade Way dwindled to almost nothing. In response, Waterdeep mustered an army to besiege Dragonspear Castle and battle the devil-led tribes wandering the Open Marches. By Tarsakh, a strange, sorcerous mist (the *Breath of Baerendurr*) had enveloped the region, pouring

forth through the *portal* and reducing the fighting to scattered skirmishes throughout the region. By summer, the Dragonspear War had spread from Triboar to the northern borders of Amn.

The war came to a sudden, anticlimactic conclusion when word of Azazel's incursion into the Material Plane reached the ears of Asmodeus. Asmodeus then ordered Armaros to cast seal portal Moder, SC (also known as gate seal PRCS) on his creation. The Resolver of Enchantments complied at the worst possible moment for Azazel, trapping the Serpent's lieutenants in Avernus, where they had gathered to consult with their lord, and abruptly depriving the Alliance of Avernus of much of its infernal leadership. Finally, the Lord of the Nine forced upon Azazel the planar commitment of the Serpent from escaping the Nine Hells.

By the Feast of the Moon, the Sword Coast was quiet again, with the sorcerous mist dispersed and the devils largely dead or scattered. Once again, the followers of Tempus set up a small shrine in the ruins, and the region returned to a semblance of normalcy. While the war did not reach Daggerford, the region is still plagued by evil creatures, and most parties traveling between The Way Inn and Boarskyr Bridge do so in large, well-armed caravans.

Inhabitants

The Open Marches are home to flocks of seabirds, small wandering herds of wild horses and other cloven-hoofed grazing animals. Settlements are few and far between, except along the Trade Way. The Open Marches are divided into loosely ruled, overlapping territories, largely along racial lines.

The northern and eastern reaches of the Open Marches, along the western edge of the Misty Forest, are settled and fairly peaceful. The majority of inhabitants are human, but lightfoot halflings and forest gnomes are not unknown. In addition to brigands based in the Sword Hills, barbarian, orc, goblin, and troll raiders from the High Forest and forest troll^{MM3} raiders from the Misty Forest are not uncommon.

Monstrous inhabitants in the southern and western reaches include a handful of devils, hag coveys, forest trolls, foulwings LEoF, and "regular" trolls. The southeastern reaches, in the general vicinity of Dragonspear Castle, include the diabolic remnants of the Alliance of Avernus and their devilkin spawn, as well as raiders from the High Moor, the Troll Hills, and the Trollbark Forest.

Automatons

Adventurers have found various sorts of constructs of Netherese design half-exposed in the crumbling cliffs along the western edge of the Open Marches overlooking the Broken Shore. Thought to have been hidden here in preparation for some long-forgotten invasion that never came to fruition, such automatons move into action (usually attacking living things near them) once freed enough to break free of their rock prisons.

Commented [I513]: Forgotten Realms Campaign Setting: DM's Sourcebook of the Realms, page 38.

Commented [I514]: Forgotten Realms Campaign Setting, page 70.

Commented [I515]: Manual of the Planes, page 200, Fiendish Codex II: Tyrants of the Nine Hells, page 37.

Commented [1508]: I've expanded what happened here to include history from Forgotten Realms Campaign Setting: Cyclopedia of the Realms, page 39.

Commented [EB516]: http://www.candlekeep.com/library/articles/sse/sse 101112-06.htm http://forum.candlekeep.com/topic.asp?TOPIC_ID=851 &whichpage=46

Commented [**I509**]: *Dragon* #91, page 20.

Commented [1510]: According to Forgotten Realms Campaign Setting: Cyclopedia of the Realms, page 39, "In recent years, some evil agent ..." As this book is set at the beginning of 1358 DR, I figure four years before is "in recent years". This is confirmed in Spawn of Dragonspear, page 17. (Spawn of Dragonspear is set in 1354 DR, as discussed in the write-up of Kelson "Darktreader" Floshin.)

Commented [I**511**]: FRQ2 - Hordes of Dragonspear, page 7, 26.

Commented [I512]: Forgotten Realms Campaign Setting: DM's Sourcebook of the Realms, page 36.

Small parties of Gond-worshippers from Lantan make frequent explorative expeditions along the broken cliff face, searching for constructs they can disassemble and study; often they are forced to hire adventurers to protect them from the hags and foulwings^{LEoF} that stalk them (as food that's obligingly strolling within reach).

At the DM's option, these automatons might be a reasonable way to introduce warforged MM3 into the Realms.

Devilkin

After Armaros sealed the Dragonspear portal, the Alliance of Avernus was cut off from its commanders and deprived of reinforcements. Within a matter of months, the diabolic invaders had been largely defeated, and the Alliance of Avernus was no more. Although the Lords' Alliance continues to hunt for the remnants of the diabolic invasion, those that have survived this long have established relatively safe hidden lairs and gone undetected.

Along the northern end of the Broken Shore, between the territory held by foulwings LEGF and the Lizard Marsh, a swarm of advespa^{MM2} have established a hive in caves once home to "bat trolls" (werebat LEGF forest trolls). Their nest envelops an evil node CGF, Led by a Huge 12 HD "queen," the advespa control numerous hellwasp swarms they can drive into battle and have begun breeding swarms of devilwasps (fiendish giant wasps). Their presence, (like that of the bat trolls before them) prevents the lizardfolk from expanding south along the entire shore.

In open region surrounding Dragonspear Castle, the greatest threat are tiefling brigands, drawn to the region in hopes of joining the Alliance of Avernus only to be left behind when the Dragonspear portal was sealed.

Hags

There are over a dozen known coveys of hags (trios of one annis, one green hag, and one sea hag) resident in the western Open Marches. They dominate local life in and around the Banshee Woods, the northwestern third of the Trollbark Forest, and along the cliffs to the west of the woodlands, collectively known as the "Haglands."

The hag coveys rarely fight each other openly (and they will in fact band together to battle formidable intruders like adventuring bands), but they carry on longstanding rivalries in which status is linked to performance in disputes with each other (i.e. getting your own way or besting the other covey is a small, bloodless victory, and those who "win" more often increase their influence). Each covey is attended by a small warband, usually consisting of a mix of hagspawn [1E, half-orc, and human males, as well as the occasional tiefling.

On rare occasions, the hags are known to harness the wild foulwings. Leaf that lair in the cliff face west of the Trollbark Forest as steeds, using them to ride out into the Sea of Swords to harry ships that sail too close to shore, giving rise to vague accounts of the "Screeching Hags of the Sword Coast."

Humankind

Humankind has long claimed the Open Marches in the name of the various Fallen Kingdoms, and humans born and bred in the region are known as the Delimbiyri. Human logging was responsible for transforming the southern reaches of Ardeep Forest into three separate woodlands: the Misty Forest, the Banshee Woods, and the Trollbark Forest. Since the fall of Phalorm, efforts to settle the region have largely faltered, except along the regularly patrolled Trade Way. Human-dominated settlements stretch along the Trade Way from Daggerford down to the Way Inn, but rarely more than few miles west of the caravan route.

Bands of brigands in the Sword Hills, the Haglands, and the immediate vicinity of Dragonspear Castle include a significant fraction of humans among their number, as well as half-orcs, tieflings, and others of their ilk.

Trolls

Trolls and forest trolls are found in large numbers on the High Moor, in the Trollbark Forest, and in the Troll Hills. Gangs of forest trolls regularly battle with hag-sponsored warbands that patrol the Haglands to the north. Trolls also regularly mount raids on caravans to the east, as they head to or from Trollclaw-Ford along the Trade Way.

During the recent incursion by the Army of Avernus, battles regularly erupted between bands of trolls and devils. Such battles reduced the ability of the diabolic invaders to battle the Lord's Alliance and reduced the ranks of the trolls to their lowest level in over a century. The deepspawn are moving quickly to replenish the ranks of the trollspawn, but for now the region is actually slightly safer than before the Dragonspear War due to the reduction in their number.

The Wormridden

The Circle of Rust and the Worm is a Talassan cabal of crazed sages and mystic spellcasters of assorted disciplines, both religious and secular, intent on bringing about the end of the world by natural forces and the inherent instability of civilization. The group's name refers to the unstoppable destruction inflicted on living things and their creations by the passage of time, symbolized by the rust that assails sword and shield and maggots that break down flesh. Although the faith of Talos is most commonly associated with the destructive force of nature, including storms, earthquakes, tornadoes, hurricanes, and the like, the efforts of the Rustworms, as members of the group are known, to bring about destruction on a longer timescale have won the Destroyer's favor as well. Some members of the Circle of Rust and the Worm seek to destroy Faerûn through the unleashing of some great long-lasting cataclysm, while others focus their efforts on destroying the hallmarks of civilization, leaving a legacy of fallen kingdoms in

The Circle of Rust and the Worm has an active presence in the Open Marches south of Daggerford, under the leadership of Commented [EB517]: Monster Manual 3, pages 190-193.

Commented [EB518]: Champions of Ruin, pages 95-97.

Commented [EB520]: Faiths & Avatars, page 157.

Commented [EB519]: *Unapproachable East*, page 64-66.

a Rustworm named Torleth Mindulspeer (see below), proprietor of Torleth's Treasures in Gillian's Hill. Unbeknownst to his fellow villagers, Torleth leads a group of bandits based in heart of the Sword Hills. The bandits, who call themselves the Swords of the Worm, serve as Torleth's mailed fist, allowing him to attack and plunder passing caravans bearing unusual trophies. Such trophies inevitably make their way into his shop after passing through several less-than-trustworthy hands.

Torleth is also served by a variety of individuals who spy on his behalf. The Wormeyes, as Torleth calls them, include such notable spies as Arayndar Delimbiyr (see Chapter 2), a captain in the Daggerford militia, who keeps Torleth informed of ongoing activities in Daggerford (and thus all the PCs' exploits that are reported back to Sherlen), Dygath Hornspar (see below), Baron Cromm's huntmaster, who engineers the lizardfolk raid on Redhand Keep (see Mission #1) and the assassination attempt on Ulmyn Andalor (see Mission #2), and Lyandra of Scornubel, a serving wench at the Way Inn, who alerts Torleth to the rare map carried by Meldar "Farwander" Lythnaer (see Mission #2).

Collectively, Torleth, the Swords of the Worm, and the Wormeyes make up the Wormridden, the local cell of the Circle of Rust and the Worm.

Dygath Hornspar

Dygath Hornspar (CE male Tethyrian scout 2, see Appendix 2, page 279) is Baron Cromm's huntmaster, responsible for dealing with dangerous predators in the vicinity of Redhand Keep. His plain face is eminently forgettable, and he is of middling height. His build is lean and muscular. He wears his gray-streaked black hair pulled back in a loose braid and wears a thin goatee. Dygath is at home in the wilderness, favoring sweat-stained studded leather armor and his handcrafted bow.

Born in the Year of the Striking Hawk (1326 DR) and raised in the hinterlands of the Shining Vale, Dygath is a natural hunter who acquired a taste for hunting sentient creatures during the Dragonspear War. He returned a decorated war veteran whose courage and martial skill were unquestioned, but whose penchant for cruelty and destruction went unnoticed.

Dygath fell in with the Circle of Rust and the Worm after observing the hate-filled destruction the Sword of the Worm unleashed on a passing caravan. Initially Dygath thought to join the Swords of the Worm, but Torleth convinced him he could wreak greater havoc by maintaining his position in the court of Baron Cromm while working as a saboteur.

Torleth Mindulspeer

Torleth Mindulspeer (CE male Tethyrian human Wiz5/Incantatar 2, see Appendix 2, page 280) is a tall, cadaverously thin man of dry wit and a gloomy manner. Born in the Year of the Grimoire (1324 DR), he favors long, dark gray robes that cover the strong, blue, gleaming scales that cover the skin of his torso and limbs.

As the sole proprietor of Torleth's Treasures in the hamlet of Gillian's Hill, he indulges his delight in buying old things,

garbage out of ruins or abandoned buildings, and oddities dug up or brought back from the far corners of the Realms by travelers and then reselling them to passersby. Torleth is morbidly fascinated by the haphazard nature of what survives the fall of a civilization, be it precious or banal. He secretly delights in the destructive power of wyrms, viewing dragons as the living embodiment of Talos's will.

Torleth's allegiance to one or another dark group has long been whispered by those who wonder how he can make much of a profit. While most believe Torleth is a smart investor in merchant shipping who can afford to live off the proceeds of his investments, a range of rumors (Gather Information DC 15) variously claim that Torleth is a spy or supply/message drop for various merchant costers, the Zhentarim, the Red Wizards, the Cult of the Dragon, or the Harpers. In addition, some claim (Gather Information DC 20) he has a portal in a dim corner or cellar in his shop leading to Waterdeep, Suzail, Mirabar, or Westgate and that he makes his money selling passage for 100 gp per person.

Torleth's true affiliation is unknown to all save his coconspirators. Torleth is secretly a member of the Circle of Rust and the Worm (see sidebar), a Talassan cabal dedicated to the destruction of Faerûn. Torleth is a master manipulator who hides in plain sight. He enjoys transforming unlikely allies into instruments of destruction who can threaten the continued existence of civilizing forces. Torleth chose to locate in Gillian's Hill so as to be close to the Crypt of the Worm (see below), as the Circle can trace its roots back to the Doomsayers of fallen Netheril. Torleth seeks to honor the Destroyer by plotting to bring about the destruction of the remaining settlements in the Shining Vale.

As part of his ambition to bring about the collapse of civilization in the region, Torleth has long sought to spark a war between the more primitive inhabitants of the High Moor and the Lizard Marsh and the more settled inhabitants of towns along the Trade Way and the River Delimbiyr. Towards that end, Torleth has long nurtured a relationship with Redeye (see Chapter 2), now the leader of more than half the lizardfolk tribes in the Lizard Marsh. Torleth has manipulated Redeye's hatred of Antharzyreph to forge him into a weapon of destruction capable of furthering the Destroyer's larger aims.

The attack on Baron Cromm's holding by a rival lizardfolk tribe (see Mission 1) is simply the first step in Torleth's plot to spark a larger war between Redeye's Ravagers and the Duchy of Daggerford. As events unfold, Torleth is quite flexible in his plots, taking advantage of the PCs discovery of Antharzyreph's new lair beneath Mount Illefarn (see Mission #4) to further his goal of inflaming tensions in the region. For example, Torleth is not above letting both the Marsh Marauder and Redeye know that an item taken from Antharzyreph's hoard is now located within Daggerford, in hopes that the lizardfolk and the black dragon will battle each other amidst the hoped-for rubble of Daggerford. About the only thing that Torleth is unwilling to do is to bring about the destruction of the world through

Commented [EB521]: Volo's Guide to the Sword Coast, pages 41-42, 225. While his description, profession, and personality remain unchanged, I have changed Torleth's alignment, class, and motivation significantly, treating Volo as an unreliable narrator.

extraplanar means. The Talassan Rustworm sees such incursions as contrary to the will of Talos, and, as such, quietly lent his support to those who battled the devil-led hordes from Dragonspear Castle.

If approached by the PCs, Torleth brushes off talk of a portal in his shop as nothing more than rumor. If the PCs persist, in exchange for 100 gp, Torleth grudgingly shows them a secret portal that he claims goes wherever they have asked (a lie) in hopes that they will become trapped in the Crypt of the Worm and destroyed by the monsters that lair within before they can find a way out.

Climate

Weather in the Open Marches is considered temperate, as defined in the *Dungeon Master's Guide*, pages 93-95.

Terrain

The Open Marches are considered plains, as described in the *Dungeon Master's Guide*, pages 91-92.

Plains come in three categories: farms, grasslands, and battlefields. Farms are common along the Trade Way. Grasslands are common in the area west and south of the Trade Way, between the Trollbark Forest and the Lizard Marsh. The battlefields surrounding Dragonspear Castle, will eventually be reclaimed by natural vegetation or the farmer's plow.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

In farmland, any given square might contain light undergrowth (40%) or a trench (5%). In grasslands, any given square might contain light undergrowth (20%) or heavy undergrowth (10%). On a battlefield, any given square might contain light undergrowth (10%), light rubble (10%), trench (5%), or a berm (5%).

Undergrowth: Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult more difficult. The DC of Balance and Tumble checks increases by 2. On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example.

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the

trench gain a +1 bonus on melee attacks because they have higher ground.

In farm terrain, trenches are generally irrigation ditches. **Berm**: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (see below), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for 1 square, then downhill for 1 square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement.

A steep slope increases the DC of Tumble checks by 2.

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Other Plains Terrain Features: Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for siege engines. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×40 feet, although the specifics of your map may restrict line of sight.

Plains terrain provides no bonuses or penalties on Listen and Spot checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

Locations

Alicorn Tower of Mab

The Alicorn Tower of Mab sits astride a granite plug, north of the Way Inn, some ten miles east of the Trade Way. This slender, curving spire resembles the spiral horn of a unicorn and flickers with blue *faerie fire* when bathed in moonlight. The tower has no windows or battlements, and the only apparent means of entry is a rune-carved door built into the rockface directly below the tower.

Mab (NG male Tethyrian wizard 3 / druid 3 / arcane hierophant Row 12) was born in the kingdom of Callidyrr on the island of Alaron in the Moonshae Isles in the Year of the Black Wind (1262 DR). He rose to a senior position on the High King's Council of Mages, only to be accused of treason, stripped of his spellbooks, and banished in the Year of the Broken Helm (1302 DR). After making his way to Waterdeep aboard a caravel, accompanied only by his ward, Gwydion pen Dafwyd, Mab was given an audience at Blackstaff Tower with Khelben Arunsun, who had been warned of his impending arrival by the reclusive archmage, Flamsterd, (Flamsterd, who hailed from the City of Splendors, could not disobey the order of the High King, but felt Mab did not deserve his banishment and reached out to the Blackstaff on his behalf.) Khelben then recommended Mab for the then vacant position of Court Wizard of Daggerford, and provided him with a set of spelltomes and other items of magic necessary to serve in that position.

Mab served as Court Wizard of Daggerford until his retirement in the Year of the Blue Flame (1327 DR), serving as the Blackstaff's eyes and ears in Daggerford. After fashioning the Alicorn Tower, Mab withdrew to pursue his studies, the nature of which is mysterious even to Gwydion. No one, including the current ducal court wizard, has spoken to Mab in over a decade, leading many to believe he has died or vanished. Curiously, the Alicorn Tower of Mab was undisturbed during the recent Dragonspear War, leading some to speculate that Mab's wards remain in place, masking whatever dark secrets lurk within. Gwydion refuses to speak of his former master, suggesting some sort of breach (or at least a sense of pique on Gwydion's part) between Mab and his former ward.

Bowshot

This hamlet stands on the western side of the Trade Way, a day and a half's ride south of Liam's Hold, and two day's ride north of the Way Inn. Named because it was just a bowshot away from the Misty Forest, it has been a logging center for a hundred years—and it has been so successful that the forest is now miles away to the east.

Bowshot consists of the Bowshot Inn, a sawmill, six farms (two run by men who shoe horses as well as any smith), and almost a dozen home woodcarvers who turn out yokes, coffers, wheel spokes, tool handles, and whimsical carvings. The place deserves mention because of recently discovered caves beneath

its western fringes. They are entered from the horse-well behind the inn, and by at least one cave mouth in the stands of trees north and west of the hamlet.

The Bowshot caverns show evidence of connections to deeper subterranean areas and of past use by smugglers. Some stolen goods were recently recovered from the caves and returned to their rightful owners in Waterdeep. With them were crates of ore very rich in silver, presumably mined in the deeps below the caverns.

There is local talk of hiring or inducing an adventuring company to dwell in Bowshot and mount a constant guard over the cavern entrances—and even of founding a company to mine and smelt silver in the depths, its workers protected by the hired adventurers. So far, no adventurers have agreed to such a defensive role. Many have come to the caverns and then moved on, talking of manspiders (a nest of chittines defection) in the deep ways.

Andalor's Mill

Andalor's Mill is an always busy sawmill that provides
Waterdeep and Daggerford with cheap, plentiful green lumber.
A copper piece will buy three posts as tall as an adult human
male, or five 3-hand's-width boards of the same length.

Ulmyn Andalor

Ulmyn Andalor (NG doppelganger spellthief^{CAdv} 2, appears to be NG male Tethyrian human commoner 6, see Appendix 2, page 281) appears to be an affable, portly man with a curly white beard and a bald pate who goes about covered with sawdust. Ulmyn takes pleasure in efficiency, and can identify both common and exotic woods better than most carpenters. He makes his living as a miller in the roadside hamlet of Bowshot, north of the Way Inn, and his sawmill is always busy. Ulmyn, who never seems to sleep, can be seen trotting about night and day, covered with sawdust, overseeing a large staff in turning out cheap, plentiful cut lumber for sale in Waterdeep and Daggerford.

A successful Gather Information check (DC 15) reveals the following: Ulmyn was once a guard for the Hothemer family in Waterdeep and fled to Bowshot after an affair with the beautiful daughter whose bodyguard he was—an affair that produced a child now heir to the family fortunes. Ulmyn was supposedly paid handsomely to go away and renounce all claim to a place in the family. This payment is said to have subsequently grown into a sizable fortune. Some say Ulmyn is less simple than he appears, and has survived several assassination attempts sponsored by the Hothemer clan by a combination of anticipation, battle prowess, and hidden magical items always kept ready on his person. Other folk whisper that Ulmyn is only a human shape worn by a powerful, possibly evil, creature.

There is something to the rumors that Ulmyn is not what he appears, but the truth is not what anyone would expect.

Ulmyn is actually a good-aligned doppelganger named

Vixilophar, once a member of the Ulithdarae (the *druuth* led by

Commented [EB522]: N5 - Under Illefarn, page 17.

Commented [EB523]: Races of the Wild, pages 108-113.

Commented [EB524]: FR2 – Moonshae, pages 8, 32,

Commented [EB527]: *Monsters of Faerûn*, pages 26-27, *Underdark*, pages 7-8.

Commented [EB528]: Monsters of Faerûn, page 27.

Commented [EB525]: FR2 - Moonshaes, pages 8, 58.

Commented [EB529]: Complete Adventurer, pages 13-20.

Commented [EB526]: Volo's Guide to the Sword Coast, pages 31, 226.

Commented [EB530]: Sample doppelganger names given in *Races of Destiny*, page 95.

the illithid Ulithdaraeyl and based in the Crypt of the Worm) and born in the Year of the Lost Helm (1329 DR). In the Year of the Bright Blade (1347 DR), when the Company of Six Swords invaded the Crypt of the Worm, the doppelganger now known as Ulmyn betrayed its illithid master, allowing the adventurers to prevail. In thanks for its assistance, the Six Swords helped the doppelganger escape the dungeon alive, and one of them, a Waterdhavian noble named Cynthnya Hothemer, second daughter of Lord Malas Hothemer, offered it employment as her personal bodyguard.

One thing led to another, until, in the Year of the Bridle (1349 DR), Ulmyn became the secret father of a changeling MMB. Once the nature of the new baby was revealed, Lord Malas Hothemer was outraged, and immediately hired a diviner to reveal the bastard's father. Only the pleadings of his eldest daughter, Lady Chynna Hothemer, dissuaded Lord Malas from killing the baby's father on the spot. Instead, the doppelganger was given a small fortune in exchange for renouncing any claim to a place in the family. The doppelganger fled south, until, by chance, it encountered the gravely wounded Ulmyn, nearly crushed by a massive tree on the western fringe of the Misty Forest. Impressed by the doppelganger's efforts to comfort him in his dying moments, Ulmyn suggested that the doppelganger assume his identity, and the doppelganger quickly asserted himself as a prominent citizen of Bowshot.

In the Year of the Morningstar (1350 DR), after having been quickly married off to a scion in the Husteem family, Cynthnya Hothemer died in childbirth, and her second offspring was stillborn, leaving only the changeling to inherit the family title among Lord Malas' heirs. (Her elder sister Chynna Hothemer is apparently barren.) Fearing his branch of the family might lose control of the lordship, should his grandson's true nature be revealed, Lord Malas Hothemer once again hired diviners to track down the errant doppelganger. Once Ulmyn's true nature was determined, Lord Malas began hiring assassins to kill the doppelganger. So far, Ulmyn has fought off all attempts to take his life, but the Hothemer clan's efforts to cleanse the family tree are growing bolder by the month.

The Bowshot Inn

This mediocre inn and tavern is a dim, chilly log structure that serves bad ale brought by the barrel from Waterdeep. The proprietor sells good hand crossbows for the traveler desiring self-protection and a little squirrel or fowl hunting. Eveningfeast here is usually a gummy stew made from those same squirrels or some wildfowl, and served with thick slices of onion bread.

Brightoaks

Brightoaks is a ruined manor house, said to have once belonged to House Snowsword, the royal family of the Kingdom of Man. Centuries ago, it was the site of an orgy of slayings by the Hand of Loss, a band of Sharran assassins. King Davyd, the last king of Delimbiyran, was lured to his death here, in a failed attempt to rescue his sister Garantha and her servants.

Today, Bright Oaks remains a death trap, as many of the deadly traps placed here by Shar's servants remain, as do the shadowy undead that arose from the orgy of slaying. Their numbers continue to grow, as foolhardy adventurers are drawn to rumors that Davyd's royal blade, Snowshine, still lies within the ruins.

Dragonspear Castle

This infamous ruin lies to the east of the Trade Way, approximately 150 miles south of the Way Inn. The castle sits atop three hillocks on the western edge of the High Moor, south of the Misty Forest. Dragonspear Castle looms over traffic along the Trade Way (which passes some 300 feet in front of the castle).

The outer ward consists of nine great towers and a great gate, all in ruins, linked by a spear-shaped outer wall, filled with holes and breached sections. The outer ward rambles around the slopes of the three hillocks. Each tower consists of four floors, plus a roof and a small basement, although many of the floors have collapsed, fully or partially. Although wandering monsters occasionally take up residence in the towers of the outer ward, all are currently unoccupied. It is possible to enter the outer ward by way of the old gatehouse or by climbing over a low spot in the rubble of the walls.

Inside the outer ward, scattered weeds and debris cling to the rocky hillside. Passage through the outer bailey is treacherous due to the many small delvings dug beneath nowvanished stone cottages by the former inhabitants. The ruins of five rectangular structures still stand to the south of the Inner Ward, but all are unoccupied.

The inner ward consists of a strong ring of four towers and an inner gate surrounding the massive central keep. The towers are in reasonable repair, and some effort has been directed towards repairing the inner ward gates, which are now barred from the inside. Each tower consists of four floors, plus a roof and a small basement. The ring towers serve as sparsely furnished barracks for the Tempuran garrison.

Dragonspear Keep stands at the center of the Inner Ward atop the highest of the three hillocks on which the castle is built. The keep is a great, circular stone tower, six stories in height, not including the roof or the cellars below.

Two lesser towers flank the only door into the keep. These lesser towers both contain spiral staircases linking every floor but the roof. (The roof is reached via a trapdoor in the ceiling of the topmost room.) The main doors open onto the keep's great hall, which is dominated by the bones of a long-dead wyrm draped across a shattered stone feasting table.

See Dragonspear Rift: Unto the Breach for further details.

Dragonspear Fields

The territory surrounding Dragonspear Castle, some 10 miles in diameter, is known as Dragonspear Fields. This area saw some of the heaviest fighting during the recent Dragonspear War. The Dragonspear Fields are littered with the graves of the fallen, most of them hastily dug and unmarked. Over the past year,

Commented [EB532]: Text in VGttSC says approximately 100 miles, but 150 miles seems more accurate.

Commented [EB531]: http://forum.candlekeep.com/topic.asp?TOPIC_ID=8518&whichpage=30

Commented [EB533]: Volo's Guide to the Sword Coast, page 34.

increasing numbers of undead, many of them tainted by diabolic energies, have been encountered wandering the Dragonspear Fields, threatening passing caravan traffic and animal life in the region. Reports also speak of a ragewalker MAS, who now stalks the land.

Hold of the Battle Lions

The cellars of Dragonspear Keep have been known as the Hold of the Battle Lions since the first Tempuran garrison began guarding the *Dragonspear portal*. The cellar of the southwest tower has a trapdoor that leads down to an underground river. This fast-flowing stream leads to the Hold of the Battle Lions before diving down into the Underdark. In the subterranean depths, the river branches and forks, with at least one branch reaching the surface in the depths of a High Moor ravine, a second branch passing through the rock gnome village of Rivergem, and a third branch passing near the abandoned city of Kanaglym.

Gillian's Hill

This hamlet stands on the east side of the Trade Way a half-day's ride south of Daggerford and about as long a ride from Liam's Hold. The community is named for a now-dead half-elven ranger of great beauty. Gillian Cantilar dwelt here in a long-vanished house atop a wooded knoll overlooking the road. Today, Gillian's Hill is a grass-girt mount topped by a covered fire cairn used as a signal beacon to warn Daggerford of approaching enemy armies—from Dragonspear Castle or the High Moor, presumably.

Typical of a hundred or more small farming settlements in the Sword Coast region, Gillian's Hill is notable only for a surprisingly good shop and a dungeon that has both lured many adventurers hither—and slain many.

Crypt of the Worm

The Crypt of the Worm is a centuries-old dungeon that lies beneath Gillian's Hill, on the western edge of the Sword Hills, a half-day's ride south of Daggerford. The crypt is actually a massive mausoleum constructed above-ground and then buried beneath a huge pile of rocks and debris to form Gillian's Hill. Tunnels beneath the crypt are said to lead down into the Underdark beneath the High Moor.

From the surface, the tomb in the hill can only be entered by wandering about until one finds the precise location of one of several invisible portals—snatch gates that whisk-any person or object entering them into the heart of the hill. Egress is by the same method, although the exit spots inside the tomb are apparently different sites than the entry or arrival locales, and hard to find. Attempts to tunnel into the hill uncover stone walls that emit bolts of lightning (treat as chain lightning, CL 12th) when exposed to air—bolts that continue to lash out until earth is thrown onto them, and they are covered again. This magical lightning can easily stab across the trade road, imperiling all passing traffic. Several mages of power have tried and failed to

remove the spells that cause this deadly effect, thanks to the divine hand of Talos.

Once known as the Tomb of the Doomsayer, the crypt was fashioned in secret by worshipers of Kozah (Talos) after the death of the last of the Doomsayers, an ancient Netherese order dedicated to the destruction of Netheril's great cities, in the Year of Unfurled Sails (-670 DR). Unlike most tombs of its era, the body of the last Doomsayer was left on an open slab at the heart of the crypt and sprinkled with maggots to quickly consume it, symbolizing the Kozahyn belief that destruction comes to all in good time.

The existence of the crypt was revealed in the Year of the Cruel Storms (268 DR), when a landslide revealed one wall of the buried mausoleum, sparking an eruption of lightning bolts until it could be reburied and forgotten. It was not until the Year of the Sundered Crypt (684 DR) that the Tomb of the Doomsayer was finally breached. Wizards and ophidians in the employ of House Orogoth tunneled beneath the crypt and attempted to loot it from below without drawing the attention of the defenders of Delimbiyran. Upon entering the tomb, they discovered that the Last Doomsayer had arisen as a worm that walks ELH. The resulting spell-battle revealed the existence of several previously unknown one-way portals into and out of the crypt beneath what is now known as Gillian's Hill. When the battle finally subsided, the corpses of dozens of snake-mer littered the sides of the hill and the undead horror that had once been the Last Doomsayer had vanished into the depths.

In the centuries that followed, the Crypt of the Worm, as it came to be known, was occupied from time to time by various denizens of the Underdark, who found that the ancient and mighty binding spells originally set to stabilize and guard the tomb made it an ideal lair. Many adventurers explored the crypt, only some of whom ever emerged.

The most recent group from the Realms Below to occupy the Crypt of the Worm was a latruuth—a band of four to six doppelgangers, led by an illithid named Ulithdaraeyl. This druuth—known as Ulithdarae—used the crypt as a base a base from which they stealthily stalked and raided passing caravan merchants, controlling the minds of unfortunate victims to make them lure many others to a mindless doom. In the Year of the Bright Blade (1347 DR), the Company of Six Swords defeated the mind flayer and its minions, but warned that the danger could well recur.

Torleth's Treasures

This shop is a large, ramshackle old barn that has been extended in random directions by diverse hands over many years so that its floor and roof change level often and alarmingly, and a forest of rough tree trunks studded with pegs that hold merchandise stand here, there, and everywhere holding the roof up. Some folk swear you can get anything in this dim, dusty shop, including all manner of oddities, curios, antiques, and junk. Customers can often be found wandering in bewilderment in the dimly lit aisles, searching for the way out.

Commented [EB534]: Monster Manual III, pages 132-

Commented [EB537]: *Netheril: The Winds of Netheril,* page 45.

Commented [EB538]: 3189 NY -3859 = -670 DR

Commented [EB539]: *Dragons of Faerûn*, pages 94-96, *Serpent Kingdoms*, pages 49, 106, 109, 111-112, 188.

Commented [EB535]: Volo's Guide to the Sword Coast, pages 40-42, 225.

Commented [EB540]: Epic Level Handbook, pages 228-230.

Commented [EB536]: Unnamed dungeon in Volo's Guide to the Sword Coast, page 40. Named for the "Circle of Rust and the Worm," discussed in Faiths & Avatars, page 157.

Commented [EB541]: Polyhedron #127, page 6.

 $\frac{\text{http://www.wizards.com/default.asp?x=dnd/frbk/2006}}{1206}$

Commented [EB542]: Volo's Guide to the Sword Coast, pages 41-42.

Sample treasures for sale by Torleth include:

- A dancer's mask from the vanished realm of Valashar
- A mirror that once hung in a Calishite harem adorned with a magical painting of a slithering snake that constantly circles the glass
- An old rope stained with blood
- A case of dusty wine bottles from a shipwreck
- A book in an unknown language
- · A stuffed wyvern head with one tooth missing
- Old court clothes from Calimport
- A scabbard once worn in Evermeet
- · A crown from a barony in the Vilhon Reach
- An artist's sketchbook containing a powerful wizard spell written in code and scattered in the illustrations throughout the pages
- Army tents from the Dragonspear War
- · Matching helms for a frost giant and a sprite
- A polearm from the Fields of the Dead
- A 50-foot-long steering oar
- · A dragon's tooth
- A stone lion from a vanished Delimbiyran mansion
- Fading coats-of-arms on shields, wall bosses, and surcoats of forgotten noble families
- A battered coracle from the Dragonmere

Some dim cellar or corner of Torleth's shop is rumored to hide a magical portal offering instant travel to Waterdeep, or Suzail, or Mirabar, or Westgate—or perhaps all of those places. Rumors also tell that Torleth makes his gold by charging 100 gp per person for the portal's use. In truth, the portal is one of several in the area that leads into the depths of the Crypt of the Worm. Torleth secured this portal by building his ramshackle shop to encompass it, and then secured a passage to another portal that leads from the dungeon into the heart of the Sword Hills.

Liam's Hold

This hamlet of about 50 folk stands on the eastern side of the Trade Way about a day's travel south of Daggerford. A flat-topped tor of bare rock, about two acres in area, overlooks the road. It is ringed by a low stone wall, and at the south end stands a crumbling keep tower. The settlement is crammed onto the top of the tor, with its grazing and tillage fields to the east and a pasture for passing caravans to camp in just to the south, overlooked by the tower.

The tower was the fortress-home of the powerful wizard and warrior Sunder Halyndliam, whose name's been shortened locally over the years to Liam. The hamlet is named in his memory — partially because his silent armored wraith, chilling blade in hand, is said to still defend the tower against intruders. It is certain that no fewer than six thieves have been found dead at the base of the tor, having fallen from the tower during the night. Liam is buried in a spell-guarded crypt deep under the tower. Although he's said to lie in a casket with all his spellbooks, a magical staff, an enchanted blade, and magical rings on his fingers, no adventurers, thieves, or rival wizards

have succeeded in plundering his remains. They have failed because of the extraplanar creatures that guard his tomb and local folk who furiously deny access to the crypt. They do so because of a community legend that says the tower was raised with magic and removal of Liam's magic will cause it to topple, crushing the hamlet under falling stone. This is why every possibly magical bauble Liam possessed was buried with him. Today, the tower is part of the Holdfast Inn.

The Holdfast Inn

This inn consists of Liam's tower, full of ornately carved stone stairs and arched windows. The tower has three two-story-high wings stretching out from it. Two stand along the parapet walls of the Hold, and the third (the kitchen and pantries) joins the stables, enfolding the inn's entry courtyard. All of the inn is built of stone. The halls are carpeted against the chill with furs atop rushes, and the bedchambers sport floor furs, window hangings to keep out cold breezes, and curtained and canopied beds.

Service at the Holdfast is attentive, with warming pans placed in the beds on cold nights, a nightkiss drink at bedside without charge, plentiful wash water and towels, warming robes for guests, and generous, filling food. A stay at the Holdfast is an experience not to be missed. Many merchants specially armage their travels so they can stop here and relax. Binndarak "Binnl", Mystaryn (NG male Tethryian human expert 1, see Appendix 2, page 279), the proprietor, is a kind and generous man who gets along well with most travelers.

Roosting Griffon Inn

Midway between Bowshot and the Liam's Hold lies the Roosting Griffon Inn, a popular waystop for caravans along the Trade Way. The affable proprietor, Farl Longhorn (LG male Illuskan human expert 2), is a cousin of the Baron Targarth Longhorn of Ardeepsward (see Chapter 2).

DM's Note: The Roosting Griffon Inn is destroyed and Farl Longhorn killed in the Year of Shadows (1358 DR), during the Time of Troubles, by Cyric, ere his ascension.

Scathri

In the heart of the Open Marches, west of the Roosting Griffin Inn, lies a low hillock that stands proud of the surrounding plains. Atop this hill lies the ruined keep that once served as the ducal seat of the Duchy of Scathril, built by Duke Turvan "the Grey" Stoneblade beginning in the Year of Trials Arcane (523 DR). The keep's defenders were reduced to a small garrison after the death of Duke Baerild "the Accursed" Stoneblade at the Battle of Sodden Fields in the Year of the Shattered Scepter (614 DR), with the end of the acknowledged Stoneblade line and the absorption of Scathril's holdings into the Kingdom of Man by King Haryd I. The defenders proved no match for the green dragon Skarlthoondrammarus, better known as "Skarlthoond" or "Snarljaws." The keep has been abandoned since his frenzied destruction of the site in the Year of the Fanged Beast (640 DR)."

Commented [EB544]: N5 - Under Illefarn, page 27.

Commented [EB545]: FRE3 - Waterdeep, page 31.

Commented [EB543]: *Volo's Guide to the Sword Coast*, page 52.

Commented [EB546]: http://forum.candlekeep.com/topic.asp?TOPIC_ID=15988&whichpage=38

Commented [EB547]: Dragon #245, page 53.

Telthin's Mill

Before the Dragonspear War, the hamlet of Telthin's Mill, which lay a day's hard ride south of the Way Inn, welcomed caravan traffic along the Trade Way. The settlement was quickly overrun during the initial diabolic invasion and later served as a semi-permanent encampment of the Alliance of Avernus. In the wake of the Dragonspear War, the hamlet lies in ruins, its buildings burned, its fields twisted by dark and fell magic. Although caravans continue to camp outside the hamlet in the traditional caravan grounds, few persons dare enter the ruins, for whispers speak of an imprisoned fiend dwelling within the ruined mill, who reaches out in dreams to twist one's thoughts to madness.

The Way Inn

The Way Inn village stands on the western side of the Trade Way, four days hard riding (about 140 miles) south of Daggerford. Situated atop a flat, grassy plateau about three acres in extent, the village overlooks a loop of road that leaves and rejoins the main trade road, giving caravans plenty of room to camp.

This small village, dominated by the inn from which it takes its name, numbers less than twenty buildings, the largest of which is a sprawling manor-house that now serves as an inn and for which the village is known. The rest of the village straggles around the slopes of the inn's height. Outlying buildings act as residences, barracks, or hold attendant businesses (a wagon repair shop, a smith, a trading post, an apothecary, and a trailwares shop selling rope, skillets, tarpaulins, tents, sledges, harness, and the like).

Mercenaries, usually recruited from traveling caravans, under the command of Baron-in-Waiting Nanthar Harcourt of Vaelendaer (see Chapter 2) guard the village and repel trolls and other wandering creatures. Funded by various trading costers and several noble houses of Waterdeep, the Company of the Way Inn usually numbers 50 or so men-at-arms, but, in times of crisis, that number may double or treble.

During the Dragonspear War, the Way Inn village was transformed into a military encampment and served as the central post of operations for the army dispatched by Waterdeep and the rest of the Lords' Alliance. A large commons to the south of the town was used as a parade ground for military forces.

DM's Note In the Year of the Wyvern (1363 DR), the Way Inn is completely destroyed. It is rebuilt the following year, with funds from several Waterdhavian noble families.

The Way Inn

This sprawling stone and wattle-and-daub manor house is believed to date back to the waning days of Kingdom of Man and to have been built by a merchant lord with large land holdings in the region. For the past decade, the proprietor has been Dauravyn Redbeard (see below).

The rooms are lined with tapestries and have fur rugs underfoot. Heavy draperies are provided to cut the chill. The dimly lit halls are also carpeted with furs. Beds are canopied for

warmth, but remain simple. Each has a pull cord to summon service, which is efficient and attentive. Brass-and-glass full-shuttered candle lamps provide lighting. These can be unhooked easily and taken elsewhere in the event of battle.

The Way Inn does steady trade. Rooms are 2 gp per night, with meal and bath included. Drinks are extra. Stabling is an extra 1 sp per night, and wagon or cart storage an additional 1 gp per night. Wagon guards (sons and daughters of the inn's staff) can be hired to watch over goods by night for 1 sp more. Folk who camp below the inn compound do so for free. They can enter for meals (1 sp per serving, drinks extra) or buy firewood (1 cp per armload) and water (1 cp per night to use the pump located in each gatehouse).

Wagon wheels and axles are kept in stock for quick repairs. They usually cost 25 gp each. The inn does a steady trade buying and selling horses, oxen, mules, and cattle. Animals are typically bought at 10 gp under the usual price and sold at 10 gp over, though a hard bargainer can reduce this spread to 6 gp either way. Goats provide the inn with milk and cheese, and wheels of a sharp, crumbly white cheese are made on the premises. Mounts too injured to nurse back to health find their way into the inn stewpots.

The inn serves good, hearty fare, notably braised bustard on buns. It utilizes the stale leftovers of the large, oval loaves of hardbread baked at the inn, toasted and spread with a gravy based on onions, chicken livers, and offal from slaughtered livestock. Onto this are laid the cooked fragments of meat from bustard (plentiful on the moorlands, with a taste similar to grouse) brought back by the patrols. It is simple but good—and is usually served hot enough to badly burn the mouth of an incautious diner.

A minstrel often enlivens meals. Redbeard hires traveling singers for a tenday at 5 sp per day. If other minstrels Redbeard likes arrives in the midst of another performer's stint, they will be given free room and board to stay on until they can begin their own tenday stretch.

Although no priests are on staff at the inn, the Duke of Daggerford and his barons take turns sending a priest of Helm or Tempus to watch over the needs (and dedication) of the hired defenders of the inn. Such clerics are always available to heal and pray for travelers.

In short, this place may lack charm and any gentle beauty, but it offers impressive services, is well run, and provides a roadside refuge where one is sorely needed. Its reputation and the benefits it provides continue to attract clientele even in the face of the overshadowing, but slumbering, threat of Dragonspear Castle.

Dauravyn Redbeard

Dauravyn Redbeard (LG Male Tethyrian human expert 7 /fighter 5, see Appendix 2, page 279), a stout, former adventurer born in the Year of the Dreamwebs (1323 DR), is now the keeper of the Way Inn. He is a pleasant man, a shrewd judge of folk, and a discreet keeper of secrets.

Commented [EB548]: This write-up is consistent with the description of the Way Inn in 1357 DR, as detailed in Forgotten Realms Campaign Setting (1e): Cyclopedia of the Realms, pages 88-89, and FRQ2 – Hordes of Dragonspear, page 14.

Commented [EB549]: FRQ2 – Hordes of Dragonspear, page 24, details its destruction in 1363 DR. Volo's Guide to the Sword Coast, pages 65-67, 215-216, Forgotten Realms Campaign Setting (2e): A Grand Tour of the Realms, page 103, details the Way Inn after its reconstruction.

Dauravyn is proud of his establishment and of the vigilance and training of his hired troops. He is a friend and ally of the Lords of Waterdeep. They have supplied him with a sending stone^{Mag} (one of a pair, the other is held by a commander in Waterdeep's city guard), by which he can call for swift aid if evil forces show up from Dragonspear Castle or the High Moor.

During the Dragonspear War, Dauravyn rescued an elven sorceress named Velaethaunyl Shaethe from death, and she is now his wife. The innkeeper supports his wife's ambitions to recover the legendary *Unicorn Blade* and use it to create a rallying point for a new elven realm centered in the Misty Forest.

Velaethaunyl Shaethe

Velaethaunyl Shaethe (CG female elite wood elf sorcerer 10, see Appendix 2, page 281) is a young wood elf with the typical coloring—copper-hued skin tinged with green—of her race. Her eyes are hazel and her striking coppery-red hair is worn long, almost covering her face. She makes an initial impression of a small, diffident child, but those who come to know her soon discover her fiery temper and fierce determination.

Born in the Year of the Grotto (1237 DR), Velaethaunyl hails from the Wealdath in Tethyr, but her family lived in the Misty Forest ere the fall of Phalorm. The young wood elf has long dreamed of restoring the Realm of Three Crowns, beginning with an elven realm along the northwestern edge of the High Moor. Towards that end, she seeks the *Unicorn Blade*, a magical elven longsword with ties to the ruling house of Narivaemista, in the hope that it could serve as a potent rallying point for the Fair Folk.

In Dauravyn Redbeard, who rescued her from nigh-certain death, she found a kindred spirit, and the two recently married.

Random Open Marches Encounters

The regular traffic through the Open Marches along the Trade Way attracts raiding brigands and monsters. The open grasslands and fields of the Open Marches are excellent grazing land for herds of livestock and other grazing animals, attracting countless predators from the surrounding forests, marshes, and moors

The table below lists a few of the many dangers the PCs may encounter in the northern Open Marches, assuming they stick to the immediate environs of the Trade Way between Daggerford and the Way Inn (i.e. Mission 2), or the trails through the farmlands along the north bank of the River Delimbiyr, between the Lizard Marsh and the Forlorn Hills (i.e. Mission 3 or Mission 4).

Note that this encounter table is designed to allow 2nd level characters a chance of survival, and hence can be considered a blessing by Lady Luck. Subsequent trips along the Trade Way may well be significantly more challenging, at the DM's decision.

Roll for an encounter (1 on a 1d6) once every hour. When a random encounter is indicated, roll 2d4 on Table A to determine the nature of a random encounter. Encounters that can only occur once are marked with an asterisk. If the PCs are not traveling along a road (e.g. the Trade Way), reroll encounters indicating brigands or caravans.

Brigands

Groups of brigands active along the Trade Way in the Shining Vale tend to be small, highly mobile bands capable of mounting a series of lightning attacks on caravans until they isolate one wagon long enough to make off with its cargo.

Random Encounters in the Open Marches

2d4	A: Encounter (Subtable)	2d3	B: Brigands	1d4	C: Caravans	1d4	D: Diabolic Legaci
2	Predators (G)	2	Swords of the Worm*	1	Highmoon Trading Coster	1	Blood Moon Stag*
3	Foraging Animals (E)	3	Humanoid Raiders	2	Seven Suns Trading Coster	2	Devilwasps
4	Grazing Herds (F)	4	High Moor Raiders	3	Six Coffers Market Priakos	3	Lemure
5	Wayfarers (H)	5	Hag Warband	4	Thousand Heads Trading	4	Nightsteed*
6	Caravans (C)	6	The Hellforged*		Coster		
7	Brigands (B)						
8	Diabolic Legacies (D)						
1d4	E: Foraging Animals	1d3	F: Grazing Herds	2d3	G: Predators	2d4	H: Wayfarers
1	Black bear	1	Fen Deer	2	Owlbear	2	Marshal
2	Badger	2	Shaggun	3	Wolf	3	Peddlers
3	Boar	3	Wild Horses	4	Bird of Prey	4	Hunters
4	Hoar fox			5	Bobcat	. 5	Farmers
				6	Forest troll	6	Shepherds
			The state of the same			7	Tinkers
						8	Patrol

Most brigands favor the Sword Hills or the edge of the Misty Forest in which to make their lair, striking out against wayfarers in the early morning hours with the sun at their backs. The Lizard Marsh, the Banshee Woods, and the Trollbark Forest are generally considered too dangerous to use as a base of operations, at least for long.

Two unique groups of brigands—the Hellforged and the Swords of the Worm—are detailed in Mission 2.

Humanoid Raiders (EL 3)

A half-dozen goblins and a pair of orcs spring up, hurling javelins before boiling forth to attack with their blades.

Creature: Orcs, goblins, and bugbears frequently slip down from the High Moor through the Misty Forest to raid caravan traffic travelling up and down the Trade Way. Such groups are in search of food, weapons, armor, and treasure. While groups of humanoids happily slaughter anyone who stands in their way, they are more focused on acquiring valuable loot before anyone happens along than killing all their victims. This particular group is composed of goblins and orcs.

Goblin Warriors (6): hp 5 each; see Appendix 2, page 315. Orc Warriors (2): hp 5 each; see Appendix 2, page 315.

Tactics: Mixed gangs of orc and goblinoid raiders are usually dominated by the strongest member of the group. They typically seek out high ground and concealment, from which to launch javelin attacks. They usually concentrate their fire on archers, obvious spellcasters, and steeds. If they can bring down one horse, they can usually keep a caravan from making a hasty escape.

Hag Warband (EL 3)

A motley band of brigands emerges from the undergrowth, intent on claiming all that you hold precious. One of the bandits appears to be a barbaric human with jet black hair and dusky skin. Another warrior clearly displays mixed human and orcish heritage. The last two are brutish humans with tall and powerful builds, well over six feet in height. Both have long arms, big hands, and distinctly hunched postures. Their black hair hangs long and lank and their red eyes gleam with malice. The skin tone of one has a pallid blue hue, while the other is more of a sickly green.

Creature: The hags of the Haglands periodically dispatch small gangs of brutish thugs to raid passing caravans for food, (always male) slaves, armor, weapons, and treasure. Hag warbands are not above slaughtering anyone they encounter, but the hags have found it attracts less attention to their holdings if such warbands kill only when necessary, and they usually order their thugs to restrain themselves.

Hagspawn warriors (2): hp 5; see Appendix 2, page 282.

Half-orc warrior (1): hp 14; see Appendix 2, page 282.

High Moor raider (1): hp 10 (8 when not raging); see

Appendix 2, page 282.

Tactics: Hag warbands are little more than a gang of brutish thugs. They tend to charge into melee combat and do not evince much tactical awareness.

High Moor Raiders (EL 3)

A band of human barbarians clad in bear hides and wolf pelts advance towards you with battleaxes drawn.

Creature: There are many small tribes of barbaric humans of Tethyrian descent that wander the High Moor. From time to time, small warbands slip down through the Misty Forest to launch raids on passing caravan traffic. Such gangs are not particularly interested in killing their victims, but they will do so if necessary to make off with their intended loot.

High Moor raiders (4): hp 10 (8 when not raging); see Appendix 2, page 282.

Tactics: Raiders from the High Moor tend to look for a likely ambush site that gives them the tactical advantage of high ground and concealment. When a caravan draws near, they rage forth, attacking anyone who draws steel against them.

Caravans

Most trade through the Shining Vale is sent via caravans for safety. Such caravans are often escorted by Waterdhavian troops between the City of Splendors and the town of Daggerford, and by the Daggerford militia between Daggerford and the Way Inn.

Alliances of small, independent traders or merchants into a caravan traveling group for safety are known as "costers." The coster itself is a business that survives by selling caravan space to other merchants, who naturally have a say in how their goods are transported to market. Costers frequently hire adventurers and mercenaries to make up for shortfalls in caravan guards. It is not especially glamorous, but an individual can usually negotiate a fee of 1 to 20 gp per level per day to guard a caravan through dangerous territory. The fee varies widely with the skill and reputation of the character, the condition of the road, and the coster's financial situation. The Highmoon Trading Coster, the Seven Suns Trading Coster, and the Thousandheads Trading Coster all regularly run caravans up and down the Trade Way through the Shining Vale.

Large companies, known as "priakos," are created by the permanent amalgamation of smaller caravan companies, usually in several geographical areas, so that the new company controls a route or strategic area. Caravans of the Six Coffers Market Priakos regularly travel the Trade Way through the Shining

All costers and priakos display their colors in three ways: banners from their wagons, colored trailglyph badges worn by wagoners and caravan guards, and trailglyphs branded into the sides or lids of crates as plain scorched outlines, without any color being added. Independent caravan masters, who often display no badge or colors at all, run the great majority of caravans. A few caravans are sponsored or directly manned by a

Commented [EB550]: 6 at CR 1/3 and 2 at CR 1/2 = EL 2 and EL 1 = EL 3

Commented [EB551]: Forgotten Realms Campaign Setting: Cyclopedia of the Realms, pages 62-63, Forgotten Realms Campaign Setting: A Grand Tour of the Realms, page 100, Forgotten Realms Campaign Setting (3e), page 91. Some details supplemented by email from Ed Greenwood.

city or country, such as Amn, and usually bear the sigils of that

Creature: Each caravan is composed of a mix of caravan guards, wagoners, and merchants. Caravan guards are mounted on duskwood skewbalds (light warhorses). Large caravans are pulled by pairs of Amphail grays (light horses) (35%) or pairs of oxen (65%).

Caravan Guards (varies): hp 12 each; see Appendix 2, page 283.

Duskwood Skewbald (same as number of caravan guards): hp 22 each; see Appendix 2, page 283.

Wagoners (varies): hp 2 each; see Appendix 2, page 283.

Merchants (varies): hp 7 each; see Appendix 2, page 283.

Amphail Gray (2x number of wagoners plus number of merchants): hp 22 each; see Appendix 2, page 283.

Oxen (2x number of wagoners plus number of merchants): hp 37 each; see Appendix 2, page 284.

Highmoon Trading Coster

Headed by Guldeph Maremmon, this flourishing concern dominates the Sword Coast overland routes from its bases in Scornubel and Waterdeep. It carries everything, but has exclusive supply rights to kaorph ("blue wine") and certain spices (arispeg, marka, and delph) which originate somewhere far to the south and east.

Banner: White crescent on a black, star-studded oval on a white banner with black borders/trim.

Trailglyph: Crescent moon (always horns to the right, curve to the left) with a very thick black border/edge.

A typical caravan consists of 2d4 wagons and wagoners, 1d6 merchants, and 2d6 caravan guards. Commonly encountered merchants in the Shining Vale include Jaelnarkyn Denglenef, Lorimara Thornheart, and Raurinard "the Bold" Haelintar.

Seven Suns Trading Coster

The name of this group refers to the widely-separated partners who formed this group, converting their own small merchant companies into regional bases, providing horses, draft oxen, wagons, and hiring local guards. The seven partners are hasso of Baldur's Gate (formerly of Jhasso's Wagons, a famous fast-haul freight outfit that operated up and down the Sword Coast when wars, pirates, or weather hampered offshore shipping); Shield of Everlund; Pomphur of Almraiven; Chond of Calaunt; Alvund of Ormpetarr; Dzunn of Sheirtalar; and Nammna of Milvarune. This Coster usually provides the leanest guards and the worst wagons, and is inclined to be slow and often banditstruck as a result; but it also undercuts its competitors on most routes.

Banner: Seven suns (coins): gold, with black borders/edges ("sunburst rays"), on a white banner that itself has gold borders/trim.

Trailglyph: Seven gold suns arranged to form a crude arrow pointing to the right with thick black edges (round/plain, not sunburst).

A typical caravan consists of 2d3 wagons and wagoners, 1d4 merchants, and 2d4 caravan guards. Commonly encountered merchants in the Shining Vale include Aelna Faintinghart, Bracknog "the Slippery" of Westgate, and Velvarn Tottingham.

Six Coffers Market Priakos

Named for the six wealthy merchants who sponsored it, this Priakos is run by Thelve Baruinheld of Berdusk, and has "bases" in that city, in Waterdeep, in Silverymoon, in Priapurl, and in Selgaunt. It is large, efficient, and prosperous, but only four of the six original partners still live (the survivors are Ultramm of Selgaunt, Syntel of Iriaebor, Maftan of Waterdeep, and Szwentil of Marsember).

Banner: Coffers of gold in a circle, on a lush grass-green field (the circle), on a white banner, with gold trim along the edges of the banner.

Trailglyph: A gold coffer with green "bolds" (the two trios of horizontal lines) above and below it.

A typical caravan consists of 2d4 wagons and wagoners, 2d3 merchants, and 2d6 caravan guards. Commonly encountered merchants in the Shining Vale include Coraelyn Hammerstar, Ssintarrn "the Wise" of Scornubel, and Terringtar Orcsblood of Everlund.

Thousandheads Trading Coster

Run by the former adventurer Bharavan Bhaerkantos from his stronghold east of Riatavin, this Coster operates only on a single route: from Waterdeep to Hillsfar, via Scornubel, Berdusk, Iriaebor, Priapurl, Arabel, and Essembra. Its name refers to the "thousands" of small one-to twelve-wagon outfits that benefit from this Coster. Bharavan recruits "retired" adventurers to guard his caravans, and offers cut rates to small merchants. His guards are tough, hard-nosed, and tireless; they have instructions to go after and kill any caravan raider, so few casual raiders tangle with Thousandheads caravans twice.

Banner: The snake ("the snake with a thousand heads," symbolizing a mythical snake that can't be slain AND the many members of the coster, who can't be beaten in trade contests) is of silver, on a scarlet field (the whole banner), with gold trim along the edges of the banner.

Trailglyph: A silver snake with red edges/border trim.

A typical caravan consists of 3d4 wagons and wagoners, 2d3 merchants, and 2d8 caravan guards. Commonly encountered merchants in the Shining Vale include Gorn "the Stout" Arlspar (a shield dwarf), Skylaen Daggersfall, and Zindaern "Wagonswoe" Telnaer.

Diabolic Legacies

In the wake of the Dragonspear War, legacies of the diabolic invasion continue to bedevil the Open Marches. Four such examples are detailed below.

Commented [EB555]: Forgotten Realms Campaign Setting: Cyclopedia of the Realms, page 62, Forgotten Realms Campaign Setting: A Grand Tour of the Realms, page 101, Power of Faerûn, page 76.

Commented [EB556]: Forgotten Realms Adventures, page 104.

Commented [EB557]: Forgotten Realms Adventures, page 90.

Commented [EB558]: Forgotten Realms Adventures, page 92.

Commented [EB552]: Forgotten Realms Campaign Setting: Cyclopedia of the Realms, page 73, Forgotten Realms Campaign Setting: A Grand Tour of the Realms, page 100, Power of Faerûn, page 75.

Commented [EB559]: Forgotten Realms Campaign Setting: Cyclopedia of the Realms, page 63, Forgotten Realms Campaign Setting: A Grand Tour of the Realms, page 101, Power of Faerûn, page 76.

Commented [EB553]: Forgotten Realms Campaign Setting: Cyclopedia of the Realms, page 63, Forgotten Realms Campaign Setting: A Grand Tour of the Realms, page 100, Power of Faerûn, page 76.

Commented [EB554]: Forgotten Realms Adventures, page 76.

Blood Moon Stag (EL 1/6)

A roan stag with bone-like antlers stained dark with blood stares at you with crazed, red-tinged eyes.

Creature: A blood moon stag is named for its resemblance to a creature described in a popular bard's tale entitled "Blood Moon Hunt" recounting one of the Great Hunts of Malar. This blood moon stag is native to the material plane, the offspring of a hind and a hart-headed fiend from the Nine Hells, who fought for the Alliance of Avernus.

Blood moon stag (1): hp 7; see Appendix 2, page 284.

Tactics: A blood moon stag charges into battle, heedless of danger, suggesting a self-destructive impulse that craves only death.

Devilwasps (EL 6)

A pair of gigantic wasps, each with black and yellow markings, two wings, a fearsome looking stinger that drips with venom, and blood red eyes, fly toward you with deadly intent.

Creature: Devilwasps are the offspring of giant wasps and advespa^{MM2} devils. In the wake of the Dragonspear War, a swarm of advespa established a new nest in the cliff face overlooking the Broken Shore. Now established, the advespa are secretly breeding and establishing devilwasp hives along the Trade Way to harry travelers and undermine trade throughout the region. (Strategically, the advespa are attempting to hide their continued presence by creating misleading reports of devilwasps throughout the region.)

Devilwasps (2): hp 32; see Appendix 2, page 284.

Tactics: The two devilwasps attempt to flank a single opponent and sting it to death. If given the opportunity, they take dead or incapacitated opponents back to their lairs as food for their unhatched young.

Lemure (EL 4)

Four disgusting creatures surge forward, resembling molten masses of flesh oozing across the ground. Each creature has a human-shaped head and torso, but its body is a shapeless mass below the waist. A permanent expression of anguish twists across its face.

Creature: These mindless baatezu are remnants of the legions that once made up the Alliance of Avernus. They wander around the Open Marches, attacking anything they encounter, until destroyed.

Lemures (4): hp 9; see Appendix 2, page 284.

Tactics: A gang of lemures attacks mindlessly, without strategy or tactics.

Nightsteed (EL 3)

A massive coal black stallion, over seventeen hands high, with blood red eyes and jet black teeth stares at you balefully, trembling with unbridled fury.

Creature: A nightsteed is the offspring of a nightmare and a normal horse and is sometimes confused with its infernal parent. This nightsteed is native to the Material plane, having been sired by a nightmare brought through the Dragonspear portal by a narzugon^[C2] in the Alliance of Avernus. Its broodmare was a Cormyrean destrier^[C0].

Nightsteed (1): hp 30; see Appendix 2, page 285.

Tactics: An unridden nightsteed charges into battle, using its hooves and *smite good* ability in its first attack. It typically attacks the weakest looking individual it encounters. It does not return for a second attack unless it is unwounded and facing two or fewer individuals.

Foraging Animals

Black Bear (EL 2)

A large black bear ambles across the road, in search of something to eat.

Creature: A solitary black bear is searching for food. Black bears will ignore other creatures unless their cubs or food supply is threatened.

There is a 25% chance this is a mother and her cub. Black Bear (1): hp 19; see Appendix 2, page 285.

Tactics: If provoked, a black bear will wade into combat, ripping into prey with its claws and teeth.

Badger (EL ½)

A small furry animal with a squat, powerful body meanders through the undergrowth, searching for grubs. Its strong forelimbs are armed with long claws for digging.

Creature: A solitary badger is searching for grubs. Badgers will ignore other creatures, unless attacked.

There is a 20% chance this is a cete of 1d3+2 badgers. *Badger* (1): hp 6; see Appendix 2, page 285.

Tactics: A badger that takes damage flies into a berserk rage, clawing and hitting madly until either it or its opponent is dead.

Boar (EL 2)

A wild swine covered in coarse, grayish-black fur stomps through the undergrowth.

Creature: Boars are foul-tempered and usually charge anyone who disturbs them.

There is a 30% chance this is a herd of 1d4+4 boars. *Boar (1):* hp 25; see Appendix 2, page 285.

Tactics: A boar is a tenacious combatant that continues to fight even while disabled or dying.

Hoar Fox (EL 1)

A silvery white-furred fox with intense blue eyes stares at you with keen ferocity.

Commented [EB561]: Fiendish Codex 2: Tyrants of the Nine Hells, page 125-127.

Commented [EB562]: Champions of Valor, page 154.

Commented [EB560]: The original module had a nightmare as a wandering encounter. This is more appropriate for the expected level of the PCs.

Commented [EB563]: AD&D1 Fiend Folio, page 50.

Creature: Hoar foxes migrate south to colder temperate regions in the late fall and winter, returning to the northern reaches during the late spring and southern months. They prey on small game animals and birds.

There is a 20% chance this is a mated pair of adults and a 10% chance this is a pack of 1d6+2 adults (2 dominant adults and up to 6 subordinate hoar foxes from the previous year's litter).

Hoar fox (1): hp 15; see Appendix 2, page 285.

Tactics: Hoar foxes can be aggressive when protecting their young or cornered. If threatened or startled, a hoar fox employs its hoar breath and then flees.

Grazing Herds

Fen Deer (EL varies)

Before you stand a herd of deer, frozen for the moment.

Creature: Fen deer herds consist of 4d6 fen deer, including 1d6 mature stags.

Fen deer (varies): hp 7 each; see Appendix 2, page 286.

Tactics: Deer flee most encounters, and fight only when

trapped or in a rut. Only mature stags have horns (capable of a gore attack).

Shaggun (EL varies)

A herd of long-haired, powerfully built cattle meander across your path, seemingly unconcerned with your presence.

Creature: Shagguns are untamable, shaggy bovines that move in enormous herds across plains and hills. They compete with the less aggressive domestic cattle herds for pasture. Although vast herds wander the Dessarin river valley, herds of shaggun in the Open Marches usually include 5d6 such creatures.

Shaggun (varies): hp 37 each; see Appendix 2, page 286.

Tactics: Shaggun can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting.

Wild Horses (EL varies)

A herd of wild horses stands alertly before you, waiting to see if you pose a threat.

Creature: The Open Marches are home to numerous herds of wild horses, descended from the herds of domesticated horses once common in the region.

Wild horses (varies): hp 19 each; see Appendix 2, page 286.

Tactics: Wild horses prefer flight to fighting. If cornered, the herd's stallion attacks, while the rest of the herd retreats.

Predators

Bird of Prey (EL 1/3 or 1/4)

A bird of prey, 1 to 2 feet in length with a wingspan of just less than 6 feet, swoops down from above.

Creature: During the day, this encounter is with a hawk (25% chance of two hawks). At night this encounter is with a solitary owl.

Hawk (1): hp 4; see Appendix 2, page 287.

Owl (1): hp 4; see Appendix 2, page 287.

Tactics: If it spots likely prey (oftentimes a familiar or animal companion), a hawk swoops in to attack. It flies off if attacked in turn

Bobcat (EL ½)

Slinking through the grass is a small feline, about twice the size of a domesticated cat. Its gray coat has a white underside and irregular dark spots throughout.

Creature: Bobcats are common in the Open Marches, preying on rabbits, rodents, and the occasional fen deer. They rarely attack humanoids, unless cornered or threatened.

Bobcat (1): hp 5; see Appendix 2, page 286.

Tactics: If forced to fight, a bobcat attempts to pounce, injure its opponent, and then escape.

Forest Troll (EL 4)

This creature has the apelike posture and rubbery green skin of a troll, but it is merely the size of a large human. Its gaze and posture bespeak an intelligence greater than its troll-like visage would suggest.

Creature: Forest trolls are common in the Misty Forest and some make their way into the Open Marches to hunt, despite the efforts of the Daggerford's patrols to destroy them.

There is a 25% chance this is a gang of 1d2+1 forest trolls. Forest trolls are inherently hostile and prey upon any living creature they encounter.

Forest troll (1): hp 47; see Appendix 2, page 287.

Tactics: Crafty and organized hunters, forest trolls prefer to strike from ambush. When possible, they throw their javelins from the safety of the trees and then drop down on their weakened prey. If a gang of forest trolls is encountered, they split their warband into two waves, with each wave alternating every few rounds between attacking and fast healing.

Owlbear (EL 4)

This creature has a thick, shaggy coat of feathers and fur. Its body is like a bear's, but it has an avian head with big, round eyes and a hooked beak.

Creature: Owlbears are fierce, aggressive predators who attack on sight any creature larger than a mouse that they encounter.

Owlbear (1): hp 52; see Appendix 2, page 287.

Tactics: Owlbears slash with claws and beak, trying to grab their prey and rip it apart.

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Wolf (EL 1)

A lupine beast with thick gray fur and a slender but powerful build watches from a nearby rise. Its head is large and heavy, with a wide forehead, strong jaws, and a long and blunt muzzle.

Creature: Wolves are predators who prey on other animals that dwell within the forest as well as the occasional fey.

There is a 25% chance this is a mated pair. There is a 25% chance this is a pack of 1d4+4 wolves.

Wolf (1): hp 13; see Appendix 2, page 287.

Tactics: A solitary wolf will not engage unless attacked, choosing to seek out its mate or the rest of its pack and return. Wolfpacks are dangerous hunters, known for their persistence and cunning.

Wayfarers

Farmers (EL varies)

Vast fields of beans and grain stretch as far as the eye can see. Individual and small groups of farmers tend to their crops.

Creature: Farmers care only for their crops. If danger presents itself, they flee back to their local redoubt, having the patience to outwait most predators.

Given the dangers of the Shining Vale, farmers have learned to work together in groups of 2d4 farmers.

There is a 10% chance these are halfling farmers.

Farmers (varies): hp 5 each; see Appendix 2, page 287.

Tactics: If unable to withdraw to some form of fortification, farmers will form a defensive ring and work as a team to defend themselves.

Hunters (EL varies)

Moving swiftly through the undergrowth in search of deer, grouse, and rabbits is a small group

Creature: Hunters range far and wide in search of meat to supplement the diets of their hamlet. If danger presents itself, they withdraw carefully, unless confronted by a predator with edible meat (e.g. bear, boar).

Hunters (varies): hp 4 each; see Appendix 2, page 288.

Tactics: Hunters prefer to fight with ranged weapons and avoid melee combat wherever possible. They try to exploit favorable terrain, including concealment and high ground.

Marshal (EL 3)

A grizzled veteran of the wilderness appears before you, in well-worn armor and boots. A marshal's badge, depicting the symbol of the local lord, identifies the ranger as a marshal, responsible for law-and-order in the hinterlands beyond the reach of the nearest settlement.

Creature: In the Shining Vale, maintaining law-and-order falls under the purview of the Duke of Daggerford or the various Shining Barons. In the settled areas, soldiers or lawblades in the employ of the nobility are responsible for keeping the peace. In

the wilderlands, however, veteran rangers known as marshals act as officers of the court, serving as judge, jury, and executioner in the name of the nearest lord. While marshals spend most of their time in the hinterlands, they are occasionally encountered in the various settlements that dot the Shining Vale or along the roads that connect them, acquiring supplies or meeting with various contacts.

Marshal: hp 16; see Appendix 2, page 288.

Tactics: When dealing with beasts or predatory monsters, marshals observe, and then either engage or seek out additional support, depending on the nature of the threat. When dealing with members of the various lawkeeper races, marshals usually engage in conversation, seeking to stay current on goings-on and assess potential threats.

Patrol (EL varies)

A small group of mounted warriors, each bearing the badge of the local lord, make their way toward you, with weapons at the ready.

Creature: Patrols are an infrequent, but not uncommon, sight in the Shining Vale. Most patrols are made up of soldiers in the employ of the local lord (35%) or militia members from a nearby settlement (65%).

Use the following statistics for a typical patrol of soldiers:

Ducal Soldiers (1d4+4): hp 30 each; see Appendix 2, page

Duskwood Skewbald (same as number of soldiers): hp 22 each; see Appendix 2, page 283.

Use the following statistics for a typical militia contingent (their exact professions may vary, but this is a reasonable range of statistics):

Farmers (1d3): hp'5 each; see Appendix 2, page 287.
Shepherd (1d3): hp 5 each; see Appendix 2, page 288.
Wagoners (1d3): hp 2 each; see Appendix 2, page 283.
Merchants (1d3): hp 7 each; see Appendix 2, page 283.
Duskwood Skewbald (same as number of militia members): hp
22 each; see Appendix 2, page 288.

Tactics: Patrols in the Shining Vale seek to engage beasts, small bands of raiding humanoids, bandits, and other predators that pose a threat to nearby communities. Soldiers tend to be more aggressive, while militia members tend to be more defensive. If a foe seems too dangerous to overcome, patrols try to execute a strategic withdrawal and seek out reinforcements. If that is not feasible, the fastest members of the group take off to spread the alarm, while the remainder attempts to make a defensive stand.

Shepherds (EL varies)

A flock of sheep meanders across grassy, low hills, foraging. They are watched over by a small group of shepherds.

Creature: Shepherds usually works in groups of 1d4+1. Each shepherd is responsible for 2d10 sheep.

Shepherd (varies): hp 5 each; see Appendix 2, page 288.

Tactics: Shepherds are quick to assess potential foes, attempting to drive off lesser predators like bobcats and wolves, but fleeing in the face of greater danger like forest trolls and owlbears.

Peddlers (EL varies)

Depending on the type of peddler, read one of the following:

A line of pack mules laden with simple goods walks towards you slowly, led by a peddler in peasant's garb.

A single, goods-laden wagon, driven by a peddler in peasant's garb and pulled by a solitary mule, moves slowly down the trail in your direction

Creature: Peddlers form the backbone of local commerce in the Shining Vale, buying or bartering for goods in one hamlet and then selling or exchanging them for something more valuable in the next. They tend to stick to patrolled trails and roads, where the danger from monstrous beasts is minimal at best.

Some peddlers carry their goods strapped to a train of mules, while others have saved up enough to acquire a single wagon to carry their goods (which then doubles as their makeshift home).

Peddler: hp 5; see Appendix 2, page 288.

Mules (varies): hp 22 each; see Appendix 2, page 288.

Tactics: If faced by a predator, a peddler with a chain of pack mules will loose one mule and give it a kick, hoping it draws off the predator, letting the others escape. If confronted by bandits, most peddlers will plead poverty, turning over their few coins in hopes of being spared.

Tinkers (EL varies)

A small caravan of ramshackle covered wagons, each pulled by a pair of yoked oxen make their way down the road, their passage marked by the constant clinking of all manner of tin goods hung from wagon frames.

Creature: Tinkers are the itinerant wanderers of the Sword Coast, making their way from hamlet to hamlet, selling their wares and repairing tin goods. They are usually safe from bandits, as rumors speak of their ability to curse their foes, but more beastly predators still pose a significant threat.

A tinker caravan usually includes 1d4 wagons, each pulled by a single Amphail gray, and twice that number of tinkers.

Tinker (varies): hp 2 each; see Appendix 2, page 289.

Oxen (varies): hp 37 each; see Appendix 2, page 284.

Tactics: If confronted, a tinker caravan quickly circles up to form a defensive ring, and then defends itself through judicious use of javelins.

Mission 2: Caravan Duty

"Caravan Duty" is a mini-adventure for 4-6 2nd level adventurers. Depending on the success of the PCs, they should reach or still be 2nd level by the end of the adventure. This adventure unfolds late in the month of Marpenoth (autumn), in the Year of the Prince (1357 DR), as caravan traffic along the Trade Way is winding down for the year.

The PCs are drawn into this adventure once again by their position in the Daggerford militia. The fact that the PCs are selected for patrol duty is partially by chance and partially due to the relative quiet along the Trade Way, which makes it reasonable that a group of relatively inexperienced militia members are up to the task of patrolling the Trade Way.

The adventure begins when the PCs are sent south to assess conditions along the Trade Way. The two-day trip south should be relatively uneventful, although there is always the threat of danger. The return trip is likely to be both slower and more eventful, assuming the PCs agree to escort the caravan of Meldar "Farwander" Lythnaer back to Daggerford. The slow-moving caravan comes under repeated attack by brigands. If the PCs succeed in keeping the caravan master and his daughter safe, Meldar impulsively gives them a copy of the long-forgotten map that reveals the long-hidden entrances to the dwarfhold beneath Mount Illefarm (see Chapter 6). If the PCs decide to stop at Torleth's Treasures in the hamlet of Gillian's Hill on their way down or (more likely) on the return trip, the hidden mastermind of much of the region's looming troubles has the chance to personally assess their potential.

See Chapter 4 for possible random encounters along the Trade Way. For purposes of this adventure, reroll any result that indicates a caravan or a patrol, as this late in the season, Meldar and the PCs are the only ones on the road. The DM should aim to have two potentially dangerous random encounters, unrelated to the linked series of events, on the way down, and two more such encounters on the way back.

Hidden Story

In the wake of the Dragonspear War, the Lord's Alliance has shifted its focus to hunting down those fiends that remain in the Daggerford region. Most of the surviving devils are now in hiding, hoping to outlast their pursuers until more pressing problems divert the Lord's Alliance's attention from the hunt for the devilkin. In the Shining Vale, the duke's Master of the Hunt, Kelson Darktreader, is responsible for coordinating such efforts.

One such hidden fiend is Wartsnak Direlord (see Chapter 6), a hellspawned devil-orc who arrived in Faerûn through the Dragonspear portal in the first wave of invaders from the Nine Hells. Wartsnak has gathered a motley tribe of orcs and goblins to his banner and established a secret lair in the ruined dwarfhold of Runedardath (see Chapter 6) beneath Mount Illefarn on the northern edge of the Laughing Hollow (see Chapter 5).

Several months ago, the Company of the Shattered Crown, a dozen-strong band of adventurers hailing from Baldur's Gate, left Daggerford in hopes of rediscovering the lost ways into Runedardath. Wartsnak caught wind of their efforts, thanks to his spy in Daggerford, Ignax "the Ghost" (see Chapter 2), and moved to ambush them ere they approached the slopes of Mount Illefarn. Thanks to the unexpected intervention of the Araevae Delimbiyra (see Chapter 5), three members of the company managed to escape the ambush, albeit gravely wounded, but their fellow greenhorns were slaughtered and disposed of in an orcish stewpot.

Upon their return to Daggerford, but before their return to Baldur's Gate, Kelson Darktreader interviewed the three survivors of the Company of the Shattered Crown. The duke's huntmaster took careful note of their description of the banner displayed by the attacking orcs, which seemed consistent with that displayed by one of the legions of the Alliance of Avernus. Kelson asked the survivors how they had hoped to find an entrance into the lost dwarfhold and learned that one of their fallen fellows, the former leader of their company, had seen an old map—which had been discovered in Scornubel and brought to the sage Ragefast in Baldur's Gate - that seemed to show the entrances to Runedardath. Seeking to make his fortune as an adventurer, the young Deneirrath scribe memorized the map, quit his position in Ragefast's employ, assembled the company (by borrowing money from his wealthy uncle), and organized the ill-fated expedition.

Playing a hunch, the Master of the Duke's Hunt sent word south to Ragefast in Baldur's Gate with the three survivors that he wished to purchase said map if it could be shipped north to Daggerford, before moving on to other, more promising leads on possible diabolic activity in the region. While it has taken several months and several rounds of correspondence with Ragefast, the map showing the entrances to Runedardath is now making its way north to Daggerford in the hands of a trader named Meldar "Farwander" Lythnaer, who has an agreement to sell it to the duke's huntmaster. However, Kelson is not the only individual hoping to acquire the map.

Two spies—Ignax "the Ghost" and Arayndar Delimbiyr (see Chapter 2)—separately learned of the planned transaction and informed their respective masters—Wartsnak Direlord and Torleth Mindulspeer (see Chapter 4)—of the pending delivery. Wartsnak hopes to ensure the continued security of his current lair by keeping the map out of the hands of Kelson or anyone else who might investigate what lies beneath the slopes of Mount Illefarn. Torleth is simply curious, hoping to discover new information or magic he can use as part of his larger plan to destroy civilization in the Shining Vale. Now, agents of both the Direlord Tribe and the Wormridden have launched or plan to launch attacks on Meldar's caravan ere it reaches Daggerford in hopes of acquiring the map for their own ends. As they await the

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Commented [EB569]: N5 – Under Illefarn, page 28.
Commented [EB570]: Faiths & Avatars, page 56.

right moment to strike, several of the various bandit gangs along Meldar's anticipated route have actually ceased to attack passing caravans, giving the illusion that all is quiet along the Trade Way.

By the time the PCs have encountered Meldar at the Way Inn, a band of brigands who call themselves the Hellforged have already attacked Meldar's caravan and slaughtered his guards. As Wartsnak had previously worked with Daernar "the Satyr" Jaqonspawn (see below), leader of the Hellforged, he was comfortable hiring Daernar's gang for this job, albeit through multiple intermediaries. Meldar, his daughter, and the wagoners survived the attack by the Hellforged only by racing pell-mell to the Way Inn while their doomed guards fought a desperate rearguard action. The Hellforged have followed Meldar to the Way Inn, but have stayed outside the village. They plan to attack Meldar again when he departs the relative safety of the village to continue on to Daggerford.

Meanwhile, two other bandit gangs lay in wait for Meldar's caravan. The first is a band of goblinkin from the High Moor, hired by an emissary of Wartsnak as a back-up plan, in case the Hellforged should fail. The second is a contingent of the Swords of the Worm, who lie in wait closer to Daggerford on the orders of Torleth Mindulspeer.

Event #1: The Day's Orders

The time is near the end of Marpenoth, closing in on Uktar. Soon enough it will be the Feast of the Moon, marking the one-year anniversary of the end of the Dragonspear War and the onset of winter. So far, the winter snows have not hit Daggerford, but you know they are on their

You are called before Sherlen Spearslayer, the militia commander. "We need you to do some road guard duty today," she says. "A messenger from Waterdeep tells us that there is one last caravan coming down from Waterdeep before the snows come. The Waterdeep troops are going to escort them south from Waterdeep to Daggerford. The Daggerford militia will then escort them down to the Way Inn. I want you to go south along the Trade Way to The Way Inn and make sure things are safe for a caravan, sort of as an advance scouting party."

"Ride hard, avoid fights if at all possible, and come back as soon as you can after you reach The Way Inn with a report of the conditions, including anything the folks at The Way Inn can tell you about conditions further on."

Sherlen asks for questions. If the PCs ask about reports of problems, Sherlen tells them there have been no reports of

humanoid or bandit activity of any kind along the Trade Way. (This is why she feels comfortable sending relatively inexperienced militia on this trip, although in truth it represents a false Jull in bandit activity, as the various factions lay in wait for Meldar's caravan.)

The PCs are outfitted with one duskwood skewbald (see Appendix 2, page 283) each (if needed), a tenday's rations, and any other normal supplies they need. The Way Inn is about 140 miles down the Trade Way. Assuming the PCs maintain a pace of 4 miles per hour (the speed a moderately loaded light warhorse can make, see Table 9-6 in the Player's Handbook, page 164) and ride for as long as there is light, it usually takes eight days of hard riding (at 40 miles per day) to make the trip down and back. If the characters are heavily armored, the trip will go more slowly. The Trade Way is well maintained, with campsites every 20 miles (next to a hamlet wherever possible).

The PCs leave the next morning with instructions to get as far as Liam's Hold by the end of the first day.

Event #2: Gillian's Hill

You spend the morning of the first day riding along the Trade Way. The traffic is light, but normal for this time of year. You meet a few farmers who are making use of the still mild weather to make final trips to town to get supplies for the winter to come.

About mid-day, you reach the small village of Gillian's Hill, located on the western flank of the Sword Hills, east of the Trade Way. The eponymous hill is a grass-girt mount topped by a covered fire cairn used as a signal beacon to warn Daggerford of approaching enemy armies. The only location of any interest within the village is a shop filled with curiosities known as Torleth's Treasures.

Gillian's Hill is nearly 20 miles south of Daggerford and often plays host to slow-moving caravans. If the PCs hope to make good time to the Way Inn, they should not tarry in the village. If they do make time explore Torleth's Treasures, it will cost them at least an hour or two and will probably delay their arrival into Liam's Hold until well after dark. See Event #12 for further details.

DM's Note: A good way to manipulate the PCs and lower their suspicions is to make note of Torleth's Treasures during the southbound trip but then suggest their orders do not give them time to tarry. On their return trip, the PCs will likely camp outside Gillian's Hill, assuming they are escorting Meldar's slower-moving caravan, giving them ample time to explore the wonders held within (and Torleth an opportunity to assess these up-and-coming members of the militia). If the PCs do stop on the way south, go to Event #12.

Event #3: Liam's Hold

You spend the afternoon of the first day continuing south along the Trade Way. The traffic is grows sparser by the hour.

Finally, as dusk falls, you reach Liam's Hold, a small village of perhaps 50 or so residents. A fortified tower, built a century ago by the wizard from whom the village takes its name, guards the village. The tower is now part of the inn that is often patronized by passing caravans. Near the tower is an extensive field for caravans to park wagons, but it is empty this late in the year.

Liam's Hold is nearly 40 miles south of Daggerford. A flattopped tor of bare rock, about two acres in area, overlooks the road. It is ringed by a low stone wall, and at the south end stands a crumbling keep tower. The settlement is crammed onto the top of the tor, with its grazing and tillage fields to the east and a pasture for passing caravans to camp in just to the south, overlooked by the tower.

Creature: If the PCs go into the tower, they find the inn to be small by Daggerford standards. There is no one here except for the proprietor, Binndarak "Binn" Mystaryn, whose initial reaction is Friendly. A successful Gather Information check (DC 10) reveals that nothing much has happened around here for several weeks and that things have been unusually quiet. Only local people have been customers for the last few days. Binn looks favorably on the Daggerford militia, as they have helped out a number of times in the past. As they are members of the Daggerford militia, he offers to let the PCs stay at the inn for the night at no charge.

Binndarak "Binn" Mystaryn: hp 3; see Appendix 2, page

Event #4: Campsite

Caravan campsites are spaced roughly every 20 miles between the Way Inn and Daggerford, only three of which lie within the relative safe umbrella of a village (Gillian's Hill, Liam's Hold, and Bowshot). Caravans usually cover about 20 miles a day, if they push it, meaning that it is not usually possible to stay in the safe harbor of a hamlet (either the inn or an adjoining campsite) every night.

Campsites are maintained for the use of travelers. Huts and sheds have had a habit of burning down, so all that is provided now is a fire pit and a stack of firewood. There is always a small water source nearby. Travelers are expected to replace the firewood they use, and most do so. The rolling plains around the campsites have many sturdy bushes and trees to provide this wood.

There is one campsite between Liam's Hold and Bowshot, and there are two campsites between Bowshot and the Way Inn.

Event #5: Bowshot

After a riding hard all day on the Trade Way, you notice the traffic is slowly growing heavier. As dusk falls, you reach the small hamlet of Bowshot.

Bowshot is approximately two days of hard riding (80 miles south) of Daggerford. The village consists of the Bowshot Inn, a sawmill, six farms (two run by men who shoe horses as well as any smith), and almost a dozen home woodcarvers who turn out yokes, coffers, wheel spokes, tool handles, and whimsical carvings.

Assuming the PCs stay in Bowshot, patrons of the inn's dining area, which serves as the local tavern, are friendly, but they have no information for the party. If they ask, the PCs are told that Bowshot got its name because it used to be "just a bowshot away from the Misty Forest." The PCs may correctly assume that there has been a lot of lumbering in the last few decades since the main forest is now about eight miles away.

Event #6: Assassin (EL 2)

This event occurs on the way south only if the PCs spend the night in Bowshot. If not, they will likely spend the night in Bowshot on the way back, and it should unfold then.

This event begins when the PCs are outside the Bowshot Inn, during the evening hours when few individuals are out-and-about. One or more of the PCs might be going to check on the horses, to return to camp (if the PCs are staying in the campsite outside of town) from the Bowshot Inn, to answer a call of nature in the nearby woods (as the Bowshot Inn'does not have facilities), to pray, or to hunt.

If the PCs make a successful Spot check (DC 10), read the following:

As dusk falls, you make your way through the small hamlet of Bowshot. By chance, you notice a dark-cloaked man hiding above the trail, in the crook of a large tree. He seems unaware of your presence, devoting his entire concentration to aiming his bow and arrow at another man, who is making his way towards you.

If the PCs fail their Spot check, read the following:

As you ponder the day's events, you are startled by the flight of an arrow above your head, the thudding sound of it hitting something or someone, and a startled cry up ahead.

The PCs have stumbled across yet another assassination attempt against Ulmyn Andalor, secretly and indirectly ordered by Lord

Malas Hothemer of Waterdeep, through a succession of intermediaries.

Creature: Lord Hothemer's assassin is Dygath Hornspar (see Chapter 4), who was more than happy to take this job to earn a few extra coins, given the recent disruptions to his normal employment (as described in Chapter 1).

Vixilophar ("Ulmyn Andalor"): hp 22; see Appendix 2, page 281.

Dygath Hornspar: hp 11; see Appendix 2, page 279. Tactics: If his presence is discovered or if his attack is foiled, Dygath's primary motivation is to escape, not to kill "Ulmyn." He jumps down from the tree, rushes to his horse nearby and rides off into the Misty Forest. If captured, Dygath says (truthfully) that he does not know who hired him, but he has heard talk of a Waterdhavian noble who has it in for Ulmyn. (He does not know a name.) Dygath would rather admit complicity in this assassination than mention his role in the raid on Redhand Keep (see Mission 1) or his association with the Circle of Rust and the Worm (see Chapter 4).

Ad Hoc XP Reward: The PCs receive 100 XP if they foil the assassination attempt. In addition, they win a friend for life in Ulmyn Andalor and earn the potential enmity of House Hothemer of Waterdeep, should their intervention become widely known

Event #7: The Way Inn

During the second day after leaving Bowshot, traffic along the Trade Way drops to almost nothing. The land itself seems almost blighted and the lingering scars of the Dragonspear War abound.

Around mid-day you ride into the little village built around The Way Inn. Most of the citizens are wearing armor and are carrying weapons. Approaching the entrance to the village, you are challenged by an armed patrol of six spearmen. Four archers on a nearby rooftop cover the spearmen. The patrol leader steps forward, identifies himself as "Baron-in-Waiting Nanthar Harcourt of Vaelendaer" and asks you to identify yourselves.

The patrol is being cautious, not hostile. Once they realize the militiamen are from Daggerford, they let the PCs pass. The patrol leader refers any questions to the innkeeper/townmaster, Dauravyn Redbeard.

The village is unfortified, but the inn looks like it could stand a siege, and it has. The most recent incursion from Dragonspear Castle assaulted The Way Inn until troops from Waterdeep managed to break it up. Most of the other buildings in town look like they have been damaged and recently repaired. Having suffered extensively from the Dragonspear Castle assault, the local citizens are understandably nervous.

Creature: At the inn, the proprietor, Dauravyn Redbeard, and his wife, Velaethaunyl Shaethe, welcome the PCs. Dauravyn seats the party at a large table in his common room and puts a huge meal before them. If any of the PCs ask about the price, Dauravyn reminds them that Daggerford is picking up the tab. If the PCs wish to pay for wine or other potables, they are available.

Dauravyn has much to do, but he joins the PCs briefly. He says there have been no threats on the village lately, although there has been a recent attack on a caravan heading north past Dragonspear Castle and that the PCs should probably speak with the merchant whose caravan was nearly captured. If the PCs are agreeable, Dauravyn takes them to a smaller table in the back of the inn.

Dauravyn Redbeard: hp 60; see Appendix 2, page 279. Velaethaunyl Shaethe: hp 26; see Appendix 2, page 281.

Event #8: Meldar's Caravan

At the table are three young men, an older man, and a beautiful young woman. "This is Meldar "Farwander" Lythnaer," says Dauravyn, introducing the older man. "The black hand of Beshaba has afflicted him of late. Maybe you can help him out." Dauravyn then steps away to go back to his work.

Meldar seems happy to see the PCs. He introduces his daughter, Delora "Sharpeye" Lythnaer, and his three wagoners, Ian, Finn, and Dooley.

Meldar invites the PCs to sit down. He explains that he is in a desperate situation. He is a trader leading a caravan on its way from Baldur's Gate to Daggerford. Three days ago, bandits attacked his caravan. His guards were killed, and now he needs protection to get the caravan to Daggerford. Dauravyn has been hospitable, but since they are outsiders, Meldar is not certain he and his daughter can count on the innkeeper's hospitality much longer. Delora, who acts as a coin-counter for her father, also pleads with the PCs for help. She says it is vital that they leave soon if they are to get to Daggerford before the last Thousandheads Trading Coster (see Chapter 4) caravan of the season gets ahead of them. She offers the PCs a bonus of 40 gp each if they agree to accompany them as far north as Daggerford, a journey that should take 7 days, at 20 miles per day.

It is not uncommon for Daggerford militia patrols to escort caravans, but they are under no obligation to do so. If the PCs hesitate, remind them that it is a good way to pick up some extra money and certainly cannot hurt their reputation. If the PCs still refuse to get involved, they return to Daggerford at the same pace the rode down, with the normal chances of encounters, as outlined in Chapter 4. Meldar's caravan never arrives, and the map he carries eventually makes its way to either Wartsnak Direlord or Torleth Mindulspeer (at the DM's option). If,

however, the PCs agree to escort Meldar's wagons, they can leave with the caravan the next morning.

Meldar "Farwander" Lythnaer

Meldar "Farwander" Lythnaer (N male old Tethyrian human expert 3, see Appendix 2, page 289) is an independent merchant from Baldur's Gate and a member of the Merchant's League (see Chapter 2). Born in the Year of the Trumpet (1301 DR), Meldar is man of average height, and ample girth, with penchant for droll humor. He keeps his graying head of hair closely cropped and wears an immaculately coiffed goatee. Meldar favors rich clothing made of velvet and furs, fitting for a wealthy merchant who has successfully led caravans between Baldur's Gate and Waterdeep and between Baldur's Gate and Westgate on numerous occasions.

Meldar is a longtime acquaintance of the sage Ragefast of Baldur's Gate, and he often carries scrolls, maps, and other correspondence between the sage and his customers in other cities. Although he will buy and sell nearly any type of goods (with the exception of drugs and slaves, for which he draws the line), Meldar has excellent contacts among the Baldurian fisherfolk and dye-makers who harvest mollusks and prepare vats of dyes. As such, his most profitable ventures involve trading in various hues of mollusk dyes and associated types of mordants (alum, iron, and various types of vinegar). Meldar has a particularly keen eye for what the next season's colors are likely to be in Waterdeep and the great cities of the Inner Sea Lands, allowing him to profit greatly from the timely delivery of supplies to the clothiers of such cities.

When visiting Daggerford, Meldar usually visits with the small staff at Irlentree House (#L23), before supping and sleeping at the River Shining tavern (#F57).

Delora "Sharpeye" Lythnaer

Delora "Sharpeye" Lythnaer (N Female Tethyrian human expert 2, see Appendix 2, page 289) is the eldest daughter of Meldar "Farwander" Lythnaer and the likely heir to his mercantile ventures. Born in the Year of the Marching Moon (1330 DR), Delora is a tall, slender woman with raven black hair pulled back in a long braid and dusky-hued skin well-tanned from days spent under the hot sun, moving goods up and down the Sword Coast. She has piercing blue eyes that seem to dance with laughter. Delora favors custom leather pants and tunics, which both complement her figure and are practical for the wear-and-tear of the endless road.

Although she has no end of suitors who praise her for her beauty, Delora is well aware that her true talent is with numbers, making her a skilled coin-counter and up-and-coming merchant. Delora is keen to learn her father's business and hopes to one day build her own coster that will dominate the trade routes of the Western Heartlands.

When visiting Daggerford, Delora usually joins with her father on his visits with the small staff at Irlentree House (f#L23), before retiring to the River Shining tavern (#F57).

Event #9: Caravan Escort

Travel with Meldar's caravan is slow work, taking nearly twice as long as travel by horseback. Escorting a caravan when requested is common duty for Daggerford's militia, so you are sure your commander will understand the delay in returning.

While Meldar and his daughter have light horses, the animal handlers walk and lead their animals. A cart or wagon travels 2 miles per hour or up to 20 miles per day. At that rate, it will take seven days (and six nights) to make the return trip to Daggerford, assuming the PCs choose to stay in campsites the first two nights, at Bowshot one night, at a campsite the next night, and then at Liam's Hold and Gillian's Hill the last two nights.

Event #10: Hellforged (EL 5)

The Hellforged is a motley band of adventurers who survive as bandits in the Open Marches, preying on caravan traffic along the Trade Way. The Hellforged came together under the leadership of Daernar "the Satyr" Jaqonspawn in the immediate aftermath of the Dragonspear War, after the dissolution of the Alliance of Avernus. Made up of individuals drawn to the banner of devilkind, the Hellforged have forged themselves into an up-and-coming gang of bandits. They are disciplined, loyal to each other (with one exception), cunning, and merciless, intent on claiming their due measure of respect along the Sword Coast.

Creature: The Hellforged are four in number. Three of them—Daernar, Delg, and Tanalthass—are mounted on duskwood skewbalds (a common breed of light warhorse) and Naedytha is mounted on an Amphail gray (a powerful, locally bred breed of light horse).

Daernar "the Satyr" Jagonspawn: hp 6; see Appendix 2, page 289.

Delg "Hellhorns" Dragonsteel: hp 7; see Appendix 2, page 290.

Naedytha of the Forked Tongue: hp 4; see Appendix 2, page

Tanalthass Dessintarss: hp 4; see Appendix 2, page 291.

Duskwood Skewbald (3): hp 22 each; see Appendix 2, page 33.

Amphail Gray (1): hp 22; see Appendix 2, page 283.

Tactics: The Hellforged is a patient, calculating band of brigands, who have no interest in face-to-face battles-to-the-death that might reduce their numbers. Daernar and his cohorts know every rise and crevice from the Way Inn to Liam's Hold, allowing them to select terrain that gives them tactical advantage (be it concealment, cover, or the high ground). Members of the gang are well aware that their mounts give them the ability to race ahead of a slow-moving caravan and prepare a succession of ambushes designed to harry and weaken their prey. They

Commented [EB571]: Forgotten Realms Adventures, page 76, Polyhedron #74, page 14.

favor ranged attacks and sudden, brief bursts of violence that leave their intended prey on edge.

The Hellforged may eventually offer to parley, offering to cease their attacks in exchange for Meldar's map, but they only do so if their repeated attacks have not succeeded in weakening Meldar's new guards. At the DM's option, the Hellforged might become a recurring foe, rising in level along with the PCs, garnering a measure of fame in the tavern tales of bards that overshadows the PCs' accomplishments, and crossing paths from time to time.

Daernar "the Satyr" Jaqonspawn

The leader of the Hellforged is Daernar "the Satyr" Jaqonspawn (LE male tiefling hexblade^{CW} I, see Appendix 2, page 289), one of many tieflings who can trace their ancestry back to the unique devil Jaqon (since renamed Dagon by the Lord of Nessus), who once roamed the Realms far and wide as the herald and messenger of Asmodeus, spreading his seed as he went.

Born in the Year of the Blazing Brand (1334 DR), Daernar appears to be a tall, thin human male with close-cropped jet black hair, deep green eyes that flash when angry or excited, satyr's horns, and cloven hooves (usually hidden in specially-constructed riding boots). He favors a steel breastplate engraved with a depiction of a stylized devil's fork, wields a crimson-hued longsword, and carries a finely carved composite shortbow slung across his back.

When word reached the Vilhon Reach of a gathering army of devils, the loquacious and charismatic hexblade made his way north and west in hopes of pledging his sword to the Alliance of Avernus. Daernar arrived a month before the Dragonspear portal was sealed, leaving him far from home in a region overtly hostile to his kind and lacking allies when the devil-led army collapsed. The tiefling founded the Hellforged and recruited the current complement from amongst those individuals who seemed most promising in the wake of the dissolution of the Alliance of Avernus. Although his dreams of become a powerful adventurer have been reduced, for now, to simple brigandage, Daernar remains confident of his ability to transform the Hellforged into a powerful adventuring company, feeling that they must simply be patient as they wait for their big break.

Delg "Hellhorns" Dragonsteel

Delg "Hellhorns" Dragonsteel (LE male maeluth Federic 1
[Abbathor]), see Appendix 2, page 290) is a maeluth (a type of tiefling with mixed dwarven and diabolic ancestry) descended from a clan of Stout Folk who once played a prominent role in the Duchy of Hunnabar. Born in the Year of the Spilled Blood (1315 DR), he was raised in Calimshan on the estate of Ithtaerus Casalia (see Chapter 4), where his paternal grandmother fled after the nature of her diabolic consort was revealed to the leaders of Kanaglym.

Delg appears to be a powerfully built dwarf clad in jetblack spiked mail, constantly fingering the blood-caked blade of his well-worn battleaxe. He is all but hairless, with the notable exception of his silvery-black goatee that ends in a tangle of long tight braids. His most prominent features are the inky black devil horns that protrude from his ever-brooding brow.

During the Dragonspear War, Delg returned to his clan's ancestral home and pledged his battleaxe in the service of the Alliance of Avernus. While he fought ably in the service of the diabolic army, Delg's real mission was to locate his deceased grandmother's hidden shrine of Abbathor, which she was forced to abandon in her haste to escape. Not yet powerful enough to work alone in the war-torn region, Delg joined the Hellforged in hopes of secretly continuing that search, although he has not revealed his true ambition to his fellow adventurers.

Naedytha of the Forked Tongue

Born the youngest child of a prominent merchant lord in Everlund in the Year of the Striking Falcon (1333 DR), Naedytha of the Forked Tongue (LE female Illuskan human warlock Are 1, see Appendix 2, page 290) poisoned her two elder brothers in order to position herself to inherit her maternal grandfather's fortune, only to discover that her father had secretly squandered it away through a series of foolish investments. Shorn of her planned wealth, Naedytha sought power instead, forging a pact with Gargauth, the Hidden Lord, which awakened her hidden talents as a warlock.

Naedytha is a tall, thin, auburn-haired beauty of Illuskan descent with alabaster skin and stormy gray eyes. She is notable for her forked tongue that flickers in and out like a serpent when she covets something, a mark of the diabolic pact that forever binds her soul. Naedytha favors fur-trimmed tunics and skirts and fine silver jewelry that wraps her arms and legs in serpent-like bands.

During the Dragonspear War, Naedytha made her way south to join the Alliance of Avernus, hoping to make contacts and forge pacts with powerful beings that would someday allow her to achieve the position of power she feels she so richly deserves. The end of the Dragonspear War came far too quickly for her tastes, leaving her to grasp the nettle of unfulfilled greed once again. Seeking a new route to power, Naedytha joined the Hellforged, drawn to the magnetic charisma of Daernar, her latest consort.

Tanalthass Dessintarss

Tanalthass Dessintarss (NE male vuan-ti tainted one hope, Roe, Esk (augmented human) scout CAdv 1, see Appendix 2, page 291) is a yuan-ti tainted one masquerading as a tiefling of diabolic descent. Born a member of the barbaric human tribes that roam the eastern High Moor in the Year of the Snow Winds (1335 DR). Tanalthass Dessintarss was enslaved by the serpentfolk of Najara at a young age, and transformed into a tainted one upon reaching maturity. He now serves his serpentine masters as a scout and spy, acting as the eyes and ears of the Kingdom of Snakes in Winding Water river valley.

Tanalthass appears to be a short, lithe human of Tethyrian descent with sharply defined muscles, thinning black hair that

Commented [EB572]: Dragon #91, pages 21-22.

Commented [EB576]: Complete Arcane, pages 5-10.

Commented [EB573]: I don't think tieflings have ever had age ranges specified, so I'm assuming they use human ranges.

Commented [EB574]: Fiend Folio, pages

Commented [EB577]: Monsters of Faerûn, pages 94-96, Races of Faerûn, page 153, Player's Guide to Faerûn Web Enhancement, page 7, Serpent Kingdoms, pages 190-191

Commented [EB575]: I don't think maeluths have ever had age ranges specified, so I'm assuming they use dwarf ranges.

Commented [EB578]: Serpent Kingdoms, page 106.

Commented [EB579]: Tainted ones start out human, so they use human age ranges.

Commented [EB580]: Serpent Kingdoms, pages 104-

ends in a widow's peak, and a close-cropped black goatee. He favors well-worn studded leather armor, a keen-edged shortsword, and a composite shortbow hewn from the heart of a white ash tree. He hides serpentine scales that cover his forearms beneath leather vambraces (but has revealed them enough to his companions to suggest his diabolic ancestry). He is perpetually cloaked with a whiff of brimstone through repeated application of an ossera oil designed to mimic the diabolic scent of many tieflings.

At the outbreak of the Dragonspear War, the ruling nagas of Najara moved quickly to insert tainted one spies among the Alliance of Avernus, concerned that the diabolic invasion might establish a powerful, unwanted neighbor to the north and west of the Kingdom of Snakes. Tanalthass was one such spy, who hid among the many tieflings that flocked to the banner of devilkind in hopes of furthering their own position. After the Dragonspear portal was sealed, the diabolic army quickly dissipated, causing the tieflings that had joined its ranks to scatter anew. At the command of his serpentine masters, Tanalthass has continued his ruse, spying on those who remained in the Open Marches and might someday seek to rekindle the diabolic threat. The serpentine scout has found a comfortable position amongst the Hellforged, and their repeated acts of banditry have given him ample opportunity to spy on passing caravan traffic and other activity in the region. Tanalthass has begun to feel some measure of loyalty to his fellow adventurers, but is well aware they would turn on him in a second if his masquerade should ever be revealed

Event #11: Goblinoid Raiders (EL 3)

For this event, use the goblinoid raiders-random encounter, as discussed in Chapter 4. This group of raiders is specifically targeting Meldar's caravan in hopes of acquiring Meldar's map. They have been hired to do so (through a series of intermediaries) by Wartsnak Direlord, as a contingency plan in case the Hellforged fail to acquire them map themselves.

Goblin Warriors (6): hp 5 each; see Appendix 2, page 315. Orc Warriors (2): hp 5 each; see Appendix 2, page 315.

Event #12: Swords of the Worm (EL 5)

As you make your way slowly northward alongside a one of the many hills that make up the western edge of the Sword Hills, your thoughts turn to home. One more overnight in Gillian's Hill and then one more day of caravan duty before you return to your bed in Daggerford.

On the road between Liam's Hold and Gillian's Hill, another group of bandits lies in wait for Meldar's caravan. Give the PCs

the opportunity to make Spot checks to see if they notice the bandits before they launch their attack.

Creature: The Swords of the Worm, led by Jocko "the Wily" Tarkendar (see below), intend to seize Meldar's map for the Circle of Rust and the Worm, plus take any plunder they can carry off

Jocko "the Wily" Tarkendar: hp 7; see Appendix 2, page 291.

Wormridden bandits (4): hp 10 (8 when not raging); see
Appendix 2, page 292.

Tactics: The bandits have picked a low spot along the Trade Way flanked by a low hill to the east and an area thick with thorns (heavy undergrowth) to the west for their ambush. The Wormridden have spread out along the hillside (in a rough north/south line), hiding behind trees and rocks over about 50 feet of the hill. They lie in wait until the lead wagon nearly reaches the northernmost bandit and then launch their attack.

In the first round, the Wormridden begin by hurling a total of 2 least thunderbolts of Talos at the weakest looking horse of each the three wagons in hopes of disabling the caravan's escape. In the second round, they hurl another round of thunderbolts at any obvious spellcasters. Once their supply of javelins is exhausted or melee combat is imminent, they shift to using battleaxes and, for the barbarians, entering their rage. If possible, they maintain the high ground, giving them an advantage in their attack.

Treasure: In addition to the equipment carried by the Wormridden, each of the bandits carries 2d4 gp and a variety of semi-precious trinkets and scraps of trash worth an additional 2d4 gp in a small coin purse.

Bronwyn's Letter: Among the random items in the coin purse of Jocko is a piece of paper on which is drawn a crude map of the area and the planned ambush of Meldar's caravan. On the back of the map in faded lettering is short romantic note from someone who signed with the initial "B" to someone addressed by the initial "A". The parts of the note that can be made out include the following bits: "My dearest lord, I cannot wait until the day we steal away ...", "... which my brother will never allow ...", "... let us flee to where the Free Folk run ...", "... once we are lord and lady, he will have no choice but to ..." This letter, whose significance is lost on Jocko, was seized by the Wormridden when they attacked a riverman a few weeks back and is now being used as scrap.

This private letter, written by Lady Bronwyn Daggerford (see Chapter 2) to Baron Agwain Delantar (see Mission 3), may not mean much to the PCs (or anyone else) at this point, but it has the potential to be a crucial clue in a forthcoming mission (Mission #3).

Jocko "the Wily" Tarkendar

Jocko "the Wily" Tarkendar (CE male Illuskan scout^{CAdv}

1/favored soul^{ED,MH} 1 [Talos]) commands a small band of

Wormridden as part of the Swords of the Worm. Born in the

Year of Snow Winds (1335 DR) on a farm outside of Secomber,

Commented [EB581]: Serpent Kingdoms, pages 149-151.

Commented [EB582]: N5 - Under Illefarn, page 22.

Commented [EB583]: *Complete Divine*, page 6, *Miniatures Handbook*, page 5.

Jocko is a small, lithe man with a thin, almost gaunt build, short-cropped black hair, and a sparse, short beard.

From a young age, Jocko was a thief at heart, stealing anything he could get his hands on from family, friends, and strangers, until he was kicked out by his own father. For several years, he was part of a small group of bandits operating out of the Sword Hills, until by chance he was struck by a bolt of lightning and walked away unscathed. Since that time, Jocko has spoken with the fury of an anointed one of Talos and risen quickly through the ranks of the Wormridden.

Since the end of the Dragonspear War, Jocko has moved from camp to camp within the Sword Hills, mustering small bands of the Wormridden to prey on passing travelers, as directed by Torleth Mindulspeer (see Chapter 4).

Event #13: Torleth's Treasures (EL 7)

This event unfolds on the trip down to the Way Inn or (more likely) the trip back to Daggerford.

Creature: Assuming the PCs decide to wander through Torleth's Treasures, Torleth Mindulspeer takes advantage of the opportunity to assess these rising heroes of the Shining Vale.

Torleth Mindulspeer: hp 20; see Appendix 2, page 280.

Tactics: Torleth does nothing to deliberately provoke the PCs' suspicions. He simply plays the role of the interested proprietor trying to make a sale or a purchase. If the PCs seem inclined to buy something, Torleth asks them what they plan to do in the future. If the PCs seem inclined to sell something, Torleth asks them how they acquired it. He is happy to listen to their tales of their heroics and encourages them to share. If attacked, Torleth initially does not respond, playing the role of hapless proprietor. If this does not dissuade the PCs, he unleashes his most powerful spells before racing to the portal to the Crypt of the Worm (see Chapter 4).

A successful Sense Motive check (opposed by Torleth's Bluff check) reveals that Torleth seems unusually interested in the PCs exploits. If confronted, Torleth indicates (truthfully) that he collects stories like he collects miscellaneous treasures of the past, and that he simply wants to learn more about these newfound heroes.

Ad Hoc XP Reward: If the PCs discover anything odd about Torleth Mindulspeer, they receive 50 XP.

Event #14: Arrival in Daggerford

When the PCs arrive in Daggerford, Meldar bids them goodbye and gives them his thanks. His wagoners take the wagons to the Caravan Grounds, while Meldar and his daughter take a room at the River Shining Tavern (#F57). After contacting the Merchant's League to inform them of their losses (#L23), Meldar and Delora hire a courier to get a note to Kelson Darktreader, asking him to

meet them at Castle Daggerford (#T10) the following morning to sell him the map.

The PCs are expected to report to Commander Sherlen immediately to report what they have learned.

Treasure: If the PCs managed to save Meldar's or Delora's life, shortly before their arrival in Daggerford, Meldar gives them a private copy of the map he had secretly made for himself to sell in the markets of Waterdeep. It is then up to the PCs what they wish to do with it. It could be sold for as much as 200 gp in the City of Splendors, but Kelson Darktreader would very much like to keep the map's existence and contents a secret.

Ad Hoc XP Reward: If the PCs deliver Meldar safely to Daggerford, they receive 50 XP. If the PCs deliver Delora safely to Daggerford, they receive an additional 50 XP. If the PCs deliver the wagoners safely to Daggerford, they receive an additional 10 XP/wagoner. If the PCs deliver the caravan with its contents in full safely to Daggerford, they receive an additional 20 XP. If Meldar's map reaches Kelson, they receive an additional 100 XP.

Design Notes

XP Goal: Keep the PCs at 2nd level (between 1,000 XP and 3,000 XP) or move them barely into 3rd level. Assuming they start at 1,225 XP each, they need less than 1,775 XP per character, or less than 7100 XP to a party of 4 characters.

The total value of the Ad Hoc XP the PCs could earn is \$400 XP. The total value of the required combat XP the PCs could earn is \$4,800 XP. Assuming 4 random encounters from Chapter 4: Black Bear, Bobcat, Blood Moon Stag, and Lemures, the PCs might earn an additional \$1,700 XP. All told, that's a likely outcome of 6,900 XP total, or 1,725 XP each. In other words, it is likely that the PCs will remain 2nd level by the end of this adventure, but be on the cusp of 3rd level.

The expected value of the treasure that the PCs could recover is 6,700 gp. The actual value of the treasure that the PCs could recover is 12,241 gp. This is high, but expected, as many of the battles are with NPCs. Moreover, some of the treasure is likely to be expended ere the PCs can recover it.

		Expected	Actual	2.	
Encounter	EL	Treasure	Treasure	XP	
Event #1	N/A	0	0	0	
Event #2	N/A	0	0	0	
Event #3	N/A	0	0	-0	2
Event #4	N/A	0	0	0	
Event #5	N/A	0	0	0	
Black Bear	2	600	0	300	
Event #6	2	600	1,996	700	
Bobcat	1/2	150	0	150	
Event #7	N/A	0	0	50	
Event #8	N/A	0	160	0	
Event #9	N/A	0	. 0	0	
Event #10	5	1,600	836	1,500	
Blood Moon Stag	1/6	50	0	50	
Event #11	3	900	3,857	900	5
Lemures	4	1,200	0	1,200	
Event #12	5	1,600	5,197	1,800	
Event #13	7 (N/A)	0	0	50	
Event #14	N/A	0	200	250	
Total	18	6,700	12,241	6,900	

Commented [EB584]: 100 XP +50 XP + 250 XP = 400

Commented [EB585]: 600 +1500 +900+1800 = 4,800

Commented [EB586]: 300 XP + 150 XP +50 + 1,200 XP = 1,700 XP.

Commented [EB587]: 600 (CR 2) +100 (Ad Hoc award) = 700 XP.

Commented [EB588]: 300 * 1/2 = 150.

Commented [EB589]: 6 * 105 + 2 * 103 =

Commented [EB590]: 3 * 300 (CR 1) + 600 (CR 2) = 1,500 XP.

Commented [EB591]: 300 * 1/6 = 50.

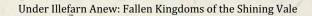
Commented [EB592]: 923 +962 +1099 +873 =

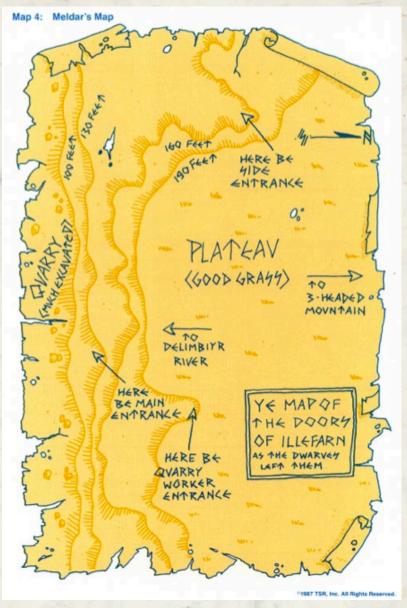
Commented [EB593]: 6 * (300 / 3) + 2 * (300 / 2) = 900.

Commented [EB594]: 4 * 300 (CR 1) = 1,200 XP.

Commented [EB595]: 2,080 + 4 * 778 = 5,192

Commented [EB596]: 4 * 300 (CR 1) + 600 (CR 2) = 1,800 XP.





MAP #4: MELDAR'S MAP

Chapter 5: Laughing Hollow

Sandwiched between the southern slopes of the Forlorn Hills and the northern bank of the River Delimbiyr, some 40 miles east of Daggerford, the Laughing Hollow is an old dwarven quarry that is now a forested vale where twilight reigns, regardless of the time of day. Home to all manner of fey and magical beasts, the Laughing Hollow is mysterious enclave seldom visited by non-fey.

The Laughing Hollow is an eerie, shadowed place. Even in the daylight, the shade from the omnipresent trees gives a perpetual twilight effect. This is a place meant for elves, not men. There are obvious game trails and hunter trails that have been used by the wild elves and other Laughing Hollow residents for hundreds of years. Warm, light-filled glades and larger clearings holding small lakes occasionally break up the trees and brush.

History

The earliest recorded dwarven delvings in what would eventually become the Laughing Hollow date back to the Year of the Black Marble (-148 DR). The first dwarves to dig for marble and granite in the vale were wandering prospectors from Ammarindar, seeking new territories in which to settle down.

In the decades that followed the fall of the Northkingdom (-100 DR), dwarves from Delzoun migrated south to Ammarindar and from there to the scattered clanholds on its western frontier, settling what were then known as the Dark Hills, in hopes of mining for the deposits of rich black marble that lay beneath the slopes. Great chunks of black marble were hewn from the natural valley that lay between the Dark Hills and the River Delimbiyr, gradually lowering the elevation of the vale below the banks of the river. In time, the Stout Folk were forced to create a stone embankment that ran along the length of the quarry to keep the river out of their delvings (except for the annual spring flood).

By the Year of the Cantobele Stalking (342 DR), the Hollow, as it came to be known, was a massive quarry stretching over 10 miles in length and 5 miles in width at its widest point. Little grew in this open mining pit, as the dwarves methodically stripped off the earth to reach the black marble below. Humans and elves who visited the quarry during this period could see the Stout Folk carving out great hunks of marble and granite and carrying it into the mountain to carve. Many ancient ruins found in the Shining Vale today were originally constructed of stone excavated from the Hollow.

The fall of Phalorm in the Year of the Lamia's Kiss (615 DR) marked the beginning of the end of the dwarves' centuries old mining operation. In the decades that followed, the annual spring flood washed new soil into the Hollow, while the Stout Folk kept reducing the area of active digging.

By the Year of Flourishing Forests (789 DR), the Hollow had once again become a forested vale full of the laughter of fey pranksters under the watchful eye of a tribe of wild elves, and bards began referring to it as the Laughing Hollow. While many credit the wild elves for cultivating a homeland for the fey races, the Fair Folk speak of a powerful spirit of the landMM2 that awoke to reclaim the land from the dwarven delvings.

Over the last six centuries, the leader of the wild elf tribe came to be known as the King of the Woods, acting as leader for all the inhabitants of the vale. Melandrach is the third wild elf of his lineage to hold that title and, by all accounts he has made his predecessors proud.

Inhabitants

A wide variety of creatures, including all manner of fey—dryads, satyrs and their offspring ("the Free Folk"), nymphs, petals, sprites, and thorns as well as a tribe of hybsils, a tribe of wild elves, and various animals and magical beasts, dwell within the depths of the Laughing Hollow. For the most part they are content to keep to themselves, leaving the outside world to its own devices, but they are not particularly tolerant of interlopers in their forested vale. Occasionally, hostile invaders from the Forlorn Hills, the High Moor, or the Misty Forest, such as forest trolls^{MMS}, goblins, leucrotta^{CoSW,MoF}, orcs, and spriggans^{FF}, move into the Laughing Hollow, but they are usually destroyed or driven out before too long.

The "hurbryn" —a term for humans common among satyrs and dryads meaning "heavy-footed ones," now used by halflings and creeping into usage by other races—rarely step foot within the Laughing Hollow, since the tales maintain that Melandrach and his wild elf subjects takes a dim view of those who would disturb the peace of the Laughing Hollow. To travelers simply wishing to pass through, he is said to be gruff and impatient at his worst. He has no time for treasure hunters.

Of all the inhabitants, only four groupings can be considered "tribes," at least in a sense recognizable to the hurbryn: hybsils, satyrs, thorns, and wild elves.

Araevae'Delimbiyra

The most organized group residing in the Laughing Hollow are the Araevae'Delimbiyra (literally "Joy of the Shining Bow"), a tribe of wild elves with close ties to the fey resident in the region. Descended from elves who remained in Faerûn during the Retreat, the Fair Folk protect their home vigilantly from the inroads of orc and man alike. The Araevae'Delimbiyra can justly claim credit for having transformed the old dwarven quarry into the fey wilderness it is today, and they do not tolerate the presence of those who would reverse what they have sown.

The leader of the Araevae'Delimbiyra is venerable Melandrach, acknowledged by elf and fey alike as the "King of the Woods." Most members of the tribe subsist through hunting and gathering, living in small family groups and assembling only for festivals or in times of war. Prominent members of the tribe include Deldragor (CG male wild elf ranger 2 / druid 3),

Commented [EB597]: Polyhedron #74, page 15.

Commented [EB598]: Polyhedron #74, page 15.

Commented [EB599]: Spawn of Dragonspear, page 94.

son of Melandrach, Dredin "Longshot" (CG female wild elf ranger 2), daughter of Deldragor, and Dendrach "Highleg" (CG male wild elf scout 2 / druid 3), boon companion of Deldragor.

In recent months, the Araevae' Delimbiyra have fought increasing numbers of skirmishes with worg-mounted goblins of the Direlord Tribe (see Chapter 6). Initially, the interlopers were believed to be raiders from the High Moor, but of late the Fair Folk have conclude that the humanoids have established a base beneath Mount Illefarn, allowing them to launch lightning raids on the inhabitants of the vale.

Melandrach, the King of the Woods

Born in the Year of the Laughing Swan (816 DR), Melandrach, the mysterious "King of the Woods" (CG male fey wild elf ranger 5/wildrunner*ow 9, see Appendix 2, page 300), is the charismatic leader of the Laughing Hollow, acknowledged as sovereign by almost all the permanent inhabitants of the vale, insofar as they care at all.

This venerable wild elf has become one with the fey, capable of walking the crossroads and backroads that crisscross the Laughing Hollow. With the weight of passing years pressing down heavily on his shoulders, this slight spry elf stands just under 4 feet, 5 inches in height and weighs barely 85 pounds. Melandrach is a living embodiment of nature, wrapped in a mantle of fey magic. Despite his savage appearance, Melandrach's gentle, nurturing nature makes him eminently approachable by even the humblest of creatures.

Deldrach Longarrow

Born in the Year of the Wanderer (1338 DR), Deldrach Longarrow (CG male feytouched bard 4, see Appendix 2, page 295) is a long-time resident of the Laughing Hollow, an honorary member of the Araevae Delimbiyra, and considered one of the Free Folk by the satyrs to which he claims distant kinship. He is also a descendent of Melandrach, albeit separated by many generations.

Deldrach resembles a half-wild elf in appearance, with pointed ears and almond-shaped eyes, and favors the pan pipes of a satyr. Through years of research, Deldrach has painstakingly reassembled the lyrics and music of the ancient Illefarni songpoem, the "Voices of the Lost," making him the only living creature capable of following the ancient Illefarni song path.

What the Araevae'Delimbiyra Know

The Fair Folk of the Araevae'Delimbiyra are aware that an abandoned dwarfhold beneath Mount Illefarn exists.

Specific things that Melandrach knows:

- The name of the dwarfhold is Runedardath, although that name has largely been forgotten.
- Worg-riding goblin raiders are apparently using the abandoned dwarfhold as a camp from which to mount infrequent raids on the inhabitants of the Laughing Hollow.

The Araevae'Delimbiyra are unaware of the presence of the Dragon Cult beneath Mount Illefarn, the true scope of the "goblin base" in Runedardath, or the return of the Stout Folk to their ancestral halls, as all three groups have been careful to forage and make passage in the Forlorn Hills, away from the watchful eyes of the elves and fey of the Laughing Hollow.

Allying with the Araevae'Delimbiyra

The reaction of Melandrach and the rest of the wild elves to the PCs is initially Unfriendly, although it can be improved with a successful Diplomacy check. Assuming the PCs rescue Melandrach, upon first encountering him, in Mission #4, this changes his initial reaction to Friendly. Once word spreads that the PCs have rescued the King of the Woods, the initial reaction of all wild elves encountered in the Laughing Hollow to the PCs is Friendly as well.

Hybsils

A tribe of nomadic hybsils dwells within the Laughing Hollow. Nearly eighty in number, the hybsils rarely assemble in groups larger than a dozen. Most of the time they arrange themselves into small family groups or hunting parties of half a dozen individuals.

The hybsils have no tribal chief, although the half dozen or so hybsil druids of Silvanus are entitled to speak on behalf of the tribe. The hybsils have sworn fealty to the King of the Woods and follow his infrequent commands with crazy acts of bravery.

Satyrs

Over 100 strong, the hedonistic Free Folk frolic throughout the Laughing Hollow. While they are not an organized tribe, they are well familiar with each other and the comely dryads, glaistigs, and nymphs who make the vale their home. If an outside threat rises to threaten their way of life or if called upon by the King of the Woods, the satyrs will rally to form ragtag warbands against the intruders.

While they do not bother the wild elves of the Laughing Hollow, satyrs play mischievous pranks on hurbryn and their ilk (dwarves, other elves, half-elves, halflings, and the like) who dare to enter the Laughing Hollow. Fauns, as they are also known, are not above stealing from interlopers or seducing comely humanoid females. (Most half-fey or feytouched resident in the region can trace their lineage to such couplings.)

Thorns

Unlike most fey, who think only of themselves and their immediate needs, thorns are capable of considering the collective and longer-term needs of the fey. As such, even while they often act alone, thorns evince a degree of coordination and collective action unusual for their fey brethren.

As such, the collective might of the thorns, who number over 200 at any given point in time, might best be described as a armed force dedicated to the defense of the Laughing Hollow. The thorns acknowledge the King of the Woods as their leader and happily serve his commands in defense of the vale.

Commented [EB600]: Spawn of Dragonspear, page 94.
Commented [EB601]: Spawn of Dragonspear, page 94.

Commented [EB602]: I decided to make Deldrach a feytouched instead of a wild elf, as it seemed unlikely that a wild elf would venture into Daggerford. Moreover, this gave an opportunity to make the roster of residents of the Laughing Hollow more complex and to tie Deldrach into the Voices of the Lost song path.

Climate

Weather in the Laughing Hollow is shaped by fey magic, creating a sylvan temperate climate where snow and cold temperatures are rare, as are humidity and hot temperatures, and powerful storms are unheard of. This change does not happen abruptly at the edge of the Laughing Hollow, but gradually, as one makes ones way towards the heart of the fey woodland.

Temperature: Temperatures are nigh-perfect in the Laughing Hollow, with much narrower extremes than elsewhere in the region.

 $\it Cold:$ Between 20° and 65° Fahrenheit during the day, 5 to 10 degrees colder at night.

Moderate: Between 65° and 75° Fahrenheit during the day, 5 to 10 degrees colder at night.

Warm: Between 75° and 85° Fahrenheit during the day, 5 to 10 degrees colder at night.

Winds: Wind speeds are strong or lighter in the Laughing Hollow, making powerful storms unheard of.

Calm: Wind speeds are light (0 to 10 mph), with no effect on any creatures or ranged attacks.

Breezy: Wind speeds are moderate (11 to 20 mph), with no effect on any creatures or ranged attacks.

Windy: Wind speeds are strong (21-30 mph), imposing a -2 penalty to normal ranged attacks and Listen checks. Creatures of size Tiny or smaller are knocked prone and flying creatures are blown back 1d6x10 feet unless they make a successful Fortitude save (DC 10).

Precipitation: Roll d% to determine the type of precipitation. Snow occurs only when the temperature is 30° Fahrenheit or below. Most precipitation in the Laughing Hollow lasts for 2d10 minutes. Hail and sleet never occur in the Laughing Hollow.

Rain: Rain reduces visibility ranges by half, resulting in a – 4 penalty on Spot and Search checks. It automatically extinguishes unprotected flames (candles, torches, and the like). Ranged weapon attacks and Listen checks are at a -4 penalty.

Fog: Fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks against them have a 20% miss chance)

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain. Snow has a 50% chance of extinguishing small, unprotected flames, such as candles. A day of snowfall leaves 1d6 inches of snow on the ground. It costs 2 squares of movement to enter a snow-covered square.

Storms: Storms are almost unheard of in the Laughing Hollow and relatively mild.

Snowstorm: Snowstorms are accompanied by cold temperatures, strong winds, and snow, and leave 1d6 inches of snow on the ground afterward.

Thunderstorm: Thunderstorms are accompanied by warm temperatures, windy conditions, rain (but never hail), and lightning. Lightning can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice.

Terrain

The Laughing Hollow is a medium sylvan forest, as described in the <code>Dungeon Master's Guide</code>, page 87, and in the <code>Dungeon Master's Guide II</code>, page 70. The likelihood that a given square has a terrain element in it is as follows: typical trees (70%), massive tree (10%), light undergrowth (70%), and heavy undergrowth (20%). You shouldn't roll for each square. Instead, use the percentages to guide the maps you create.

Trees: The most important terrain element in a forest is the trees, obviously. Place a dot in the center of each square that you decide has a tree in it, and don't worry about the tree's exact location within the square. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree.

Random Weather in the Laughing Hollow

d%	Weather	Winter	Spring	Summer	Fall
01-70	Normal	Moderate, calm	Moderate, calm	Moderate, breezy	Moderate, calm
71-80	Abnormal	Cold, calm	Moderate, breezy	Warm, breezy	Moderate, breezy
81-98	Inclement	87% Precipitation (rain)	87% Precipitation (rain)	95% Precipitation (rain)	87% Precipitation (rain)
	He He He	13% Precipitation (snow) 13% Precipitation (fog)	5% Precipitation (fog)	13% Precipitation (snow)
99-100	Storm	Snowstorm	Thunderstorm	87% Thunderstorm (moderate)	Thunderstorm
				13% Thunderstorm (warm)	

Medium forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way.

Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible.

Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Other Forest Terrain Elements: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in a Forest: In a medium forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d8×10 feet. Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible. The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

Twilight The Laughing Hollow is cloaked in perpetual twilight, making the lighting dim (not dark and not light) at all times of day (when the forest floor is cloaked by a thick tree canopy and light mist) and night (when the stars shine especially bright).

The fey races are perfectly adapted for this environment with their low-light vision, but many other races are not so well-equipped. Creatures that have low-light vision can see twice as far as normal in dim light. Low-light vision allows a creature that can read to do so with even the tiniest source of light. Those that have low-light vision can see outdoors on a moonlit night as well as a human can during the day.

In dim light, a light source can be spotted at a distance equal to 10 times its radius of illumination.

Locations

There are few fixed locations within the Laughing Hollow, other than Mount Illefarn, which serves as reference point for all who live in the vale. None of the tribes that dwell within the twilit forest create permanent structures, and they are perpetually on the move. Even specific groves and pools seem hardly fixed in their location, although that may be as much due to inadvertent use of the crossroads and backroads that crisscross the Laughing Hollow as fey magic that subtly shifts the landscape over time.

Poison Stream (Post-Earthquake)

After the events in Mission "the Rescue Mission" begin to unfold, there is readily recognizable addition to the landscape. The Poison Stream, as the fey quickly come to call it, is a trickle of greenish bile that wends its way from the slopes of Mount Illefarn through the Laughing Hollow until it enters the River Delimbiyr through a breach in the embankment. Such is the defilement upon the landscape, that all backroads that normally lead from one side of the Poison Stream to the other cease to function, effectively partitioning the entire system of crossroads and backroads in half

Random Sylvan Forest Encounters

All manner of creatures and locales can be encountered in the depths of the Laughing Hollow. Most fall into one of five groups: animals, beasts, fey, wild elves, or interlopers from beyond the hollow's borders. In addition, there exist a large number of sylvan glens scattered throughout the Laughing Hollow, and many contain fey or magic dangers. The following set of tables list a few of the many dangers the PCs may encounter in the Laughing Hollow. Roll for an encounter (1 on a 1d6) once every 15 minutes or whenever called to do so in the text. If an encounter is indicated, begin by rolling 2d4 on Table A. If a subtable is indicated, roll the appropriate dice for that subtable. Note that many of these encounters are too dangerous for the PCs to engage in battle, at least initially. The goal for most such encounters is to successfully navigate the challenge while sticking to the mission at hand. If the PCs begin attacking the animals, beasts, fey, or wild elves indiscriminately, they are sure to arouse the combined ire of Melandrach's subjects. leading to their permanent banishment from the Laughing Hollow and the likely failure of their mission(s).

Crossroads and Backroads

Behind the world, hidden from eyes that don't know where to look, mystical roads of geomagical energy crisscross the face of Faerûn. These fairways belong to no one, though the fey have long guarded them. Druids know their secrets, as do some bards. The Laughing Hollow is crisscrossed with crossroads and backroads, although the location of each is

Commented [EB603]: Rules Compendium, pages 79, 115.

Commented [EB604]: Magic of Faerûn, pages 44-47.

known only to the fey.

Non-fey know only about small sections of the backroads, thoroughfares that connect two locations. For game purposes, non-fey can only enter the backroads at a crossroads and travel one-way to a specified destination. The travel is instantaneous. You step onto the path, and a heartbeat later you emerge at the backroad's destination.

Druids have mapped the locations of some crossroads, though an unquantifiable number of them cover the world. Some druids have likened the backroads to folds in the world's fabric. These pinches bring two points together that would normally be much more distant if measured on a flat plane.

Travelers enter and leave backroads at a crossroads. Crossroads are invisible. They don't correspond to real roads or paths. Backroads and crossroads both have acquired a legendary status. Not everyone believes in them, because they cannot be seen or felt, traced, or tracked. They seem extraplanar and yet they're not. Only those of the purest fey blood understand them completely, and the fey keep the secret to protect the backroads from corruption.

Only druids and perhaps some fey can create new backroads, by use of the create crossroads and backroad* spell. For that matter, only bards, druids, and fey have mastered the ability to find backroads. They do so by learning one of the druidic mysteries, the detect crossroads* spell.

Backroads can be used for:

Communication: The user must specifically request communication rather than travel. If the user successfully coerces the guardian (see below), then a whisper, monologue, or shout travels along the backroad and sounds at the destination as if the user were standing there. If the user moves more than 30 feet away from the crossroads, the communication ends and the user must renew the request. Druids have intricate meeting schedules by which they share news and updates in this way, spreading announcements all across Faerûn.

Travel: Backroads work similarly to portals, in that they allow the user to travel through them, almost instantaneously, from one crossroads to the next. When a user steps onto a backroad, he disappears as if walking through an illusionary wall and appears in the same way at the other end.

Surprise Travel: There are stories that a wandering minstrel performed a magnificent piece near a crossroads, then turned around and unwittingly walked onto the invisible backroad. The guardian presumed, perhaps negligently, that the bard was requesting permission to use it. He granted the request. And the bard, by fate or manipulation, walked unprepared onto the backroad. These stories all end in mystery.

Backroads cannot be used for:

Spying: Backroads do not allow the user to see or gain any bonus toward viewing its destination. A creature can ask the guardian about the backroad's destination, but the guardian does not have to answer.

Shooting Through: No attacks, magical or otherwise, pass along the backroads to a distant location. They hit locally as if unimpeded. Magical attacks requiring a specific target fizzle

if the target steps onto the backroad before it hits.

The Guardian: Every crossroads has a guardian who decides whether an individual can use the backroads. Such an individual must get the guardian's permission to use the backroads. Every druid has a preferred method for doing so, be it a plea, a song, a poem, or an homage to the backroads. Each individual must make her own request, and the guardian may turn anyone down. An individual cannot toss someone else onto a backroad unless that individual has already received permission to pass. Fey have free use of the backroad—whenever, wherever, without restriction.

Crossroads Guardian: hp 88; see Appendix 2, page 294.

The guardians are created when the druid casts the *create* crossroads and backroad* spell. If a guardian is killed, the *crossroads* the guardian warded ceases to function as a starting point. The opposite end is still functional, since that guardian can permit passage through, but it is now one-way.

At the crossroads, the seeker can use Charisma, Bluff, Diplomacy, or Perform to cajole the guardian into letting her travel the backroads. Bards have an advantage over other characters with regard to convincing guardians to allow them to pass. Guardians love music, stories, and moving performances. More bards have managed to earn a guardian's friendship than have druids. An exceptionally well-played tune wins over any guardian, calling to her fey blood without mercy. All Perform checks to influence Guardians receive a +2 circumstance bonus.

Trappings of civilization put a guardian on the defensive, grating on its connection with all things fey and natural. The guardian's initial attitude corresponds directly to the naturalness of the setting. The initial attitude of all guardians in the Laughing Hollow is Friendly. If the seeker is not a fey, the guardian's reaction to requests to travel depend on its attitude (as influenced by the Charisma, Bluff, Diplomacy, or Perform check performed by the seeker, who must be a bard or druid).

Helpful: The guardian allows the seeker to travel whenever he wants if his reaction is raised to Helpful or better. (No roll is required if the guardian's reaction is already Helpful. If the seeker wishes to allow one other to use the backroad as well, he may choose to roll (with a +2 circumstance bonus) (DC 20) and vouch for his fellow traveler. A failed roll indicates the guardian refuses the companion. The guardian's attitude toward the original seeker falls to Friendly in this case.

Friendly: The guardian lets the seeker (and only the seeker) use the backroad and will remember him favorably if his reaction is raised to Friendly or better. The seeker receives a +2 circumstance bonus on his next attempt to court the guardian's favor.

Indifferent: The guardian lets the seeker (and only the seeker) pass if his reaction is raised to Indifferent or better.

Unfriendly: An unfriendly guardian remains suspicious and refuses to let the person pass.

Hostile: A hostile guardian believes the person to be a liar and sycophant. He doesn't let the character pass, and the next attempt to court the guardian's favor (no matter how much time has passed) faces a -2 circumstance penalty on the roll **Commented [EB605]:** I set this at 20, which is the amount needed to move from Friendly to Helpful, even though the guardian is already at Helpful.

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19		Kandom Encounters in the Laughing Hollow				
2d4	A: Encounter (Subtable)	2d3	B: Animal	2d3	C: Beast	
2	Sylvan glen (G)	2	Black bear	2	Bearhound	
3	Fey (D)	3	Boar	3	Pseudodragon	
4-5	Animal (B)	4	Badger	4	Elven hound	
6	Wild elves (F)	5	Bird of prey	5	Tressym	
7	Interloper (E)	6	Wolf	6	Unicorn	
8	Beast (C)					
				- 12		
2d4	D: Fey	2d3	E: Interloper	1d3	F: Wild Elves	
2	Feytouched	2	Forest haunt	1	Melandrach	
3	Pixie gang	3	Forest troll	2	Hunting party	
4	Grig gang	4	Goblin worg patrol	3	Family group	
5	Petal bouquet	5	Leucrotta			
6	Hybsil	6	Spriggan		4 2 18	
7	Thorn			. 19		
8	Satyr					
1d4	Sylvan Glen (G)	2d3	Grove (H)	2d3	Pool (I)	
1	Fey mound	2	Crossroads	2	Glaistig pool	
2	Fey ring, minor	3	Dryad grove	3	Nixie pool	
- 3	Grove (H)	4	Ordinary grove	4	Ordinary pool	
4	Pool (I)	5	Treant stand	5	Fey pool, minor	
		6	Nymph grove	6	Nymph pool	

Animals

The Laughing Hollow is home to all manner of animals native to temperate forests. Few are truly dangerous, unless provoked, with the exception of ill-tempered boars and packs of hunting wolves.

The initial reaction of most animals to the presence of the PCs is Indifferent, although this can be changed through a successful wild empathy check.

Badger (EL ½)

A small furry animal with a squat powerful body meanders through the undergrowth, searching for grubs. Its strong forelimbs are armed with long claws for digging.

Creature: A solitary badger is searching for grubs. Badgers will ignore other creatures, unless attacked.

There is a 20% chance this is a cete of 1d3+2 badgers. Badger: hp 6; see Appendix 2, page 285.

Tactics: A badger that takes damage flies into a berserk rage, clawing and hitting madly until either it or its opponent is

Bird of Prey (EL 1/3 or ¼)

A bird of prey with 1 to 2 feet in length with a wingspan of just less than 6 feet swoops down from above.

Creature: During the day, this encounter is with a hawk (25% chance of two hawks). At night this encounter is with a solitary owl.

Hawk: hp 4; see Appendix 2, page 287. Owl: hp 4; see Appendix 2, page 287.

Tactics: If it spots likely prey (oftentimes a familiar or animal companion), a hawk swoops in to attack. It flies off if

Black Bear (EL 2)

A large black bear pushes through the undergrowth, in search of something to eat.

Creature: A solitary black bear is searching for food. Black bears will ignore other creatures unless their cubs or food supply is threatened.

There is a 25% chance this is a mother and her cub. Black Bear: hp 19; see Appendix 2, page 285.

Tactics: If provoked, a black bear will wade into combat, ripping into prey with its claws and teeth.

Boar (EL 2)

A wild swine covered in coarse, grayish-black fur stomps through the undergrowth.

Creature: Boars are foul-tempered and usually charge anyone who disturbs them.

There is a 30% chance this is a heard of 1d4+4 boars. Boar: hp 25; see Appendix 2, page 285.

Tactics: A boar is a tenacious combatant that continues to fight even while disabled or dying.

Wolf (EL 1)

A lupine beast with thick gray fur and a slender but powerful build stares out from the undergrowth. Its head is large and heavy, with a wide forehead, strong jaws, and a long and blunt muzzle.

Creature: Wolves are predators who prey on other animals that dwell within the forest as well as the occasional fey.

There is a 25% chance this is a mated pair. There is a 25% chance this is a pack of 1d8+8 wolves.

Wolf: hp 13; see Appendix 2, page 287.

Tactics: A solitary wolf will not engage unless attacked, choosing to seek out its mate or the rest of its pack and return. Wolfpacks are dangerous hunters, known for their persistence and cunning.

Beasts

Various magical creatures native to temperate forests call the Laughing Hollow home. (Most are magical beasts, although some, like pseudodragons and treants, are not.) Despite their unusual appearance, few are dangerous, unless provoked.

The initial reaction of most magical beasts of Intelligence 1 or 2 to the presence of the PCs is Indifferent, although this can be changed through a successful wild empathy check. The initial reaction of pseudodragons, treants, and the more intelligent magical beasts (Intelligence 3 or higher) to the presence of the PCs is Unfriendly, although this can be changed through a successful Diplomacy check. Once word spreads that the PCs have rescued the King of the Woods, the initial reaction changes to Indifferent, although again this can be improved through a successful Diplomacy check.

Bearhound (EL 7)

A large bear with the strong sharp teeth of a wolf looks at you. It has a thick neck and a long, heavy tail.

Creature: Bearhounds are intelligent, masterful hunters, but they typically only attack intelligent creatures in response to a threat. If, a druid, elf, fey, half-elf, or ranger is present, bearhounds are initially Friendly. Otherwise, they are initially Indifferent and try to observe the characters while hiding.

There is a 25% chance this is a mated pair.

Bearhound: hp 105; see Appendix 2, page 292.

Tactics: A bearhound will focus on attacking one opponent at a time. When that opponent is dead, it will move on to another foe.

Elven hound (EL 1)

This odd-looking dog seems almost as big as a pony. It has a thick, greenish coat with large brown spots. It has exceedingly large feet with very long claws for a dog.

Creature: Elven hounds are massive dogs bred by wood and wild elves for hunting and guard duties. If an elf or half-elf is present, elven hounds are initially Friendly. Otherwise, they are

initially Indifferent and try to observe the characters while hiding and then alert the wild elves to their presence.

There is a 10% chance this is a pack of 1d8+4 elven hounds. *Elven hound*: hp 13; see Appendix 2, page 293.

Tactics: An elven hound is a very effective fighting machine with a bone-crushing bite.

Pseudodragon (EL 1/4)

This creature resembles a miniature red dragon, slightly smaller than a housecat. It is red-brown in color rather than deep red. It has fine scales and sharp horns and teeth. Its tail is about twice as long as its body, barbed, and very flexible.

Creature: Pseudodragons are tiny, playful members of the

Pseudodragon: hp 15; see Appendix 2, page 293.

Tactics: A pseudodragon can deliver a vicious bite, but its principal weapon is its sting-equipped tail.

Tressym (EL 1/4)

A winged cat about the size of a housecat with feathered, leathery wings stares down from the tree limbs above. It appears to have a wingspan of approximately 3 feet.

Creature: Tressyms are highly intelligent creatures who hunt small birds and mice.

Tressym: 2 hp; see Appendix 2, page 293.

Tactics: Tressyms are shy and skittish, and they tend to avoid combat with anything larger than themselves—usually by flying away. They avoid large flying opponents by going to ground and trying to find a small crevice or hole to hide in.

Unicorn (EL 7)

This powerful, equine creature has a gleaming white coat and big, lively eyes. Long, silky white hair hangs down in a mane and forelock. A single ivory-colored horn, about 2 feet long, grows from the center of the forehead. The hooves are cloven.

Creature: Unicorns are fierce, noble beasts who shun contact with all but the fey inhabitants of the Laughing Hollow. Unicorns usually show themselves only to defend their woodland homes.

Unicorn: 42 hp; see Appendix 2, page 294.

Tactics: Unicorns normally attack only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves.

Fey

The Laughing Hollow is home to all manner of fey native to temperate forests. While some are quite dangerous, most prefer to be left alone. Those that do engage with interlopers usually do so in a mischievous, non-lethal fashion, unless provoked.

The initial reaction of most fey to the presence of the PCs is Unfriendly, although this can be changed through a successful Diplomacy check. Once word spreads that the PCs have rescued

the King of the Woods, the initial reaction changes to Indifferent, although again this can be improved through a successful Diplomacy check.

Feytouched (EL varies)

In a small clearing before you sits an elf-like being, possibly a half-elf, with pointed ears and almond-shaped eyes. He is playing pan pipes and seems lost in his performance.

If the characters have already encountered Deldrach Longarrow, read the following:

As you approach, you recognize the harpist as King Melandrach's emissary, Deldrach Longarrow.

Creature: Deldrach Longarrow is a long-time resident of the Laughing Hollow, hoping to tap into fey magic of the region through song.

There is a 10% chance Deldrach is accompanied by a bouquet of petals.

Deldrach Longarrow: hp 14; see Appendix 2, page 295.

Tactics: Deldrach seeks to avoid combat if at all possible.

He usually plays near a crossroads, giving him an easy escape from most non-fev.

DM's Note: Each time this encounter is indicated, there is a 75% chance PCs encounter a different individual, either a feytouched or half-fey character. Only one example feytouched is provided in this adventure, Deldrach Longarrow. A second alternative is the half-fey centaur found in the Fiend Folio, pages 89-90. Sample feytouched names include Leilendar "the Sprite" Windingbrook, Nenstaera Dryadborn, or Tethentar Analgaar.

Grig Gang (EL varies)

These tiny beings have a humanoid head, torso, and arms, with the wings, antennae, and legs of a cricket.

Creature: Grigs are mischievous and lighthearted fey. They have no fear of larger creatures and delight in playing tricks on them. Favorite pranks include stealing food, collapsing tents, and using ventriloquism to make objects talk.

A gang of grigs consists of 1d3+1 grigs. There is a 10% chance this is a band of 1d6+5 grigs.

Grig: hp; 2 see Appendix 2, page 296.

Tactics: Grigs are fierce by sprite standards, attacking opponents fearlessly with bow and dagger.

Hybsil (EL 1)

In the underbrush ahead you see a small, 3-foot-tall centaur with the body of an antelope with antlers. It is armed with a shortbow and has a dagger slung from its hip in a scabbard made of vines.

Creature: The Laughing Hollow is home to a tribe of hybsils. Like most other fey, the hybsils regularly employ the crossroads and backroads that crisscross the vale. They hybsils are closely allied with the wild elves and acknowledge King Melandrach as their sovereign.

There is a 25% chance this is a hunting party of 1d3+1 hybsils. There is a 10% chance this is a war party of 1d4+12 hybsils. There is a 1% chance this is the full tribe of 2d4x10 hybsils.

Hybsil: hp 4; see Appendix 2, page 296.

Tactics: Hybsils only attack if threatened or they can see the characters harming some other creature native to the Laughing Hollow. Hybsils employ their mirror image ability first and then attempt to dart about in and out of hiding, never engaging in melee, but firing arrows and then retreating.

Petal Bouquet (EL varies)

Ahead is a small troupe of tiny humanoid-shaped creatures dressed in garments made from leaves, their petal-like wings keeping them aloft. Their beautifully colored skin makes one think of flowers come to light. They sing a delightful song.

Creature: These little fey act as servants or messengers for the wild elves and the various fey beings that reside in the Laughing Hollow. Petals are inherently suspicious of all creatures except for animals, druids, elves, fey, half-elves, rangers, and certain magical beasts. If a druid, elf, fey, half-elf, or ranger is present, petals are initially Friendly. Otherwise, petals are initially Indifferent. A bouquet of petals will "attack" if Indifferent or

A bouquet of petals consists of 1d4+2 petals. *Petals:* hp 5 each; see Appendix 2, page 297.

Tactics: Petals like to use their sleep songs from a distance to lure travelers (anyone not resident to the Laughing Hollow) to sleep. They avoid close combat. After singing travelers to sleep, the petals then remove their sleeping victim's armor, weapons, and equipment, piling it nearby. Once they divest travelers of their equipment, they garb the characters in clothing made of leaves and flowers, adorned with beautiful garlands. The petals then leave their victim to wake refreshed and in an idyllic environment and go warn King Melandrach of the presence of interlopers.

Pixie Gang (EL varies)

These beings resemble very small elves, but with longer ears and gossamer wings.

Pixies are merry pranksters that love to lead travelers astray. They can, however, be roused to surprising ire when dealing with evil creatures.

A gang of pixies consists of 1d3+1 pixies. There is a 10% chance this is a band of 1d6+5 pixies.

Pixie: hp 3: see Appendix 2, page 297.

Tactics: Normally carefree pixies ferociously attack evil creatures and unwanted intruders. They take full advantage of their *invisibility* and other abilities to harass and drive away opponents.

Commented [EB606]: Monsters of Faerûn, page 61. I replaced centaurs with hybsils as the Forgotten Realms Campaign Setting (3e), page 228, refers to hybsils, not centaurs. Moreover, hybsils are smaller and fey, both which make them seem more appropriate.

Satyr (EL 2)

Ahead through the underbrush you spy a horned man with the legs and horns of a goat. He gives you a mischievous grin, before darting back into the foliage.

Creature: Satyrs treat the Laughing Hollow as their hedonistic playground and can be encountered almost anywhere within its confines.

There is a 25% chance a solitary-satyr caries pan pipes. There is a 20% chance of encountering a pair of satyrs. There is a 10% chance of encountering a troop of 1d3+2 satyrs. There is a 5% chance of encountering a troop of 1d6+5 satyrs. If more than one satyr is encountered, one satyr always carries pipes.

Satyr: hp 22; see Appendix 2, page 298.

Tactics: A satyr is difficult to surprise. If it spots the characters first, a satyr will attempt to hide and observe. If they draw its ire or attack, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing.

Thorn (EL 4)

Standing before you is a small humanoid-shaped creature thickly garbed in rubbery leaves holds a buckler and grips a thorn-like longsword. Its skin is ark green, and its hair is brown.

Creature: Thorns are the defenders of the Laughing Hollow, coming to the rescue of fey who have gotten into trouble beyond what they can manage. Thorns make extensive use of the crossroads and backroads that connect various sites across the Laughing Hollow, enabling them to move quite quickly to the defense of other fev.

There is a 20% chance this is a pair of thorns. There is a 10% chance this is a patrol of 1d3+2 thorns.

Thorn: hp 33; see Appendix 2, page 298.

Tactics: Thorns generally do not pick fights, but they will attack anyone or anything that threatens or harms other fey. They prefer to launch sleep arrows from hiding rather than engage directly.

Interlopers

The wild elves and the fey keep a close watch on the Laughing Hollow, seeking to destroy or drive off all unwanted intruders. Nevertheless, a fair number of interlopers make their way into the forest, preying on those they find within. Forest trolls and spriggans migrate up from the Misty Forest, while leucrotta migrate down from the Forlorn Hills. Goblin worg patrols are based out of the dwarfhold beneath Mount Illefarn and are responsible for the presence of the forest haunt that now plagues the woodlands.

The initial reaction of most interlopers to the PCs is

Forest Haunt (EL 10)

A shimmering form emerges from the woods, looking like a dead tree with purplish-green veins of sap winding across its surface. This powerful creature crashes its way forward as if moving large obstacles from its path, but it glides through all such impediments as if they were mere illusions, leaving you glad it does not appear to have spotted you.

Creature: Several months ago, a goblin worg patrol managed to kill a dryad and take her corpse back to their lair beneath Mount Illefarn. With her dying breath, the dryad cursed those who slew her, fueling the spirit of her oak tree to stalk the Laughing Hollow until her killers are slain and her bones returned. Despite being repeatedly destroyed by a combined host of wild elves and thorns, the forest haunt continues to plague the Laughing Hollow. It cannot be laid to rest until the dryad's bones are returned (see #L145 in the dwarfhold beneath Mount Illefarn, as described in Chapter 6) and all the goblin worg-riders and their mounts are slain.

Forest haunt: hp 78; see Appendix 2, page 298.

Tactics: A forest haunt silently approaches enemies, staying within the cover of trees to avoid being noticed. Even if it is seen, it is typically mistaken for a trick of the light or a play of shadow in the forest. Once it is in range, it uses arboreal vengeance to batter foes that stand near trees. If an opponent spots the forest haunt, the haunt tries to intimidate that foe with Daunting Presence, while staying close to other trees so that opponents must come into range of the trees' attacks if they wish to fight the haunt directly. It uses its touch attack only if it is severely damaged. Since it knows it can rejuvenate, a forest haunt fights until destroyed.

DM's Note: This is an example of a foe that is too powerful for the PCs, although they can defeat it indirectly, as discussed above and in Mission #4.

Forest Troll (EL 4)

This creature has the apelike posture and rubbery green skin of a troll, but it is merely the size of a large human. Its gaze and posture bespeak an intelligence greater than its troll-like visage would suggest.

Creature: Forest trolls are common in the Misty Forest and some make their way into the Laughing Hollow to hunt, despite the efforts of the wild elves to destroy them.

There is a 25% chance this is a gang of 2d4 forest trolls. Forest trolls are inherently hostile and prey upon any living creature they encounter.

Forest troll: hp 47; see Appendix 2, page 287.

Tactics: Crafty and organized hunters, forest trolls prefer to strike from ambush. When possible, they throw their javelins from the safety of the trees and then drop down on their weakened prey. If a gang of forest trolls is encountered, they split their warband into two waves, with each wave alternating every few rounds between attacking and fast healing.

Goblin Worg Patrol (EL 5)

Two goblins emerge from the brush astride dark-colored wolves with a feral gleam in their eyes.

Creature: The Direlord Tribe, which lairs in the upper levels of Runedardath (see Chapter 6) periodically sends out patrols of goblin scouts mounted on worgs to hunt and keep an eye on goings-on in the regions. Usually such patrols keep to the Forlorn Hills, but every once in a while they pass through the Laughing Hollow.

Goblin Worg-Rider (2): hp 5; see Appendix 2, page 315. Worg (2): hp 30; see Appendix 2, page 316.

Tactics: If outnumbered, the goblins hurl their javelins and then withdraw. If they have equal or greater numbers, the goblins ride in to attack.

Treasure: The goblins have 2d6 sp each.

Leucrotta (EL 4)

This hideously ugly creature has the body and legs of a nine-foot-long stag, the tufted tail of a lion, and a low-slung, wedge-shaped head like that of a giant badger. It has glowing red eyes, a nauseating stench, and it drools loathsomely. Its foul, oily skin is a motley mixture of brown, gray, and black hues, and it has sharp, bony ridges in lieu of teeth.

Creature: Leucrottas are the murderous bullies of the wilderness, living in desolate areas far from civilization. Although cunning enough to hunt humans, leucrottas prefer non-intelligent prey that will not have relatives looking for vengeance. Leucrottas regularly hunt more than they can consume, killing for sheer pleasure. Few other creatures will touch a corpse slain by a leucrotta, for their oily skin quickly turns such carcasses rancid and cloaks them in the leucrotta's nauseating stench.

There is a 25% chance this is a pair of leucrotta. There is a 10% chance this is a pack of 1d2+2 leucrotta.

Leucrotta: hp 57; see Appendix 2, page 299.

Tactics: If it can choose its ground, a leucrotta prefers to fight beside cliffs, ravines, and deep gullies. It attempts to trap a foe with its back to empty air and then bull rushes to knock him back off the edge. A leucrotta often uses Power Attack against lightly armored foes, reducing its attack bonus to +8 and dealing 1d8+10 points of damage with its bite.

When fighting intelligent prey, a leucrotta attempts to lure one victim away from its allies and then torture it before killing it. Then, using its mimicry ability, it attempts to lure additional victims away from their fellows by replaying the screams and words of its earlier victim.

Spriggan (EL 3)

This creature resembles an ugly, mean gnome with greasy, reddishbrown hair and dull, yellow skin. It sports a bushy mustache, sideburns and ponytails. It exudes an almost nauseating smell of rancid flesh. Creature: Spriggans are evil, nomadic gnome-kin with the strange ability to grow to a large size at will. They wander in packs through woodland areas, sometimes venturing into towns and villages. Spriggans live to rob and pillage as they journey.

There is a 10% chance this is a pack of 3d4 spriggans. Spriggan: hp 22/37; see Appendix 2, page 299.

Tactics: Spriggans employ tactics intended to startle or unnerve their foes. They swarm around opponents when small, only to enlarge at the last minute. This allows spriggans to use their greater reach for attacks of opportunity on advancing enemies. More dexterous spriggans serve as back-up to their kin in melee, remaining in the shadows to thwart foes by sneak attacks, stealthy thieving, or casting their shatter ability.

Wild Elves

The Araevae Delimbiyra are fully detailed above, including their initial reaction to PCs. Randomly encountered groups of wild elves consist of small family groups, hunting parties, or the King of the Woods himself.

Family Group (EL varies)

You come upon a small group of elves, stockier and more strongly built then others of their kind. They have dark brown skin and dark hair, shading to black. Although they wear minimal clothing, their bodies are decorated with all sorts of tattoos, feathers, and beaded jewelry.

Creature: This is a small family group of wild elves, including 2d2-1 adults (treat as wild warriors) and 1d4-1 children (treat as 1 hp noncombatants).

Wild Warriors; hp 4 each; see Appendix 2, page 301.

Tactics: Small wild elf groups immediately flee, if they perceive any danger. While doing so, they utter a series of bird calls, in hopes of alerting nearby hunting parties or fey to their plight. If cornered and forced to fight, the children flee into the undergrowth, while the adults try to buy them enough time to escape.

Hunting Party (EL varies)

You come upon a small group of elves, stockier and more strongly built then others of their kind. They have dark brown skin and dark hair, shading to black. Although they wear minimal clothing, their bodies are decorated with all sorts of tattoos, war paint, feathers, and beaded jewelry. An odd-looking dog that seems almost as big as a pony accompanies them. It has a thick, greenish coat with large brown spots. It has exceedingly large feet with very long claws for a dog.

Creature: This is a small hunting party of 2d4 wild elves (treat as wild warriors) and 1 elven hound.

Wild Warriors: hp 4 each; see Appendix 2, page 301. Elven hound: hp 13; see Appendix 2, page 293.

Tactics: A hunting party attempts to disengage from armed interlopers and return with larger numbers. If forced to fight, the wild elves attempt to use the undergrowth and their skill with the longbow to hold off opponents from afar. An elven hound is a very effective fighting machine with a bone-crushing

bite and is trained to harry foes while the elves pepper them with arrows.

Melandrach (EL 11)

With the weight of passing years pressing down heavily on his shoulders, this slight spry elf stands just under 4 feet, 5 inches in height and weighs barely 85 pounds. He has dark brown skin and silvery white hair. His body is covered from head to toe with animalistic tattoos, war paint, and feathers and appears wrapped in a mantle of fey magic.

Creature: This is Melandrach, the King of the Woods, as detailed above.

There is a 25% chance he is accompanied by a wild elf hunting party (see above).

Melandrach: hp 27; see Appendix 2, page 300.

Tactics: If confronted, Melandrach attempts to assess the nature and threat of the interlopers before vanishing into the woods, using his dryadkissed armor's tree stride ability or his ability to navigate the region's crossroads and backroads.

Sylvan Glen

Sylvan glens lie scattered throughout the Laughing Hollow. These places of incredibly natural beauty have no undergrowth and massive trees. Many sylvan glens have powerful guardians, magical effects, and/or a shimmering pool (see below).

Pools: Small pools lie scattered throughout the Laughing Hollow. Springs or streams feed most such pools, but some are simply rain-filled catch basins, quarried centuries ago by the dwarves beneath Mount Illefarn. A typical pool is 50 feet in diameter and has a maximum depth of 12 feet.

Crossroads (EL 7)

Ahead through the trees you see a fey creature speaking to someone unseen. A moment later, the creature vanishes, as if it never existed.

Roll on the Fey subtable to determine the type of fey that vanished. The characters have caught the tail end of a conversation between a fey and a crossroads guardian. The fey used the crossroads to go elsewhere in the Laughing Hollow.

Alternatively, the characters can detect the presence of a crossroads through the use of a detect crossroads spell.

If a character stands in the same spot as the vanished fey, he can communicate with the crossroad guardian (an incorporeal fey capable of telepathy) and request passage to the opposite end of the backroad (also within the Laughing Hollow).

If the characters deduce the presence of the crossroads guardian and attempt to contact it, it will manifest. Read the following:

The ghostly shape of a giant satyr stands before you, its feet planted and its eyes fixed firmly forward, like a sentinel.

Creature: A crossroad guardian stands guard over this

Crossroad Guardian: hp 88; see Appendix 2, page 88.

Dryad Grove (EL 3)

Ahead lies a grove of ancient oak trees. At first appearing as a new branch, a creature blossoms out from the bark, solidifying into a decidedly female shape. She has a wild, unfathomable look, in her large, almond-shaped eyes, and her hair has a pronounced, leafy texture, while her skin looks like burnished wood.

A map of a typical dryad's grove is found in the *Monster Manual V*, page 108. A dryad grove is located far from any glaistig pool.

Creature: This grove of ancient oak trees is home to a dryad. The fact that she makes herself visible implies that she has a Friendly or better reaction, a Hostile reaction, or needs assistance (perhaps seeking adventurers to lay the forest haunt to rest). Dryads are inherently suspicious of anyone approaching the place she defends. If a druid, elf, fey, half-elf, or ranger is present, dryads are initially Friendly. Otherwise, they are initially Unfriendly and remain hidden. Any attack on her tree, however, provokes a Hostile reaction and launches the dryad into a frenzied defense. If the dryad is aware of nearby interlopers who wish to do harm to the forest, she attempts to charm the characters to go dispatch the threat.

There is a 10% chance that a petal bouquet (see above) attends a dryad grove. There is a 10% chance is a larger grove, with 1d4+3 dryads present. At the DM's option, the dryads might be attended by 1d3 verdant reaversh MM (CR 5 each) or guarded by 1 baken defender MM (CR 12). There is a 50% chance that a dryad is aware of nearby interlopers.

Dryad: hp 14; see Monster Manual, pages 90-91.

Tactics: Dryads avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses *charm person* or suggestion, attempting to gain control of the attacker(s) who could help the most against the rest.

Fey Mound (EL varies)

Ahead lies a small mound adorned with soft grass and countless flowers. You briefly glimpse the shimmer of wings as miniature fey flit about this sylvan glen.

Fey creatures have special burial grounds, which they call something unpronounceable to non-fey, but which adventurers know as fey mounds.

These magical burial grounds sit far off the beaten path, deep in virgin forests or in hidden valleys between uncharted mountains. When a fey creature dies, its fellows carry it atop the mound. They cover their fallen friend with its belongings and a thin layer of dirt, leaves, and branches. These trappings don't always hide the drying bones as the body decays and settles. Layer after layer of bones and compost build up over the years. Some claim the resulting mulch has magical properties that spur plants to grow. The fey proclaim a death sentence upon anyone caught stealing part of a fey mound for that purpose.

Commented [EB607]: Monster Manual IV, pages 196-197.

Commented [EB608]: Monster Manual V, pages 106-108.

Commented [EB609]: *Magic of Faerûn*, page 43, *Dungeon Master's Guide II*, page 70.

All fey use the burial grounds without prejudice, including dryads, satyrs, grigs, nixies, nymphs, pixies, and all others of their kind

Fey mounds detect as magic or strong power. A successful Spellcraft check (DC 20) reveals the extent of the mound on the third round of examination with detect magic.

Fey mounds are considered hallowed ground, as per the hallow spell. They also produce other strange effects in the areas where they exist. The mound radiates a sphere of magical energy. The closer one gets to it, the more bizarre the experience. The effects shown in the table below affect everyone who approaches the mound and fails the saving throw (as per the spells). All spells are at caster level 20. Fey and those with fey blood are immune to these effects.

Distance From Mound Effect

Up to 10 ft. Lesser geas (DM's choice of command)

11–20 ft. Sleep

21-50 ft. Hallucinatory terrain

(DM's choice of illusion)

51–100 ft. Silent image of the newest dead fey and

ghost sound of whispering and giggling

In addition, all fey mounds are guarded. To determine what kind of guardian protects the mound, roll again on the Fey subtable (ignoring results of feytouched).

Fey Pool, Minor (EL varies)

Ahead lies a shimmering pool of water with what appear to be jewels sparkling in its depths.

Fey pools are chaotic and dangerous, concentrated pools of unpredictable magic found only in areas where fey are commonly encountered. A character with the nature sense ability can identify a fey pool with a Knowledge (nature) or Survival check as if he were a rocue using Search to find traps.

A fey pool affects anyone who immerses his body in the pool with a random, potent magic effect. Worse, it exudes a strange mental lure out to a distance of 300 feet; any creature that approaches to within 300 feet must make a DC 20 Will save or become compelled to walk toward the fey pool and enter it. Once the victim enters the fey pool, this compulsion vanishes and cannot affect him again until the next sunrise.

Minor Fey Pool Effect	d10	Minor Fey Pool Effect
Blindness/deafness	6	Deep slumber
Scare	7	Summon swarm (wasp
		swarm ^{FF}
Daze monster	- 8	Entangle
Hold person	9	Summon nature's ally II
		(crocodile)
Hypnotic pattern	10	Water breathing
	Blindness/deafness Scare Daze monster Hold person	Blindness/deafness 6 Scare 7 Daze monster 8 Hold person 9

If a non-fey character enters a fey pool, roll 1d10 and consult the table below to determine what sort of fell magic effect targets the character. Minor fey pools generate the equivalent of a 2nd-level spell cast at caster level 5th. Spell effects that normally affect an area only affect the creature. If the spell effect allows a save, it requires a DC 13 save to resist the spell's effects.

A fey creature (including any creature with at least one level of druid that makes its saving throw against the randomly determined magic effect of the fey ring) that enters a fey pool is suffused with beneficial energy and gains a ¹⁴ sacred bonus to its Charisma score for 1d6 hours. A creature can gain this bonus only once in a 24-hour period.

Minor Fey Pool: CR 4 magic trap; location trigger; automatic reset; randomly determined magic effect; Search DC 20; Disable Device 30; Cost: 3,000 gp, 240 XP.

Fey Ring, Minor (EL 4)

Ahead lies an arrangement of small, pallid mushrooms growing in a 30-foot-radius ring.

Fey rings are chaotic and dangerous, concentrated wells of unpredictable magic found only in areas where fey are commonly encountered. A character with the nature sense ability can identify a fey ring with a Knowledge (nature) or Survival check as if he were a rogue using Search to find traps.

A fey ring affects anyone who steps inside the ring with a random, potent magic effect. Worse, it exudes a strange mental lure out to a distance of 300 feet; any creature that approaches to within 300 feet must make a DC 20 Will save or become compelled to walk toward the fey ring and enter it. Once the victim enters the fey ring, this compulsion vanishes and cannot affect him again until the next sunrise.

If a non-fey character enters a fey ring, roll 1d10 and consult the table below to determine what sort of fell magic effect targets the character. Minor fey rings generate the equivalent of a 2nd-level spell cast at caster level 5th. Spell effects that normally affect an area only affect the creature. If the spell effect allows a save, it requires a DC 13 save to resist the spell's effects.

A fey creature (including any creature with at least one level of druid that makes its saving throw against the randomly determined magic effect of the fey ring) that enters a fey ring is suffused with beneficial energy and gains a +4 sacred bonus to its Charisma score for 1d6 hours. A creature can gain this bonus only once in a 24-hour period.

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d10	Minor Fey Ring Effect	d10	Minor Fey Ring Effect
1	Blindness/deafness	6	Chill metal
2	Scare	7	Summon swarm
			(bat swarm)
3	Daze monster	8	Gust of wind
4	Hold person	9	Summon nature's ally II
			(black bear)
5	Hypnotic pattern	10	Sound burst

Commented [EB611]: Dungeon Master's Guide II, page 42.

Commented [EB610]: Fiend Folio, page 172.

Minor Fey Ring: CR 4 magic trap; location trigger; automatic reset; randomly determined magic effect; Search DC 20; Disable Device 30; Cost: 3,000 gp, 240 XP.

Glaistig Pool (EL 6)

A staggeringly beautiful maiden stands waist-deep amidst the crystalline waters of the pool before you, swaying back and forth as she sings a haunting song.

A glaistig pool is located far from any dryad grove. A glaistig is mystically bound to its watery lair and cannot move more than 300 vards away from it.

Creature: This enchanting pool is home to a glaistig, a fey with an insatiable craving for the blood of mortals, beguiling victims to come close to their lair in order to drain them.

Glaistigs resemble incredibly attractive female humans or halfelves, but instead of normal legs, they have goat legs with long, white fur. Most have snow-white hair and eyes that shimmer like water. When they smile, glaistigs try not to show their teeth, which are sharpened to cruel-looking fangs and revealed only when they are about to strike. Glaistigs wear long, fine robes and dresses that drape along the ground, which are used to hide their legs. Glaistigs loathe showing their legs to anyone, and will only reveal them to lash out in anger. If someone catches sight of a glaistig's goat legs, it will become very angered and attack the offender.

Despite their single-minded lust for blood, glaistigs are unpredictable and capricious. If they have recently fed (say, within a month), then they are just as likely to help someone as they are to attack. More than a few people have been attacked by a glaistig, even if it has talked and been friendly to them in the past. Glaistigs also enjoy dancing, and some lure their victims to caper and dance for many hours before attacking them.

Glaistigs are solitary by nature and do not even like other fey all that much. While they gain no sustenance from the blood of sylvan creatures, glaistigs have been known to attack fey that come too close into their territory. Perhaps because of their similar nature, glaistigs in particular do not like dryads, and it is extremely rare to find the two beings in the same territory. An average glaistig is about 5 feet 2 in height and weighs about 90 pounds.

25% of the time a glaistig is hungry (Hostile) and attacks immediately. 75% of the time a glaistig is initially Indifferent, attacking only if attacked.

Glaistig: hp 33; see Appendix 2, pages 295.

Tactics: A glaistig uses its beguiling song to lure victims close to the water, targeting specific individuals. If a large group comes close to its lair, it will lurk beneath the surface until only one or two targets remain. Once a victim is within striking distance, a glaistig will cease singing and grapple the opponent. If the grab is successful, it will drain blood for as long as possible. If reinforcements arrive, the glaistig will try to use suggestion, hypnotism, or fog cloud to cause a diversion and slip beneath the surface of its watery home.

Nixie Pool (EL varies)

This pool is filled with clear, cool waters. Swimming about are small, elfin beings with green skin, webbed fingers and toes, and wide silver eyes.

Creature: Nixie pools are home to a small gang of 1d3+1 nixies. More reclusive than most fey, nixies tend to treat intruders with suspicion and hostility. If a druid, elf, fey, half-elf, or ranger is present, nixies are initially Indifferent. Otherwise, they are initially Unfriendly. If their reaction changes to Hostile; nixies will attempt to enslave the characters.

There is a 10% chance that a petal bouquet (see above) attends a nixie pool.

Nixies: hp 3 each; see Appendix 2, page 296.

Tactics: Nixies employ *charm person* to get their victims to perform heavy labor, guard duty, or other onerous tasks. Shortly before the effect wears off, nixes escort the *charmed* creature away and order it to keep walking.

Nymph Grove or Pool (EL 7)

Standing in the heart of a sylvan glen is a beautiful female faerie, clad only in a diaphanous, shimmering robe. This being's beauty exceeds mere words; she is captivating and dangerous because of the emotions she inspires. She has long, copper hair, perfect skin, large eyes, and long swent-back ears.

Creature: This pristine sylvan glen is home to a nymph who holds it sacred and defends it against all intrusion. Nymphs are inherently suspicious of anyone approaching the place she defends. If a druid, elf, fey, half-elf, or ranger is present, nymphs are initially Friendly. Otherwise, they are initially Unfriendly. A nymph will attempt to drive off interlopers if their initial reaction is not raised to Friendly or better.

There is a 5% chance that a petal bouquet (see above) attends a nymph grove or nymph pool. There is a 10% chance that a nymph grove or pool is defended by one or more animals (roll on the Animal sub-table). There is a 5% chance that a nymph grove or pool is defended by one or more beasts (roll on the Beast sub-table).

Nymph: hp 27; see Appendix 2, page 296.

Tactics: A nymph uses non-lethal attacks first and resorts only to deadly attacks when faced by evil creatures or intruders who reply to her efforts with deadly attacks of their own.

Treant Stand (EL 8)

This tall being looks much like an animated tree. Its skin is thick and brown, with a bark-like texture. Its arms are gnarled like branches, and its legs look like the split trunk of a tree. Above the eyes and along the head are dozens of smaller branches from which hang great leaves.

Creature: The treants of the Laughing Hollow are defenders of the forest. Most stand as silent sentinels, rousing themselves only if disturbed or angered. Treants are inherently suspicious of anyone tramping through the Laughing Hollow. If a druid, elf,

fey, half-elf, or ranger is present, treants are initially Friendly. Otherwise, they are initially Indifferent. A treant will attack if its reaction drops to Hostile, usually because it observes someone despoiling the forest.

There is a 10% chance that a petal bouquet (see above) attends a treant.

Treant: hp 66; see Appendix 2, page 294.

Tactics: A treant watches all potential foes carefully before attacking. It charges suddenly from cover to trample potential despoilers of the Laughing Hollow. If sorely pressed, a treant animates trees as reinforcement.

Mission 3: The Rescue Mission

"The Rescue Mission" is a mini-adventure for 4-6 2nd level adventurers. Assuming the PCs are already on the brink of 3rd level, they should easily reach 3rd level by the end of this adventure. This adventure is assumed to unfold in early Uktar, in the Year of the Prince (1357 DR).

The PCs are drawn into this adventure once again by their position in the Daggerford militia. At the time the adventure begins, the PCs have retired for the night to the barracks (#T9) after a long day on street patrol, when they are roused from bed by one of the duke's lawblades and ordered to guard the River Gate (#T7) until relieved.

Hidden Story

During the Dragonspear War, the duchy of Daggerford suffered great economic hardship, as the caravan trade on which its economy is based crawled to a halt, and a young, untested duke ascended the ducal throne after the untimely death of his father. While Duke Pwyll acquitted himself well on the battlefield against the Alliance of Avernus, his ability to establish his authority in peacetime is still being tested at a time of great economic hardship in the duchy as a whole.

Since his exile from Waterdeep in the Year of the Bright Blade (1347 DR), Lord Tarn Urmbrusk (see Chapter 2) has had his eye on the ducal throne of Daggerford, seeing it as a springboard to controlling the whole of the Shining Vale. Lord Tarn's past efforts resulted in the deaths of Lord Merovy, then heir to the ducal throne, and Duke Pryden, father of the current duke, but have failed to win him Lady Bronwyn's hand or the position of regent. Over the past year, Lord Tarn has concentrated on building up his own fortune, quietly weakening Duke Pwyll's ability to establish his authority over the duchy, all the while pressuring Duke Pwyll for Lady Bronwyn's hand.

Lady Bronwyn is well aware of Lord Tarn's dogged pursuit, feels increasingly smothered by Duke Pwyll's protective embrace, and grows increasingly worried that Duke Pwyll will be forced to arrange a marriage between her and Lord Tarn. In recent months, Lady Bronwyn has entertained the secret courtship of Baron Agwain Delantar, one of the Shining Barons (see Chapter 2). Lady Bronwyn and Baron Agwain have been secretly exchanging letters sent via courier up and down the River Delimbiyr, but two of their letters have been intercepted. One is now in the unknowing possession of the Swords of the Worm (see Mission 2), and the other is now in the possession of Lord Tarn Urmbrusk.

Finally ready to take their courtship public, Lady Bronwyn arranged for her brother to invite Baron Agwain to dinner last night. At that dinner, Baron Agwain broached the possibility of a stronger alliance between the barony of Delantar and the duchy of Daggerford, to be cemented by a marriage between him and Lady Bronwyn. Unbeknownst to Lady Bronwyn or Baron Agwain, the duke had just met with the Council of Guilds,

where he was informed that Baron Agwain's newly appointed court wizard was a tiefling, thought to have fought on behalf of the Alliance of Avernus. (The newly appointed wizard is indeed a tiefling, but wholly unaffiliated with the dangers of Dragonspear Castle and not a threat to Daggerford.) After accusing Baron Agwain of colluding with diabolic influences, Duke Pwyll harshly rejected Baron Agwain's proposal, without even consulting his sister as to her feelings.

Lady Bronwyn had predicted her brother's reaction (although not the vehemence or the reason behind it), so she and Baron Agwain had previously arranged a contingency plan for her and the baron to quietly slip out of Daggerford. After the dinner was over, Lady Bronwyn slipped out of the castle, donned the garb of a commoner and made her way to the River Gate (#T7), where she met up with Baron Agwain and his guardsmen, also all in commoner's garb. They met with Delfargo the Baitseller (see Chapter 2) at his shop (#R33) and hired him to be their guide. From there, the plan was to hire a skiff to ferry Agwain, Agwain's guards, Bronwyn, and Delfargo upriver to Delantar, but then disembark prematurely at the Laughing Hollow before Bronwyn's departure was noticed in the morning. There they planned to use Delfargo's knowledge of the crossroads and backroads to instantaneously travel to the far side of the Laughing Hollow and from there escape to Baron Agwain's castle long before anyone could catch them

However, thanks to the intercepted correspondence he received, Lord Tarn Urmbrusk was well aware of the plans by Lady Bronwyn and Baron Agwain to be together, regardless of Duke Pwyll's wishes. Lord Tarn made sure that the Council of Guilds blew up Baron Agwain's questionable judgment in hiring a tiefling into accusations of outright consorting with the enemy. He then indirectly hired Jardak to round up a mob of rivermen to "stumble upon" Lady Bronwyn, just as she was leaving town after she hired Delfargo. With planted cries of "kidnapping" in the air, the rivermen began to brawl with Baron Agwain's guardsmen. At the same time, bullyblades indirectly in Lord Tarn's direct employ launched a few crossbow bolts from the shadows at the ducal soldiers guarding the gate, as they emerged from the River Gate (#T7) to investigate.

Once the duke's soldiers started dying, the survivors counterattacked, causing the mob of rivermen to break up and run off and thus allow Baron Agwain, Lady Bronwyn, and the baron's guardsmen to flee out the River Gate and down to the Shining Shore (#T17). From there, Agwain's band commandeered two skiffs and headed up the river, while the surviving soldiers guarding the River Gate reported in to Lord Llewellyn that Lady Bronwyn had been abducted by Baron Agwain after the baron's guardsmen had attacked the duke's soldiers. Meanwhile, Lord Tarn's bullyblades melted away unseen and headed out the Farmers' Gate (#T3) to intercept Agwain's group east of town on the Shining Trail.

Commented [EB612]: The original adventure had several problems in my opinion. First, Baron Agwain is listed as chaotic good, yet he is willing to kill the duke's guards, kidnap Bronwyn, and forcibly marry her. Second, the resolution of the actual adventure is dropped once the PCs meet Melandrach. And third, the ending of the adventure is rather implausible, as six goblins have badly wounded Melandrach, who far outclasses them in abilities (especially in the original module). I tried to come up with an adventure true to the original, where the encounter with Melandrach is truly a side note to the full arc of the "rescue" mission, but still involves all the elements of the original adventure.

Lord Tarn's goals for the evening are for Baron Agwain to successfully escape with Lady Bronwyn, but to do so in a way that suggests the baron was guilty of murdering the duke's soldiers and kidnapping Lady Bronwyn. Once Baron Agwain and Lady Bronwyn have escaped, Lord Tarn expects one of two scenarios to occur. Either the baron makes good his escape and Duke Pwyll is forced to declare war on the Barony of Delantar, which the ducal treasury can hardly bear, or Lord Tarn's prepositioned bullyblades will "rescue" Lady Bronwyn once she is away from the town and any protestations by Lady Bronwyn that she willingly left with the baron will be dismissed as proof she was enspelled. In the former case, the duke will be forced to rely on Lord Tarn to finance yet another war, a debt that he will eventually collect in the form of Lady Bronwyn's hand and/or a regency or possibly by having the duke die on the field of battle like his father before him. In the latter case, Lord Tarn will be the "hero," bolstering his case to marry Lady Bronwyn and thereby expand his control over the ducal throne.

An additional complication occurs in the form of Ignax "the Chost," the unseen imp that haunts Castle Daggerford (#T10). Ignax observes the evening's events and deduces that Lady Bronwyn aims to run off with Baron Agwain, presumably in the direction of Delantar. The imp quickly possesses Lady Bronwyn's cloak and rides along as she negotiates with Delfargo, escapes through the chaos at the River Gate (#T7), steals a pair of skiffs, and makes her way upstream to where the baron has prepositioned horses. At that point, Ignax silently slips away and then flies off to alert his master, Wartsnak Direlord (see Chapter 6) to the course of events.

Event #1: Call to Duty

After an exhausting daylong tour of duty, you collapsed into bed at the barracks to rest up for tomorrow's duties. Shortly after falling asleep, you are abruptly awakened by one of the duke's lawblades and ordered to guard the River Gate until you are relieved. Still half-asleep, you get dressed and stumble down to the River Gate where you find a small crowd milling about.

On the way, you learn from the lawblade, an older man named Byllagarn Hartshorn, that less than two hours ago, Baron Agwain of Delantar apparently abducted Lady Bronwyn and tried to escape unnoticed out the River Gate. She was recognized by a group of rivermen, who rushed to her aid. In the ensuing brawl, several soldiers manning the River Gate were slain by the baron's men while rushing to Lady Bronwyn's aid.

If asked for further details, Byllagarn is happy to relate all he knows.

"Baron Agwain and his escort fled in a stolen skiff up the River Delimbiyr. As soon as he was informed, the duke and his huntmaster mustered all available soldiers and rivermen and fled in hot pursuit. A second company of soldiers was dispatched north up the Trail Way under the command of Lord Llewellyn. They aim to ride north and east along the Delimbiyr Route in hopes of cutting off Baron Agwain before he arrives at his castle in Delantar, where he is said to have retained the services of a devilspawned warlock to guard his prize."

Byllagarn orders the PCs to guard the River Gate, allowing no one in or out until they are relieved, and then departs, having other duties elsewhere to help lock down the town. Almost as a parting thought, the lawsword suggests that the PCs look around the immediate area, to see if Baron Agwain or his escorts left any evidence behind at the scene, as it might be needed at his eventual trial.

Event #2: Guarding the River Gate

As guards of the River Gate (#17), ordered to lock down the town, the PCs are first expected to close and lock the gates, requiring a successful Strength check (DC 15). Second, the PCs are expected to stand guard atop the gate tower, looking out over the River Delimbiyr and in over the River Quarter.

The River Gate Tower is a two story stone tower, with narrow, stone steps curving up the northwest wall of the tower (inside the wall) to a small room on the second floor and continuing on to the roof.

Inside the upstairs room, there is a wooden table and chairs, where soldiers on duty pass their breaks. Laid out on the table are three corpses. Two of the corpses are garbed in the duke's livery and dressed as soldiers. Both appear to have died after being shot with crossbow bolts. The third corpse is garbed in the baron's livery, covered by the homespun garments of a Daggerford commoner. He appears to have died from a small knife wound. Off to the side are a pile of weapons and shields, including 2 longswords, 1 broadsword, 2 shields, and a longbow and broken arrow.

Clue #2.1: Missing Weapons

If the PCs do not figure it out on their own, a successful Intelligence check (DC 10) reveals that something is not right, as the two ducal soldiers died from wounds inflicted by crossbow bolts, while none of the recovered weapons are crossbows. Likewise, the baron's guardsman died of a knife wound to the back, while none of the recovered weapons are knives.

Event #3: Relieved of Duty

Scarcely ten minutes after you get the River Gate closed and locked down, six ducal soldiers in the duke's livery arrive at the River Gate. Their commander announces that you have been relieved of duty and that the duke's soldiers will be securing all the gates.

As the PCs well know, this is a lawful order that the PCs, as members of the Daggerford militia, must obey, despite any irritation they may feel at being rousted from bed for only a few minutes of duty. If the PCs grumble, the contingent's commander apologizes for the confusion, but attributes it to the chaos after Lady Bronwyn's abduction and says he is following a direct order from Lord Llewellyn, who is commanding the town's defense while the duke is in pursuit.

The PCs now find themselves awake, with no pending orders other than to gather evidence for the baron's eventual trial. The duke's soldiers have only been ordered to guard the River Gate, so they are indifferent to the PCs' decision, as long as it does not entail remaining as guards at the River Gate.

Event #4: Investigation

The investigative component of this adventure is the most openended aspect of this adventure, as every group of adventurers will have their own unique ideas on how to gather clues and the DM should encourage creativity, if necessary inventing new clues that shape the course of their investigation. Moreover, the PCs might well use information acquired prior to this adventure to shape their investigation. For example, the PCs might well have broken up a brawl instigated by Jardak "Sevenmouths" or have encountered Delfargo the Baitseller trying to steal a coinpurse during a previous tour of militia duty.

A completely successful investigation reveals the following clues:

- Lady Bronwyn and Baron Agwain have been exchanging secret courtship letters. (Clue #4.0).
- There may not have been a kidnapping. It is possible that Lady Bronwyn was voluntarily leaving town with Baron Agwain. (Clue #4.0, #4.3, and #4.6)
- Lady Bronwyn has evinced a strong interest in the Laughing Hollow, in the powers of the fey races, and most specifically in the magic the fey use to magically jump from place to place known as "crossroads and backroads." (Clue #4.0, #4.5)
- Lady Bronwyn and Baron Agwain met with Delfargo the Baitseller of Daggerford before departing and convinced him to accompany him. (Clue #4.3)
- Delfargo the Baitseller is a member of the fey race known as spriggans, not a forest gnome. (Clue #4.6)
- Lady Bronwyn and Baron Agwain are likely headed overland to the Laughing Hollow via the Shining

- Trail, not up the River Delimbiyr or via the Delimbiyr Route to the Barony of Delantar. (Clue #4.4 and #4.4).
- Someone with foreknowledge of Baron Agwain's plan paid off a group of rivermen thugs to "recognize" Lady Bronwyn as she passed through the River Gate and then start a brawl. (Clue #2.1)
- During the brawl, someone who was not part of Baron Agwain's party killed two ducal soldiers with crossbow bolts in an attempt to frame Baron Agwain for their murder, suggesting there is a traitor on the loose. (Clue #2.1.)

The overall goal of the investigation is for the PCs to figure out that the baron's party only went upstream for a short distance on the water before heading overland to the Laughing Hollow to make their escape with the assistance of Delfargo the Baitseller via magical fey backroads. The PCs will hopefully deduce that the baron is likely to disappear if he reaches the Laughing Hollow, meaning there is no time to wait. The PCs should be wary of who they trust with this information, as they should suspect that there are additional actors with their own agenda influencing events. The PCs may deduce that the kidnapping might be anything but. Ideally the PCs will have the initiative to give chase on their own, but, if not, they will be ordered to do so immediately by whomever they report to.

Clue #4.0: Lost Letter

In addition to the discrepancy between the weapons recovered and the instruments of death that felled the two ducal soldiers and the baron's guardsman, the PCs may already have a second clue in their possession. In "Caravan Duty" (see Mission 2), the PCs may have recovered a lost letter sent by Lady Bronwyn to Baron Agwain that was captured by the Swords of the Worm when they attacked and slew the riverman who was carrying it. The Swords of the Worm did not recognize the significance of the letter, but the PCs might now realize what they found.

Clue #4.1: Rivermen Mob

If the PCs start to wonder about the timely presence of the large gang of rivermen just as the baron's party tried to escape through the River Gate, a successful Gather Information check (DC 10) reveals that the drinks have been really flowing at the "Inn the Drink" (#R29)) and the gaming tables at the Fairfortune Hall (#C27) are suddenly booming on a quiet night. A large number of rivermen seem to be suddenly flush with coins. A logical deduction is that someone paid them off.

Clue #4.2: Inn the Drink

If the PCs start to wonder about who could have organized a group of rivermen to "conveniently" recognize Lady Bronwyn, a successful bardic knowledge or Knowledge (local—Sword Coast) check reveals that Jardak "Sevenmouths" is the usual ringleader of rivermen brawls and that he can usually be found drinking at the "Inn the Drink" (#R29).

If the PCs enter the "Inn the Drink," they find the ale is flowing and the place is packed with rivermen flush with coins. The moment the PCs enter, the tavern grows quiet as everyone present glares at the PCs. Assuming the PCs are wearing their militia badges, the PCs are not immediately ejected from the tavern. If they ask anyone where the coins came from or if they ask if Jārdak "Sevenmouths" is present, the crowd parts to reveal a table in the corner where Jardak holds court.

Assuming the PCs decide to talk with Jardak, he is initially Unfriendly, threatening to have the PCs thrown in the River Delimbiyr. If the PCs can change Jardak's reaction to Friendly or better via a successful Diplomacy check or Intimidate check, they can acquire additional information.

If the PCs ask a Hostile Jardak if he was paid to assemble a gang of rivermen and start a brawl, he denies it. (An opposed Sense Motive / Bluff check might reveal that he's lying.) A Friendly Jardak reveals that he was told the rivermen would have a chance to be heroes and to keep an eye out for a familiar face trying to depart via the River Gate.

If the PCs ask a Hostile Jardak where the coins came from, he sarcastically credits the duke's efforts to restore Daggerford's prosperity. (An opposed Sense Motive / Bluff check might reveal that he's lying.) A Friendly Jardak indicates that from time to time a rich merchant needs a few heavies to throw their weight around. That is usually accomplished by having an underling enter the "Inn the Drink" drop a large purse on the bar, offer to buy everyone an ale, and then quietly whisper what is needed to the barkeep. That happened this evening, only the underling was not one of the usual suspects.

If the PCs ask a Hostile Jardak how the baron planned to flee the barony, he truthfully claims to have no idea. A Friendly Jardak might speculate that he's heard that Lady Bronwyn had been secretly corresponding with Baron Agwain for months, but he only claims to have heard "rumors." (Jardak perused the letter written by Lady Bronwyn before he sold it to Lord Tarn Urmbrusk.) (An opposed Sense Motive / Bluff check reveals that he is not telling the full truth.)

Clue #4.3: River Quarter

If the PCs start to wonder where the baron's party was before Lady Bronwyn was spotted by the River Gate, a successful Gather Information check (DC 15) reveals they were seen meeting with Delfargo the Baitseller outside his shop (#R33) just a few minutes before they exited the River Gate. If the PCs ask around, they can eventually determine that the Baitseller seems to have skipped town, suggesting he left with the baron's party.

If the PCs think to ask these same sources, there is no evidence that Lady Bronwyn was in any way restrained or compelled to accompany Baron Agwain.

Clue #4.4: Shining Shore

If the PCs start to wonder where the baron's party was going after they went through the gate, they must go down to the Shining Shore (#T17). Getting there will require the ducal guards

to open the River Gate, requiring a successful Diplomacy check, and may be a one-way trip. If Event #3 has already occurred, the ducal guards are initially Indifferent to any request to exit the town. Their attitude must be changed to Helpful to open the gate. Getting back in via the River Gate or any other gate is another story entirely. The guards are initially Unfriendly to this request. Their attitude must be changed to Helpful to get them to reopen the gate.

A successful Gather Information check (DC 10) down by the water turns up two useful pieces of information. First, the baron's party stole two skiffs and headed off upstream. Second, some time after Duke Pwyll departed on skiffs in pursuit, the original stolen skiffs floated back down the River Delimbiyr, unoccupied, and were retrieved. The duke's party has not returned, so they may not know that the baron's party has apparently left the river.

Clue #4.5: Ducal Castle

If the PCs start to wonder what was going on at Castle
Daggerford (#T10) before Lady Bronwyn disappeared, they need
to go up to the ducal castle. (They will be admitted if they assert
they are under orders to look for evidence.)

A successful Gather Information check (DC 10) reveals that Baron Agwain, Lady Bronwyn, and Duke Pwyll had a private dinner earlier in the evening. A successful Gather Information check (DC 15) also reveals that Baron Agwain stormed out of the castle, clearly upset, and that Lady Bronwyn immediately retired to her private quarters. A successful Gather Information check (DC 20) also reveals that a woman in servant's garb of roughly the build of Lady Bronwyn left the castle later that evening.

Clue #4.6: Gwydion's Study

If the PCs decide to meet with someone close to Lady Bronwyn, they are referred to Gwydion pen Dafwyd (see Chapter 2), who is presently in his study in Castle Daggerford (#T10). Gwydion is initially Indifferent to the PCs (assuming none of them are of noble blood) or Friendly to the PCs (if one of them is of noble

If Gwydion's reaction is or can be changed to Friendly, he offers that he has been consumed with his own research in recent months, and as such has not been closely following what Lady Bronwyn has been up to. If asked what she has been studying of late, he reveals that she had recently evinced an interest in the fey races and their ability to move across the Realms via fey backroads. If asked why Bronwyn might be interested in Delfargo the Baitseller, Gwydion reveals that Bronwyn had recently discovered that Delfargo was likely a fey creature known as a spriggan. If Gwydion's reaction can be changed to Helpful, he voluntarily reveals that his inability to scry Lady Bronwyn.

A successful Knowledge (local—Sword Coast) check (DC 10) reveals that the most likely location of fey-related magics is the Laughing Hollow, due east of Daggerford, at the eastern end of the Shining Trail.

Ad Hoc XP Reward: Including Clue #2.1, there are eight clues to discover. Award the PCs 25 XP per clue they uncover, plus an additional 100 XP if they deduce that Bronwyn was not kidnapped but has run away with Baron Agwain to the Laughing Hollow.

Offstage

While the PCs race about town, trying to figure out what really happened to Lady Bronwyn, events are in motion outside of

- Lady Bronwyn, Baron Agwain, Delfargo the Baitseller, and Agwain's troops disembark a mile or so upstream, leaving their stolen boats hidden in the reeds of the north shore of the River Delimbiyr, where they have previously hidden horses to facilitate their escape. After the baron, the lady, and Delfargo quaff potions of nondetection (duration 5 hours) procured by the baron for the occasion (assuming no one paid close enough attention to the baron's soldiers to scry them instead), they ride east along the Shining Trail towards the Laughing Hollow, only to be ambushed by Lord Urmbrusk's bullyblades, purporting to "rescue" Lady Bronwyn. In the ensuing battle, the baron's soldiers are killed, but they buy enough time for Baron Agwain, Lady Bronwyn, and Delfargo to escape.
- When Ignax "the Ghost," reaches Runedardath, he alerts Wartsnak Direlord (see Chapter 6) to the precarious position of the duke's sister and then surreptitiously returns to Daggerford. Wartsnak Direlord quickly dispatches a contingent of goblin worg-riders to the western edge of the Laughing Hollow to seek out and capture Lady Bronwyn.
- Having lost their quarry and fearing Lord Urmbrusk's temper, the bullyblades decide to impersonate the baron's soldiers, hoping to reinforce the ruse that the baron has kidnapped Lady Bronwyn in the eyes of any further pursuers.
- Lord Llewellyn and a troop of ducal soldiers race north up the Trail Way and then turn east on the Delimbiyr Route, intent on cutting off Baron Agwain before he reaches Athgard Keep, unaware that he is not still headed up the River Delimbiyr.
- Duke Pwyll, another troop of ducal soldiers, and a contingent of rivermen make their way upstream, in pursuit of Baron Agwain. They pass by the point where Baron Agwain's company hid their boats, unaware that they are now headed in the wrong direction. Some time after they pass by, the boats are knocked loose by the current and float back down to Daggerford.

Note that the exact timeline of events is kept purposefully vague, so that the DM can accommodate the various possible speeds at

which the PCs might operate. For example, Agwain, Bronwyn, and Delfargo might well lose several hours evading Urmbrusk's surviving bullyblades, giving the PCs more time to catch up. The PCs should have the night and into the following day to "rescue" Lady Bronwyn before other actors (e.g. one of the many patrols sent out to scour the countryside) steal the spotlight from the would-be heroes.

Event #5: A Plan of Action

Once the PCs have determined that the baron's party has likely left Daggerford for the Laughing Hollow, they need to decide what to do. If they consult with an authority figure (e.g. Byllagarn Hartshorn, the lawsword who originally commanded them to guard the River Gate, Sherlen Spearslayer, commander of the Daggerford militia, a member of the ducal court, etc.) they are ordered to ride out and check out their hunch, without delay. The PCs are advised not to tell anyone else of their discoveries, as it is unclear if there are traitors at work or not.

A successful Knowledge (local—Sword Coast) check (DC 10) reveals that the best way to reach the Laughing Hollow is to exit out the Farmers' Gate (#T3) and then head north and east through the rich farmlands and rolling foothills along the Shining Trail.

Event #6: Hot Pursuit

It is approximately thirty-five miles from the Farmers' Gate to the western edge of the Laughing Hollow, where Lady Bronwyn intends to negotiate for access to the backroads of the Laughing Hollow. Of course, the PCs do not know exactly where the duke's sister is headed, only that she seems to have disembarked from her stolen skiff, so she is likely headed for the western edge of the Laughing Hollow.

Assuming the PCs start out on horseback and ride east along the Shining Trail, they can make it to the western edge of the Laughing Hollow in about eight hours (slightly less if they push it), hoping they find some sort of clue to indicate they are on the right path. If they move at half that speed, they can look for tracks with a successful Survival check (DC 14). If successful, about five miles east of town, they find a large group of footprints that join the Shining Trail from a footpath leading down to the northern bank of the River Delimbiyr and heading east at a fast pace.

Roll for random encounters normally as discussed in Chapter 4, rerolling any encounter that indicates a caravan, a diabolic legacy, or a patrol.

Event #7: Rearguard Action (EL 5)

After about five miles, the Shining Trail leads to a small rise, the first of many approaching the hills that surround Laughing Hollow.

Commented [EB613]: DC = 15 (firm ground) -3 (9 people in Baron's party) -1 (horses = Large creatures) +3 (moonlit night) = 14

Suddenly, a volley of arrows flies over your head, obviously a warning to stop.

A man rises from behind some rocks at the top of the rise to one side of the trail. He looks down on you. "Go back where you came from, folks," he says. "The baron and his new lady want to be left in peace, and we aim to make sure they stay that way."

This ambush takes place about ten miles east of town.

Creatures: Although they purport to be the baron's soldiers, in truth these are the bullyblades indirectly in Lord Tarn's employ, the same mercenaries who stirred up all the trouble at the River Gate (#T7) before the PCs were awoken.

Following their failure to "rescue" Lady Bronwyn, the bullyblades stole the livery of the baron's soldiers and are now posing as the baron's rearguard, attempting to reinforce the story that Lady Bronwyn was kidnapped by the baron from directly beneath the duke's nose.

Bullyblades (6): hp 14 each; see Appendix 2, page 301.

Tactics: The bullyblades have spread out in pairs, with a 20-foot gap between each pair. They are well-hidden behind large rocks, some 60 feet away, giving them partial cover.

Development: Before or during the battle, a successful Spot check (DC 20) reveals that the livery of the baron's soldiers appears ill-fitting and hastily donned. After the battle, a successful Search check (DC 10) of the area uncovers the bodies of six of the baron's dead soldiers, with their livery removed, and four bullyblades, all hidden beneath a pile of brush.

Treasure: Each living bullyblade has 2d4 gp.

Event #8: Along the Shining Trail

After the confrontation with the bullyblades masquerading as the baron's soldiers, the PCs have about 25 miles to go until the western border of the Laughing Hollow.

Roll for random encounters normally as discussed in Chapter 4, rerolling any encounter that indicates a caravan or a patrol.

Event #9: Beneath the Boughs

Laughing Hollow is an eerie, shadowed place. Even in the daylight, the shade from the omnipresent trees gives a perpetual twilight effect. This is a place meant for the Free Folk, not men.

There are obvious game trails and hunter trails that have been used by the fey residents of this woodland for hundreds of years. Warm, light-filled glades and larger clearings holding small lakes occasionally break up the trees and brush.

A successful Survival check (DC 10) by a PC with the Track feat allows the PCs to continue following the Baron.

Baron Agwain is clearly using one of the woodland trails. The broken branches and torn fronds marking his progress make a blazing beacon for anyone tracking him to follow:

Roll normally for random encounters in the Laughing Hollow, as described in Chapter 5. Consider letting the PCs have look at the forest haunt passing through the area, even though it is much too hard for them to confront, as a set-up for Mission 4.

After about 1 mile, the baron's trail leads into a small light-filled clearing.

Event #10: Showdown (EL 7)

The path before you opens up into a sylvan glade of breathtaking beauty. Before you stand two humans-Lady Bronwyn and Baron Agwain-accompanied by a most unusual courtier: a gnome-like creature who you think is probably Delfargo. With the aid of the Baitseller, Baron Agwain and Lady Bronwyn appear to be negotiating with the ghostly shape of a giant satyr, its feet planted and its eyes fixed firmly forward, like a sentinel.

Suddenly, from over the hill come the howls of a pack of wolves. A moment later, they are revealed to be goblin worg-riders, racing to attack the trio.

The PCs have stumbled across Lady Bronwyn and Baron Agwain on the verge of making good their escape with the assistance of Delfargo the Baitseller.

Unfortunately for the lovers, Ignax "the Ghost" (see Chapter 2) has already revealed their location to Wartsnak Direlord (see Chapter 6), and the devil-orc has dispatched a team of goblin worg-riders to kidnap Lady Bronwyn (and Baron Agwain, if possible). Wartsnak believes the risk of discovery is worth acquiring such a valuable pawn, to be used if the Lords' Alliance ever succeeds in tracking down his current location.

While saving Lady Bronwyn is up to the PCs, they do receive unexpected help after 5 rounds, with the arrival of Melandrach (see Chapter 5) and two wild elf warriors, hot on the trail of the goblin interlopers. The arrival of the Araevae' Delimbiyra is heralded by a hail of arrows directed at the goblins, and may prove to be a turning point in the battle, if the PCs are beleaguered.

Commented [EB614]: Soft ground.

Commented [EB615]: 4 CR 1 goblins and 4 CR 2 worgs. Note that this is survivable because the PCs have the help of Bronwyn (ECL 3), Agwain (ECL 3), giving them an effective ECL of 3.5 In addition the elves arrive after 5 rounds.

Creatures: The battle that follows is a confused melee between multiple factions, including Lady Bronwyn, Baron Agwain, Delfargo, the Crossroads Guardian, the goblins, and their worg steeds.

Lady Bronwyn Daggerford: hp 7; see Appendix 2, page 260.
Baron Agwain Delantar: hp 16; see Appendix 2, page 301.
Delfargo the Baitseller: hp 27; see Appendix 2, page 272.
Crossroads Guardian: hp 88; see Appendix 2, page 294.
Goblin Worg-Riders (4): hp 5 each; see Appendix 2, page

Worgs (4): hp 30 each; see Appendix 2, page 316.

Melandrach: hp 27; see Appendix 2, page 300.

Wild Warriors (2); hp 4 each; see Appendix 2, page 301.

Tactics: Lady Bronwyn and Baron Agwain move back-to-back, intent on defending each other from the goblins' attack. Terrified, Delfargo abandons his "guests" by plunging into the crossroads, leaving them stranded in the glade, unable to access the fey network. (Presumably he returns to the Misty Forest, from whence he hails.) The crossroads guardian does nothing, other than defend the crossroad it is pledged to defend or itself, if attacked. With Delfargo gone, the crossroads guardian does not permit any non-fey to use the crossroads. The goblins move swiftly to attack, attempting to kill the baron and capture the duke's sister. The Araevae 'Delimbiyra seek to kill or drive off the goblins whose presence befouls the Laughing Hollow. Once the wild elves arrive, the goblins seek only to escape, abandoning their attempt to kidnap Lady Bronwyn.

Treasure: Each goblin worg-rider has 4d6 sp.

Ad Hoc XP Reward: If Lady Bronwyn survives the battle, thanks to the efforts of the PCs, the PCs receive 200 XP.

Baron Agwain Delantar

Baron Agwain Delantar (CG male Illuskan human swashbuckler^{CW} 3, see Appendix 2, page 301) is the lord of Delantar, a barony on the northern bank of the River Delimbiyr, between Secomber and the Forlorn Hills, that includes the village of Julkoun, Athgard Keep, and a few farming hamlets. Born in the Year of the Marching Moon (1330 DR), Baron Agwain is the epitome of the dashing swashbuckler, with handsome good looks, a thick head of shoulder-length black hair, an aquiline visage, and piercing blue eyes.

The oldest of four brothers, Agwain was raised to inherit the office of baron by his father, who died two years ago battling trolls along the northern edge High Moor, along with one of his younger brothers. Agwain fought with honor during the Dragonspear War on behalf of the Lords' Alliance, and he is now hard at work establishing his authority throughout the barony of Delantar. Agwain's counselors have been pushing him to marry and have children of his own, so he was delighted when Lady Bronwyn replied to his initial letter after the two first met at a meeting of the Council of Man. Their courtship proceeded quickly, and Agwain is delighted both by her company and by the prospect of such a prestigious match.

Event #11: Aftermath

Development: In the wake of the battle, Lady Bronwyn (if she survives) and Baron Agwain (if he survives) have separate or init decisions make

If Bronwyn and Agwain both survive, should she continue on with him to get married? Should they go their separate ways, since what Bronwyn ultimately wants is to control her own destiny? Should she return to Daggerford while he continues on to Delantar? (Melandrach, who is a fey, will escort either or both Lady Bronwyn and Baron Agwain through the fey backroads, if that is what is decided.)

If only Bronwyn survives, should she set out as an adventurer, charting her own destiny, or return to Daggerford, to do her duty? (Melandrach will escort her through the fey backroads, if that is what is decided.)

If only Agwain survives, should the PCs allow him to take Bronwyn's body back to Athgard Keep (possibly to be *raised*)? Should they return her body to Daggerford (possibly to be *raised* by Liam Sunmist)?

If both Bronwyn and Agwain die, should the PCs return Bronwyn's body to Daggerford (possibly to be *raised* by Liam Sunmist)? What about Baron Agwain's body?

In any of these scenarios, what should the PCs say publicly about what happened? Should the PCs say something privately to the duke that differs from what they say publicly?

If she survives, overwhelmed by exhaustion and the myriad factions that apparently mean her harm, Lady Bronwyn turns to the PCs and asks for the counsel, as representatives of the citizenry of Daggerford. Assuming their advice is given with thoughtful consideration, she is inclined to follow the course of action they advise.

Melandrach observes with interest, viewing the decision as an opportunity to assess the character of the PCs. Whatever the PCs suggest, he watches to see if they approach the decision with thoughtful consideration and care. In his eyes (and for purposes of the campaign), there is no wrong answer, but there are selfless and selfish reasons for any particular behavior.

Ad Hoc XP Reward: If the PCs impress Melandrach, which requires raising his reaction to Friendly or better and demonstrating real thoughtfulness in their discussion of Lady Bronwyn's dilemma, they have earned themselves an important ally, 200 XP, and the treasure.

Treasure: As a token of his friendship, Melandrach gives each of the PCs a fine leather pendant sewn with gems worked into the shape of an elven rune, his personal sigil. This token is worth 100 gp if sold, although the PCs would be much better served to hang on to it.

Event #12: Return to Daggerford

The trip back to Daggerford can be taken at a more leisurely pace, although the PCs may recognize that the duke likely will

Commented [EB616]: N5 - Under Illefarn, page 29.

soon return to Castle Daggerford (#T10) and be eager for news of his sister's fate.

Roll for random encounters normally as discussed in Chapter 4, rerolling any encounter that indicates a caravan or a patrol

Event #13: Audience with the Duke

Once the PCs return to town, they are expected to report in with their commander or any member of the ducal court.

If Lady Bronwyn accompanies the PCs, she asks them to escort her to Castle Daggerford (#C10) immediately. If the duke has already returned, the PCs and Lady Bronwyn are immediately brought into his private chambers for an audience. If he has not yet returned, the PCs are asked to wait at the castle until he does return, at which time they are summoned for a private audience with the duke and his sister.

The course of events that ensue depends on what the PCs have decided to do and say. While there is clearly a traitor at work, and both the duke and Lady Bronwyn suspect it may be Lord Tarn, there is no proof, so the status quo remains unchanged (but Lady Bronwyn's activities are even further constrained).

Treasure: If the PCs rescue Bronwyn from the goblins (or return with her body so that she can be raised) and admit to doing so, the duke rewards them for their heroism with gifts of 200 gp each and bequeaths them each the non-inheritable title "Knight of Daggerford." This title exempts the PCs from militia duty, if they so choose, whenever they are otherwise engaged in meritorious activities (i.e. adventuring towards aims not at odds with the interests of the duchy). Of course, this title also assures the PCs of the fawning attention of the duke's court wizard, now that they are titular members of the nobility, which may or may not be considered a reward.

Failure

In the event that the PCs do not figure out where Lady Bronwyn has gone, fail to mount a rescue effort, or otherwise fail to determine what has happened to her, her fate is left up to the DM to determine. She might be killed by the goblins, she might simply vanish, leaving the only occasional tale of her exploits as an adventurer in her wake, she might marry Baron Agwain and plunge the Shining Vale into a ill-timed fratricidal war among the Lawkeeper races, or she might be kidnapped by the Direlord Tribe. The last option has the advantage of giving the PCs a second, unexpected chance to rescue her, during the events of Mission #4.

Design Notes

XP Goal: Get the PCs from 2nd level (2,950 XP) to 3rd level (3,000 XP). That suggests we need to give about 387.5 XP per character, or 1,550 XP to a party of 4 characters.

The total value of the Ad Hoc XP the players could earn is 500 XP. The total value of the required combat XP the players could earn is 10.500 XP. All told, that's a likely outcome of 1.550 XP total, or 387.5 XP each. In other words, it is likely that the PCs will easily reach 3rd level by the end of this adventure, even without any random encounters.

DM's Note: Make sure to include sufficient random encounters to have them do so if they have fallen short on XP previously.

The expected value of the treasure that the PCs could recover is 4,200 gp. The actual value of the treasure that the PCs could recover is 2,532 gp. This is low, but reasonable, given that the PCs probably received an above average amount of treasure in Mission 2.

		Expected	Actual	
Encounter	EL	Treasure	Treasure	XP
Event #1	-N/A	0	0	0
Event #2	N/A	0	0	0
Event #3	N/A	0	0	0
Event #4	N/A	0	- 0	300
Event #5	N/A	0	0	0
Event #6	N/A	0	0	0.
Event #7	5	1,600	1,626	450
Event #8	N/A	0	0	0
Event #9	N/A	0	0	0
Event #10	7	2,600	6	600
Event #11	N/A	0	100	200
Event #12	N/A	0	0	0
Event #13	N/A	0	800	0
Total		4,200	2,532	1,550

Commented [EB617]: 300 +200 = 500.

Commented [EB618]: 450 + 600 = 1,050.

Commented [EB619]: (25 * 8) +100 = 300

Commented [EB620]: 6 * (2.5 +2.5 +266) = 1,626.

Commented [EB621]: 4 * (0.35 * 4) = 5.6. Assumes PCs do not keep Bronwyn's gear or Agwain's gear, if they

Commented [EB622]: Assumes Bronwyn and Agwain get 600 and the PCs get 600.

Mission 4: Call to Laughing Hollow

"Call to Laughing Hollow" is an extended adventure for 4-6 3rd level adventurers that includes exploring the abandoned dwarfhold of Runedardath, detailed in Chapter 6. Depending on the success of the PCs, they should approximately 8th level by the end of this adventure.

This adventure is assumed to unfold in early Nightal, in the Year of the Prince (1357 DR), as winter commences. Note that the climate in the Laughing Hollow is quite mild, as detailed in Chapter 5, but the Shining Trail between the Laughing Hollow and Daggerford might be something else entirely, as Auril's cloak embraces the Shining Vale.

The PCs are drawn into this adventure because they impressed Melandrach with their thoughtfulness in Mission 3. (If for whatever reason the PCs are not already on good terms with the King of the Woods, assume they are volunteered for this duty based on other successful adventures they have concluded, but they must then win Melandrach over to acquire the support of the wild elves.)

The PCs are assumed to possess a copy of Meldar's map. If the failed to acquire a copy of the map in Mission 2, they can still find their way into Runedardath, but they will spend more time interacting with the inhabitants of the Laughing Hollow before they do so.

Hidden Story

As the patron deity of shield dwarves, Dumathoin, the Keeper of Secrets Under the Mountain, has long kept a close eye on shield dwarfholds in the North, abandoned or otherwise, and Runedardath is no exception. Dumathoin sees Runedardath as the possible future hub of dwarven resettlement in the North, if the Stout Folk can once again work in concert with the other Lawkeeper races to recapture the promise of Phalorm, and he is willing to indirectly influence events to make such an outcome more likely.

The Silent Keeper has intervened previously in goings-on beneath Mount Illefarn, sending Korin Ironaxe (see Chapter 6) a vision depicting the *crown of Daurvos** dissolving amidst a fountain of bilious acid that then spread into the surrounding lands. Korin took up Dumathoin's challenge, mustering a force of dwarves to reclaim his ancestral halls, but his efforts have, to date, proved insufficient.

Concerned that Antharzyreph is now on the verge of destroying the entire Laughing Hollow, Dumathoin has taken the precipitous step of unleashing a carefully targeted earthquake on the Shining Vale. The Silent Keeper's intent is to cause just enough damage to motivate a band of adventurers to take up the challenge of exploring Runedardath and averting the looming catastrophe, but not so much destruction as to unleash the very consequences of the dragon's plot he is trying to avoid.

Event #1: The Shaking Earth

You are on militia duty, standing guard on the west wall of Daggerford, overlooking the marketplace, when you feel the earth moving under your feet. Sections of the wall buckle with the posts pointing upward at strange angles, but the binding holds and the wall stays together. The catwalk behind the wall breaks off in a couple of places.

From your vantage point, you can also see the north wall shake, with mortar and loose stone flying everywhere. Slowly, inexorably, the north wall collapses as you watch. Its supports give way, and, as it falls, you can see workers caught under the wall. You hear their continuing screams as the dust settles.

Outside of Daggerford, the earthquake's primary effects included revealing the old entrance to the dwarfhold beneath Mount Illefarn (see Chapter 6), breaching the embankment that protects the Laughing Hollow from next spring's flooding of the River Delimbiyr, and allowing befouled water from Runedardath's aquifer to seep into the Laughing Hollow and run down to the River Delimbiyr through the breach in the embankment.

Shaking Walls: In order to remain on the wall during the earthquake, each PC must make a successful Balance check (DC 10). Failure results in a 20-foot fall off the wall (2d6 damage).

Aiding the Trapped: Large swaths of the north wall have collapsed, including one section that fell on Derval Ironeater's twin brother, Dervin Stonecarver, and his two sons, who were in the midst of repair work. Each of the victims is pinned under one or more large stones. It is conceivable that the PCs could rig a tackle similar to the one used by the dwarves to move the stones originally, but this would take time. If an aftershock occurs, it could easily bring down the rest of the wall and kill those already trapped.

The best strategy for the PCs is to move the stones by hand. The stones can be moved by anyone making a successful Strength check (DC 15). Each stone can be lifted by up to 1 Huge, 2 Large, 4 Medium, or 8 Small characters. Each additional character adds a +2 circumstance bonus and their Strength bonus to the check.

Any attempt that fails results in 1d8 points of damage to the person under the rubble. Each of the trapped victims has 1d6+6 hit points left after the accident.

Ad Hoc XP Reward: Anyone participating in the rescue, including anyone binding wounds or giving other medical attention, receives 20 XP each. Dervin and his sons also promise

them favors from the Ironaxe clan (see Event #5), although no reward is immediately forthcoming.

Event #2: Quake Aftermath

Later the same day, reports trickle in from upriver indicating that the earthquake originated somewhere in the Laughing Hollow area. PCs who had positive experiences with King Melandrach in Mission 3 may wonder if anything has happened to him.

Divination: It is unlikely that the PCs have access to spells of sufficient level or magic items of sufficient power to observe the Laughing Hollow from afar. However, there are certain spellcasters in town who are capable of casting such spells and might for a reasonable fee or favor. For example, Delfen "Yellowknife" Ondabarl, Gwydion pen Dafwyd, and Liam Sunmist are all capable of casting *scrying*, if they have it prepared.

A *scrying* spell reveals an image of Melandrach squatting next to a small stream of noxious green liquid surrounded by dead and dying plants with a concerned expression on his face.

Event #3: River of Bile

Two days later, reports come in from the upriver farms that cattle and sheep are dying and late fall riverside crops—beets, broccoli, cabbages, carrots, cauliflower, celery, garlic, little fists (brussel sprouts), parsnips, scallions (green onions), sunchokes (Jerusalem artichokes), turnips, all sorts of "winter squash" (including pumpkins), and lots of herbs—are failing. What's more, the river has changed color to a bilious green. The council immediately orders the town to cease using river water and only consume water from the cisterns and town wells.

Polluted Water: Two days after the earthquake, the waters of the River Delimbiyr flowing by the town of Daggerford contain diluted black dragon brew (see Appendix 1). In this case, dilution means that initial and secondary damage is halved.

Divination: A detect poison spell (or similar effect) cast upon the river reveals that the polluted water is indeed poisonous and enables a check to identify the exact type. A successful Wisdom check (DC 20) or Craft (alchemy) check (DC 20) reveals that this is a rare variant of arsenic. A successful Wisdom check (DC 30) or Craft (alchemy) check (DC 30) reveals that this is black dragon brew, an obscure poison which can be found for sale in the markets of Skullport (beneath Waterdeep) or Mantol-Derith (in the Northdark near Menzoberranzan), but nowhere else

Event #4: Message from Melandrach

On the following day, an elfin humanoid appears outside the town walls. He claims to have been sent by King Melandrach, and he indicates that he wants to talk to the people who last came to the Laughing Hollow. Assuming the PCs impressed

Melandrach in Mission 3, the messenger refuses to enter the town or talk to anyone besides the PCs. (If the PCs failed in that meeting, assuming the messenger asks the Council of Guilds to dispatch a band of brave adventurers to meet with him.)

If the PCs agree to talk with the messenger, read the following:

The messenger is Deldrach Longarrow, an elfin being from the court of King Melandrach. "The great earthshaking has caused much destruction in the Hollow," he says. "Trees have fallen, dryads have died, and some of the nixies' lakes have drained half away.

"But the greatest damage was not in the Hollow itself. The earthquake was centered in a large hill on the northern border of Laughing Hollow. There were rockslides, and a crack opened up in the rock face. From out of this crack pours a stream of bile-green water that follows an old creek bed to the Shining River. Perhaps it is the way the water flowed many years ago."

"I am sure you wonder how the stream could reach the river through the embankment. The earthquake also breached the embankment between the hollow and the river, letting the stream into the river. The Hollow is not being flooded yet. When flood season comes in the spring, however, it might be a different story."

"The plants and animals around the streambed are dying. My king asks for your help in stopping this river of poison."

If the PCs ask how they can help investigate the problem, the messenger says that a long-buried entrance to the mines of the dwarves of the Fallen Kingdom was also uncovered by the rockslides. King Melandrach thinks that the PCs could go in this entrance and find the cause of the poisoned water and determine how to stop it.

If the PCs have Meldar's map (see Mission 2), they may match it with Deldrach's description of the uncovered entrance. They will discover that, allowing for the passage of 1,000 years since the map was made, the uncovered entrance is probably the main entrance to Runedardath. This was the entrance where the quarried stone was taken into the mountain for working.

If the PCs consult their superiors, the request from King Melandrach is quickly shared with the duke and the Council of Guilds. After some discussion, the duke and the council agree that this expedition should be made. They provide food and other reasonable gear for the PCs. They also supply them with an everburning torch (PHB 128), supplied by Liam Sunmist and six vials of holy water, provided by Maerovyna.

If the PCs agree, Deldrach Longarrow agrees to escort them back to King Melandrach.

Commented [EB623]: Email with Ed Greenwood.

Event #5: Token of Clan Ironaxe

As you are leaving Daggerford, you are stopped by the shield dwarven weaponsmith, Derval Ironeater, twin brother of Dervin. He goes to each of you who came to the aid of his brother and nephews after the earthquake and shakes your hand.

He then hands one of you a simple silver necklace with a small charm carved with a hammer and anvil symbol. "Please take this with you," he says. "It is a symbol of my friendship. I think you might find it useful under Illefarn."

He bows and leaves before you can ask any questions.

Derval and Dervin are identical twins and elder brothers of Korin Ironaxe, leader of the Stout Folk in the dwarfhold beneath Mount Illefarn.

Treasure: The necklace is a faith token of Dumathoin*. If later shown to the dwarves of Runedardath, it is easily recognizable by Korin Ironaxe as faith token constructed by a cleric of Clan Ironaxe in centuries past.

Event #6: Journey to Laughing Hollow

As the PCs travel along the Shining Trail, they encounter all manner of dead or dying plants and animals whenever the trail winds near the riverbank. Read the following:

As the Shining Trail winds near the River Delimbiyr, the stench of dead or dying plants and animals in thick upon the air. The bilious river sits sluggishly upon the land, thick with the corpses of dead and rotting fish. You can only imagine the destruction that the spring floods will bring upon the land if this taint is not removed.

Roll for random encounters normally as discussed in Chapter 4, rerolling any encounter that indicates brigands, a caravan, a diabolic legacy, or a patrol. There is a 50% chance that any encounter with a grazing herd, foraging animals, or predators is actually the chance discovery of the bloated, befouled corpses of such creatures.

This event can occur every time the PCs travel to or from Daggerford. (Sometime after the flow of poisonous water is shut off, the chance of an encounter with a poisoned corpse goes to 0%.)

Climate: Given the time of year, the climate likely to be experienced on the way to and from the Laughing Hollow is likely to be significantly different from the climate experienced in the Laughing Hollow.

Event #7: Tearful Hollow

As you enter the Laughing Hollow, you cannot help but notice the transformation to the fey woodland since your last visit. A sense of sadness seems to permeate the air, as if the once-joyful residents of the Hollow have withdrawn or fallen silent. There is a taint of corruption upon the land.

Within the Laughing Hollow, the chance of a random encounter is unchanged, as detailed in Chapter 5. However, all creatures encountered have an initial attitude (as described in the Diplomacy skill) one step worse than previously detailed.

Replace the first random encounter (and subsequent random encounters with wild elves) with Event #7A below. Replace the third random encounter with Event #7B below.

Event #7A: Shimmerling Swarm (EL 8)

You spy a naked and glowing elfin creature only 4 inches tall balancing on a leaf, and as you watch, it spreads dragonfly wings. Suddenly thousands of these glowing fey fly up from nearby hiding spots, filling the air with a deep drone and a cacophony of high-pitched voices. They form a multihued cloud of light that surges toward you.

Creature: Shimmerlings are miniscule and nearly mindless fey that feed on pollen. They look like 4-inch tall elves with dragonfly wings. Each shimmerling's skin and hair are the color of the glow it gives off, which can be any color of the rainbow.

Individually harmless, shimmerlings would be no more worrisome than sparrows but for their ability to swarm. This swarm formed under great stress, induced by the corruption that now streams through the Laughing Hollow.

Shimmerling Swarm (1): hp 41, see Appendix 2, page 302.

Tactics: The shimmerling swarm flies around out of reach
of foes to hypnotize them before singling out one to surround

Development: This event can occur multiple times until the flow of contaminated water is shut off. After the water is shut off, the source of stress is removed, and the shimmerlings no longer form swarms.

Event #7B: Forest Haunt (EL 10)

Repeat the "forest haunt" random encounter in Chapter 4.

and attack.

Development: This encounter can continue to reoccur until the dryad is laid to rest, as described in that encounter.

Experience Points: The PCs gain full XP for defeating the forest haunt if it is laid to rest.

Event #8: Woodland Council

If Deldrach Longarrow accompanies the PCs, he leads them straight to the southern slopes of Mount Illefarn, where Melandrach is waiting. If the PCs are on their own, they can find the source of the contamination by following Meldar's map or by following it upstream from where it flows into the river.

When the PCs reach Melandrach, read the following:

Once again you find yourself in the regal presence of the King of the Woods. "Greetings my friends," he says. "Thank you for responding to my call. There is a taint upon the land that threatens to destroy the Laughing Hollow and perhaps all of the Shining Vale."

He continues, "The recent earthquake has not only opened the crack in the mountainside from which the corruption flows, but breached the embankment of the Laughing Hollow. I fear that the spring floods will inundate the Hollow with tainted water if the flow is not stopped and the breach in the embankment is not repaired."

"However, the earthquake has also exposed a long-buried entrance into the dwarfhold that lies amidst the roots of Mount Illefarn. I called you here in hopes that you would agree to explore the chambers beneath our feet. First and foremost, I hope that the means to shut off the bilious brew might lie within the long-lost dwarfhold. Second, the dwarves were longrumored to possess magic capable of digging the ancient quarry in which we stand. If any of that magic remains, perhaps it could be used to repair the breach in the embankment. And third, I have long suspected that the worg-riding goblins that have come to plague the Laughing Hollow have somehow made a lair inside the old dwarfhold. Perhaps you could deliver a sharp check to their ambitions. In any event, my tribe and I are happy to remain nearby, so that if you need to retreat and regroup, you may rest and heal under our watchful eyes."

If the PCs ask for the wild elves' help in the dwarfhold, read the following:

Melandrach looks at you and shakes his head sadly. "I fear that my followers and I are too used to the open sky to be able to breathe beneath the mountain," he says. "We are not creatures of earth and darkness, and I fear we would be more of a hindrance than a help to you. If we could make such a trip, I assure you we would never have sent for you. We would have marched bravely into the shadows as our ancestors did many centuries ago."

Assuming the PCs agree, Melandrach suggests they join in fellowship with the wild elves during the evening repast, before retiring for the night under the protection of the Fair Folk. The PCs can then enter the dwarfhold at first light, rested and prepared.

As the PCs are about to depart, the King of the Woods makes one additional request.

As you prepare to descend into the depths of Mount Illefarn, a look of sorrow crosses the Melandrach's face. "If you can spare a moment, I have one additional request. As you may already know, a foul forest haunt has plaqued the Laughing Hollow since goblin worg-riders attacked and killed a much-beloved dryad. It occurs to me that the worgs may have brought the dryad's corpse back into their lair to feast. As distasteful as it might sound, it could be that her spirit cannot rest until her bones are returned to her grove and buried beneath the oak tree that once gave her life.

DM's Note: At the DM's option, a replacement PC could be drawn from the ranks of the wild elves, who lacks the claustrophobia of his tribal elders.

Event #9: Under Illefarn

This "event" is really an extended dungeon crawl in the dwarfhold beneath Mount Illefarn (detailed in Chapter 6). (Before reading this event, it is suggested that the DM peruse Chapter 6, as this event assumes a great deal of knowledge concerning the disposition of Runedardath.) During this event, the PCs seek to accomplish one or more goals:

- The PCs' initial goal is to shut off the flow of contaminated water, which can be accomplished by the manipulating the levers in #B41B.
- The PCs may agree to Melandrach's request to try to recover the dryad's lost bones and thereby lay her forest haunt (see Chapter 5) to rest. (The bones lie forgotten in #L145.)

- If the PCs recover the staff of earth and stone (#E97), they can use a move earth spell to repair the embankment. In addition, they could ask the Stout Folk to make the repair more permanent, thus ensuring a good basis for diplomatic relations between the dwarves and wild elves. (This repair should be delayed until after the flow of contaminated water is shut off.)
- At some point, the PCs are likely to seek to destroy
 the Direlord Tribe, the Dragon Cult cell, or both,
 either to satisfy their own sense of righteousness or to
 aid the dwarves.
- And finally, the PCs are likely to eventually realize
 that the root cause of the contaminated flow of water
 is a black dragon who hides in the depths of the
 dwarfhold. Although no one will ever assign the PCs
 this mission, finding and destroying the Scourge of
 Axe and Arrow is the ultimate goal of this adventure,
 for PCs who recognize what is truly at stake.

Although the situation beneath Mount Illefarn is largely static when the PCs arrive, their arrival is likely to destabilize the status quo fairly quickly. Although each campaign will be unique, events are likely to unfold along roughly the following

Phase 1: Investigation

In this phase, the PCs begin exploring areas A and B. Likely activities include clearing out the predators from this area, fighting with regular (not augmented) Dragon Cult and Direlord Tribal patrols, and retreating from augmented Dragon Cult and Direlord Tribal patrols. The PCs are likely to periodically regroup outside the dwarfhold under the watchful eye of Melandrach (see Chapter 5).

During this phase, the PCs are an unknown quantity with the potential to be manipulated into tipping the status quo, making them the objects of intense interest (but not intense attacks) from each faction. Each faction is concerned about sending too many patrols after the PCs and thereby leaving a flank exposed to the other factions.

It is possible the PCs will figure out how to shut off the flow of contaminated water during this phase, this completing their original mission. However, the PCs should be sufficiently intrigued to continue exploring the dwarfhold.

It is expected that the PCs will be 4th level (nearing 5th level) by the end of this phase of their explorations.

Phase 2: Alliance with Clan Ironaxe

In this phase, the PCs cement an alliance with Clan Ironaxe. This gives them easy access to more areas in the dwarfhold, allowing them to tackle the dwarven temple and further probe the response of the other two factions to provocations. Clever tacticians might coordinate feints by the dwarves with a concerted attack on a different flank. The dwarf-controlled areas

also give the PCs a refuge in which to regroup without leaving the dwarfhold. The PCs are also likely to start looking for the Arcrowns' Refuge (area F) during this phase.

During this phase, the Dragon Cult and the Direlord Tribe start venturing outside the dwarfhold to mount attacks or set ambushes on different entrances into the dwarfhold. This in turn is likely to draw the wild elves into the fray as a fourth faction. The Dragon Cult and the Direlord Tribe may also start launching a series of counterattacks (see below).

During this phase, the PCs are likely to stumble upon Arcrowns' Refuge, causing them to first confront Antharzyreph, and, once he retreats to area M, giving them another place of safety within the dwarfhold.

If any word of the dragon's presence communicated back to Daggerford and learned of by a spy (e.g. Captain Arayndar), it is quickly passed on by agents of the Circle of Rust and the Worm to Redeye. Redeye then leads his tribe upriver to the Laughing Hollow in hopes of finally defeating his nemesis.

It is expected that the PCs will be 5th level by the end of this phase of their explorations.

Phase 3: Faction War

In this phase, the PCs attempt to overrun the defenses of one or both hostile factions. During this phase, the Dragon Cult and the Direlord Tribe may try to withdraw to more defensible territory, as their numbers are reduced, or mount a last gasp counterattack. Also during this phase, the PCs are likely to start trying to figure out where the dragon is hiding.

At the end of this phase, assuming the PCs have not been scrupulous about keeping information about the dragon's existence to themselves, Redeye's Ravagers arrive in the Laughing Hollow intent on flushing the dragon from his lair, either at the invitation of the PCs or through the hidden instigation of the Circle of Rust and the Worm. This may well lead to hostilities between the lizardfolk and the fey residents of the Laughing Hollow unless the PCs can defuse tensions, thanks to the Talassan's subtle provocations.

It is expected that the PCs will be 7th level by the end of this phase of their explorations.

Phase 4: Scale vs. Scale

In this final phase, the PCs find themselves torn between multiple factions, trying to wipe out the remnants of the Dragon Cult and the Direlord Tribe, while keeping the wild elves and lizardfolk from slaughtering each other. They may also lay the Forest Haunt (Event #7B) to rest during this phase.

During this phase the Stout Folk discover evidence that the dragon is trying open a breach from the contaminated aquifer into the Laughing Hollow (using his claws of the badger*) in order to inundate the valley. The PCs must come up with a plan to muster the combined efforts of the Araevae'Delimbiyra, Clan Ironaxe, and Redeye's Ravagers against the wyrm. For example, they might lead a group of lizardfolk into area M to flush out the dragon and then lead the Proud Peoples to

collectively attack the Scourge of Axe and Arrow before he can

It is expected that the PCs will be 8th level by the end of this phase of their explorations (and thus the entire adventure).

Spyings

Once the PCs come to the their attention during Phase 1, both the Cult of the Dragon and the Direlord Tribe will seek to gather any information they can about the PCs that might give them an advantage in a future conflict.

Four such events are briefly described below.

Event #9A: Lone Wolf (EL 2)

Creature: Employing his collars of companionship*, Emee (see Appendix 2, page 313) dispatches his worg companion, Hellfang (see Appendix 2, page 313), to spy on the PCs as they make their way through the Laughing Hollow. Although the worg pack leader never approaches the PCs, they may well catch site of his lupine countenance upon a far-off hill, silently watching their preparations for camp or their efficacy in battle, unaware that their favorite battle tactics are being shared with the leaders of the Direlord tribe.

Hellfang: hp 30; see Appendix 2, page 313.

Event #9B: Magic Eye

Creature: Employing his clairaudience/clairvoyance spell, Ellisin (see Appendix 2, page 312) scrys on the PCs at random times during the day while they are within Runedardath, unless they employ counter-magics to prevent such scrying. He uses such assessments both to inform the Direlord tribe's strategy and time their attacks.

Ellisin: hp 27; see Appendix 2, page 312.

Event #9C: The Ghost (EL 4)

Creature: Wartsnak Direlord has an agent based in the town of Daggerford, an imp known as Ignax "the Ghost" (see Chapter 2). Initially Ignax simply reports any information he might learn about the PCs through his shadowing of Kelson "Darktreader" Floshin, along with all the other information he has uncovered. Eventually, however, he may wholly shift his attention to spying on the PCs as they become a greater threat to the surviving devils of the region (including Wartsnak Direlord) than Kelson's efforts.

Ignax "the Ghost": hp 30; see Appendix 2, page 275.

Event #9D: Wheelsqueal (EL 1)

Creature: In Daggerford, a lowly wheelsqueal named Hendar the Scarred acts as the eyes and ears of the Cult of the Dragon. Initially, Hendar simply reports any information he might learn about the PCs through his normal information gathering activities. Eventually, however, he may wholly shift his attention to spying on the PCs as they become an increasingly dangerous threat to Followers of the Scaly Way.

Hendar the Scarred: hp 2; see Appendix 2, page 275

Counterattacks

Both the Cult of the Dragon and the Direlord Tribe are likely to mount significant counterattacks against the PCs, once the PCs become enough of threat to significantly tip the balance of power in favor of Clan Ironaxe. The nature and timing of these counterattacks will be very dependent on how the campaign unfolds.

Three such events are briefly described below:

Event #9E: Barghest Hunt (EL 4)

Creature: Employing his claw of Maglubiyet, Ellisin (see Appendix 2, page 312) casts lesser planar ally to call forth a barghest (see Appendix 2, page 302). He gives the barghest the task of hunting down and slaughtering the PCs while they are away from the dwarves, which the barghest takes to with relish.

In the past Ellisin has tried this tactic against the Stout Folk, but Gorn the Runecaster always countered by calling forth a dwarf ancestor (see Appendix 2, page 306). Ellisin is hopeful this time that the PCs lack the corresponding divine power.

Barghest (1): hp 33; see Appendix 2, page 302.

Event #9F: Deadborn Vulture (EL 8)

Creature: At some point after the PCs become a significant thorn in the side of the Cult of the Dragon, Kelthas completes the deadborn vulture he has been creating in #H116 and dispatches it to attack the PCs while they travel overland.

Deadborn Vulture (1): hp 67; see Appendix 2, page 303.

Event #9G: Offstage Kidnapping

If given enough time, Kelthas sends word to Hendar the Scarred that he needs to select a poorly defended, close ally of the PCs (e.g. a relative, a mentor, an employee, a favored tavern wench, a kindly neighbor, etc.) and arrange for a kidnapping (perhaps by out-of-work caravan guards, bandits, etc.). Depending on the circumstances that ensue, Kelthas might keep his ultimate culpability quiet (seeking only to distract the PCs while his forces regroup) or take credit (seeking to establish a truce in exchange for the captive's continued life). Kelthas has no interest in actually returning the captive, as that would simply weaken his leverage and force him to arrange another kidnapping.

Event #9H: Augmented Worg Pack (EL 9)

If Wartsnak Direlord can determine when the PCs are traveling to and from Daggerford for supplies, he sets up an ambush in the Laughing Hollow, let by Emee and Hellfang and including 5 goblin worg-riders and 5 worgs.

Emee: hp 14; see Appendix 2, page 313.

Hellfang: hp 30; see Appendix 2, page 313.

Goblin Worg-Rider (5): hp 5; see Appendix 2, page 315.

Worg (5): hp 30; see Appendix 2, page 316.

Design Notes

Given the fluid nature of events beneath Mount Illefarn and in the Shining Vale, the actual course of events for Mission #4 is likely to be unique to each campaign. As such, the progression of experience levels and acquisition of treasure is expected to vary widely. That said, what follows is an attempt to explore a "straightforward campaign" as a guide for the DM.

Event 1-8 and Phase 1

XP Goal: Get the PCs from 3rd level (3,337 XP) to 4th level (6,000XP). That suggests we need to give about 2,663 XP per character, or 10,652 XP to a party of 4 characters.

In this phase, assume that any random encounters from Event #6 are non-combat events. Assume 4 random encounters from Event #7, with both Event #7A and Event #7B too difficult for the PCs to covercome (for now) forcing them to flee. This assumes the 2nd and 4th random events from Event #7 are a boar (EL2) and a leucrotta (EL4). Assume the PCs defeat 1 Direlord Tribal Patrol and 1 Dragon Cult patrol during this phase. This also assumes the PCs are level 3 throughout this phases, when in truth they are likely to rise to level 4 (with a corresponding reduction in XP per encounter) about 2/3rds of the way through. Given these assumptions, a likely outcome is 24,600 XP total, or 6,150 XP each. In other words, if the PCs exhaustively deal with every possible encounter, it is likely that the PCs will reach 4th level (and nearly reach 5th level) by the end of this phase, with an XP total of 3,337 + 6,150 = 9,487 XP.

The expected value of the treasure that the PCs could recover is 19,300 gp. The actual value of the treasure that the PCs are expected to recover is 5,498 gp, or far less than expected. This is OK as it keeps the PCs hungry, and there is more than enough treasure in the later phases.

		Expected	Actual		
Encounter	EL	Treasure	Treasure	XP	
Event #1	N/A	0	0	80	- 5
Event #2	N/A	0	0	0	
Event #3	N/A	0	0	0	
Event #4	N/A	0	0	0	
Event #5	N/A	0	300	0	
Event #6	N/A	0	0	0	
Event #7 - RE#1	4	1,200	0	1350	
Event #7 – RE#2	2	600	0	600	
Event #7A	8	0	0	0	
Event #7B	10	- 0	0	0	
Event #8	N/A	0	0	0	
1 Direlord Tribal Patrol	4	1,200	0	1,350	
E#9 - P#1 - #A2	1	300	0	300	
E#9 - P#1 - #A3	3	900	0	900	
E#9 - P#1 - #A5	2	600	20	600	
E#9 - P#1 - #A9	4	1,200	0	1,350	
E#9 - P#1 - #A13	2	600	1310	600	
1 Dragon Cult Patrol	6	2,000	3,833	2,400	
E#9 - P#1 - #B16	5	1,600	0	1,800	

E#9 - P#1 - #B17	1	300	0	300	
E#9 - P#1 - #B18	5	1,600	35	1,800	
E#9 - P#1 - #B19	1	300	0	300	
E#9 - P#1 - #B21	4	1,200	0 .	1,350	
E#9 - P#1 - #B22	2	600	0	600	
E#9 - P#1 - #B24	N/A	0	0	50	
E#9 - P#1 - #B26	3	900	5	900	
E#9 - P#1 - #B27-29	6	2,000	0	2,700	
E#9 - P#1 - #B32	4	1,200	0	1,350	
E#9 - P#1 - #B34	3	900	0	900	
B#9 - P#1 - #B37-40	1	300	0	300	
E#9 - P#1 - #B41B	N/A	0	. 0	1,000	
E#9 - P#1 - #B41C	5	1,600	0	1,800	
Total		10 300	5.498	24 600	

Phase 2

XP Goal: Get the PCs from 4th level (9,487 XP) to 5th level (10,000 XP). That suggests we need to give about 513 XP per character, or 2,052 XP to a party of 4 characters.

In this phase, assume the PCs explore the western half of Area D, Area E, and Area F (with the dragon driving them off and then leaving with his hoard for area M), battle 1 Direlord Tribal Patrol, battle 1 Augmented Direlord Tribal, and experience Events #9A, #9B, #9C, #9D, and #9E. A likely outcome is 12,800 XP total, or 3,200 XP each. In other words, it is likely that the PCs will reach 5th level (with a total of 12,687 XP) by the end of this phase.

The expected value of the treasure that the PCs could recover in Phase 2 is 12,700, or 26,502 gp if you include the "owed" treasure from Phase 1. The actual value of the treasure that the PCs likely recover is 31,040 gp, putting them somewhat ahead of target after Phase 1 and 2.

, ,		Expected	Actual	
Encounter	EL	Treasure	Treasure	XP
E#9 - P#2 - #D63	3	900	0	800
E#9 - P#2 - #D66	11	0	0	0
E#9 - P#2 - #E91-93	5	1,600	0	1,600
E#9 - P#2 - #E94	4	1,200	0	0
E#9 - P#2 - #E95	N/A	0	50	N/A
E#9 - P#2 - #E96	N/A	0	6,500	N/A
E#9 - P#2 - #E97	6	2,000	21,970	2,400
E#9 - P#2 - #F99	6	2,000	0	2,400
E#9 - P#2 - #F101	11	0	0	0
1 Direlord Tribal Patrol	4	1,200	0	1,200
1 Aug. Direlord Patrol	7	2,600	2,520	3,200
Event #9A	N/A	0	0	0
Event #9B	N/A	0	0	0
Event #9C	N/A	0	0	0
Event #9D	N/A	0	0	0
Event #9E	4	1,200	0	1,200
Total		12,700	31,040	12,800

Commented [EB628]: 10 gp + 18 gp + 2 gp + 4.8 gp = 35 gp (rounded up).

Commented [EB629]: The expectation is that the PCs will bypass this encountering, earning the ad hoc XP award.

Commented [EB630]: Assumes the PCs come up with the best solution for shutting off the contaminated water.

Commented [EB631]: 12,700 + 19,300 - 5,498 = 27,735 gp.

Commented [EB632]: The PCs are not expected to defeat the ghost or acquire its treasure.

Commented [EB633]: This award is for bypassing the spectator, either through combat or careful play.

Commented [EB634]: 4,000 gp (*everbright helm of Moradin*) + 2,500 gp (*mantle of Moradin*) = 6,500 gp.

Commented [EB635]: The PCs are not expected to defeat the dragon or acquire its treasure at this time.

Commented [EB624]: Party likely to flee. No XP yet.

Commented [EB625]: Party likely to flee. No XP yet.

Commented [EB636]: Gear for orc warlock.

Commented [EB626]: 7.8 (coins) +1,302 (+1 *dagger*) = 1310 (rounded up).

Commented [EB627]: 6 * 216 +2,537 (app) = 3,833 gp

Phase 3

XP Goal: Get the PCs from 5th level (12.687 XP) to 7th level (21,000 XP). That suggests we need to give about 8,313 XP per character, or 33,252 XP to a party of 4 characters.

In this phase, assume the PCs explore the eastern half of Areas D, G, H, J, and most of K and L, and experience Events #9F, #9G, and #9H, where some of the creatures are encountered as patrols. A likely outcome is 51,200 XP total, or 12,800 XP each. In other words, it is likely that the PCs will reach 7th level (with a total of 25,487 XP) by the end of this phase

The expected value of the treasure that the PCs could recover in Phase 3 is 46,400 gp. The actual value of the treasure that the PCs are likely recover is 109,715 gp, but a big chunk of that difference (55,00) the dracolich phylactery* and dracolich brew*, which the PCs cannot use, leaving about 54,715 gp in real treasure. Moreover, some of that excess will be lost when NPCs consume certain magic items.

consume certain magic n	ciris.	Expected	Actual		
Encounter	EL	Treasure		XP	
E#9 – P#3– D67	3	900	0	750	
E#9 - P#3 - D68	0	0	0	0	
E#9 – P#3 – D69	0	0	0	0	
E#9 – P#3 – D70	0	0	0	0	1
E#9 - P#3 - D71	2	600	0	500	b
E#9 - P#3 - D72	0	0	0	0	
E#9 - P#3 - D73	0	0	0	0	
E#9 - P#3 - D74	0	0	0	0	
E#9 - P#3 - D75	4	1,200	0	1,000	
E#9 – P#3 – D76	1	300	0	300	
E#9 - P#3 - D77	4	1,200	0	1,000	
E#9 - P#3 - D78	1	300	0	300	
E#9 - P#3 - K124	2	600	0	500	
E#9 - P#3 - K125	2	600	0	500	
E#9 - P#3 - K126	2	600	0	500	
E#9 - P#3 - K127	. 1	300	0	300	
E#9 - P#3 - K128	N/A	0	3,632	0	
E#9 – P#3 – K130-133	5	1,600	. 0	1,500	
E#9 - P#3 - L139	1	300	0	300	
E#9 - P#3 - L140	3	900	0	750	
E#9 – P#3 – L142-144	0	0	0	0	
E#9 – P#3 – L145	0	0	0	0	
E#9 - P#3 - L146	1	300	0	300	
E#9 – P#3 – L147	0	0	1,000	0	
E#9 – P#3 – L148	0	0	0	0	
E#9 - P#3 - L149	- 3	900	0	750	
E#9 – P#3 – L150	0	0	0	0	
E#9 – P#4 – L151	5	1,600	0	1,500	
E#9 – P#4 – L152	0	0	1,916	0	
1 Aug. Direlord Patrol	. 7	2,600	2,520	3,000	
1 Aug. Direlord Patrol	7	2,600	2,520	3,000	
1 Aug. Direlord Patrol	7	2,600	2,520	3,000	
1 Aug. Direlord Patrol	7	2,600	2,520	3,000	
Event #9F	8	3,400	0	4,500	

Event #9H	9	4,500	0	6,000	
E#9 - P#4 - G108	4	1,200	864	1,000	
E#9 - P#4 - G109	0	0	0	0	
E#9 - P#4 - G110	3	900	0	750	
E#9 - P#4 - G111	5	1,600	0	1,500	
E#9 - P#4 - G112	5	1,600	64,500	1,500	
E#9 - P#4 - G113	0	0	0	0	
E#9 - P#4 - H114	0	0	0	0	
E#9 - P#4 - H115	4	1,200	0	1,200	
E#9 - P#4 - J118	7	2,600	15,685	- 3,000	
E#9 - P#4 - J119	0	0	0	0	
E#9 - P#4 - J120	0	0	0	0	
E#9 - P#4 - J121	0	0	0	0	
1 Aug. Dragon Cult Patrol	8	3,400	6,019	4,500	
1 Aug. Dragon Cult Patrol	8	3,400	6,019	4,500	
Event #9G	N/A	0	0	0	
Total		46,400	109,715	51,200	

Phase 4

XP Goal: Get the PCs from 7th level (25,487 XP) to 8th level (28,000 XP). That suggests we need to give about 2,513 XP per character, or 10,052 XP to a party of 4 characters.

In this phase, assume the PCs finally destroy Wartsnak Direlord and his bodyguard (#L134), find and loot the Crownvault (#L135), defeat Kelthas the Dread and his surviving apprentice, explore Area M, and finally defeat the Scourge of Axe and Arrow, A likely outcome is 24.150 XP total, or 6.037 XP each. In other words, it is likely that the PCs will reach 8th level (with a total of 31,524 XP) by the end of this phase (and thus by the end of the entire adventure.

The expected value of the treasure that the PCs could recover in Phase 3 is 20,100 gp. The actual value of the treasure that the PCs likely recover is 120,406 gp. Clearly in excess, it should be noted that some of the items are unlikely to be very usable by the PCs (e.g. Ellisin's claw of Maglubiyet*, Kelthas's ring of dragons* and copy of the Tome of the Dragon*) and possession will only incite further adventures (e.g. further attacks by the Cult of the Dragon). Other items may need to be returned to the dwarves of Clan Ironaxe (e.g. the crown of Daurvos, the armor of Bharaun*, or the cloak of Shining*), given to Melandrach and the Araevae'Delimbiyra in gratitude, or given to the lizardfolk of Redeye's Ravagers in exchange for their help. In addition, much of the treasure is the ultimate reward for completing the entire adventure sequence, and thus is deliberately generous.

		Expected	Actual	
Encounter	EL	Treasure	Treasure	XP
Event #7B	10	5,000	0	6,300
E#9 - P#4 - #L134	10	5,000	11,692	6,300
E#9 - P#4 - #L135	N/A	0	3,060	0
E#9 - P#2 - #H116	7 and 5	2,600	56,854	3,150
E#9 - P#2 - #M157	11	7,500	48,800	8,400
Total		20,100	120,406	24,150

Commented [EB649]: Treat this room as nearly empty (4 remain) they are encountered on an Augmented Dragon Cult Patrol.

Commented [EB650]: Treat this room as empty as they are encountered on a Noraml Dragon Cult patrol.

Commented [EB651]: Treat these rooms as empty as they are encountered as an Augmented Dragon Cult

Commented [EB652]: 5,000 + 4,500 +50,000 (phylactery) + 5,000 (dracolich brew)

Commented [EB653]: 5,650 (Jorykul) + 4,410 + 75 +900 +2,400 +3,900 + 4,000 (dragonskull talisman*) =

Commented [EB654]: Treat this room as empty as he is encountered in #J118.

Commented [EB655]: Treat these rooms as empty as they are encountered as an Augmented Dragon Cult

Commented [EB656]: 4 * 216 + 2,537 (apprentice) + 2,618 (acolyte) = 6,019

Commented [EB657]: 4 * 216 + 2,537 (apprentice) + 2,618 (acolyte) = 6,019

Commented [EB637]: Treat this room as empty as they are encountered as Direlord Tribal Patrols in earlier phases.

Commented [EB638]: Treat these rooms as empty as they are encountered as Augmented Direlord Tribal

Commented [EB639]: Treat these rooms as empty as they are encountered as Augmented Direlord Tribal

Commented [EB640]: Treat this room as largely empty (3 goblins remain) as the rest are encountered as Normal and Augmented Tribal Patrols.

Commented [EB641]: Treat these rooms as empty or mostly empty as they are encountered in Event #9H.

Commented [EB642]: Treat this room as empty as they are encountered in Event #9H.

Commented [EB643]: Treat this room as empty

Commented [EB644]: Treat this room as partia

Commented [EB658]: Warsnak: 4410. Ellisin: 7

Commented [EB659]: 60 (coffer) +2,500 (emer

Commented [EB645]: Gear for orc warlock

Commented [EB660]: Bryn: 2,537 gp. Kelthas:

Commented [EB661]: 2,100 (EL7) + 1,050 (EL(

Commented [EB646]: Gear for orc warlock.

Commented [EB662]: Dragon's possessions: 4, [7]

Commented [EB647]: Gear for orc warlock.

Commented [EB648]: Gear for orc warlock.

Chapter 6: Runedardath

East of Daggerford, on the border between the southern end of the Forlorn Hills and on the northern edge of the Laughing Hollow, stands a relatively tall peak known as Mount Illefarn, overlooking the Laughing Hollow below. The peak is named in honor of the last Council of Illefarn, held upon its southern slopes, which marked the formal dissolution of that realm. Mount Illefarn also played host to the Council of Axe and Arrow, where the Lawkeeper races—dwarves, elves, gnomes, halfings, and humans—united in the face of unending attacks by humanoid hordes from the North and the High Moor.

Amidst the roots of Mount Illefarn lie the ruins of a sprawling dwarfhold, Runedardath, which once served as the royal/ducal seat of the dwarven realm of Dardath and the royal seat of Thaltekhth, one of the three kingdoms of Phalorm. Ere the dwarves departed, Runedardath encompassed a labyrinth of living quarters, halls, workshops, mines, secret doors, and tunnels in which the dwarves delved and crafted, making bright metal weapons, fine tools, and stone carvings. Granite and marble from the quarry below was used to build castles and cathedrals throughout the Fallen Kingdoms, including the now-vanished courts of Ardeep, Athalantar, Delimbiyran, and Elembar.

The main entrance to the dwarfhold was caved in centuries ago as part of a last-ditch defense of the complex. Since its subsequent abandonment by the Stout Folk, Runedardath has been largely forgotten, serving only as the occasional lair of monstrous denizens that wandered up from the mines below or made their way in from the surface.

All that has changed in recent years, following the arrival of a black dragon named Antharzyreph, eager to establish his own lair and transform the surrounding land into a setting befitting his rule. Now the halls of Mount Illefarn are home to multiple warring factions seeking to control this ancient dwarven stronghold at the heart of the Laughing Hollow.

History

The larger history of the Fallen Kingdoms of the Shining Vale is recounted in Chapter 1. The history of Runedardath is intimately tied to the larger history of Dardath and the alliances for which it once played a key role.

After the death of King Oskilar of Phalorm, in the Year of the Shattered Scepter (614 DR), the dwarven realm of Dardath began its long, slow decline. The Stout Folk who survived the hordes that beset the Realm of Three Crowns retreated to their isolated holdings within the Forlorn Hills and largely withdrew from their neighbors. While the dwarven holdings technically fell within the territory claimed by Delimbiyran, the Kingdom of Man (marked by the humans' extension of the name "Sword Hills" to encompass the Forlorn Hills to the north of the River Delimbiyr and the assumption of the title "Shining Lord of the Sword Hills" by the King of Man), the Stout Folk considered

themselves independent, and restricted their interactions with their neighbors to the trading of goods. No longer did dwarven tithes support the armies of Delimbiyran or did the Stout Folk march alongside the humans, halflings, and gnomes of the Shining Vale. Mount Illefarn was still considered the hub of the dwarven holdings of the Forlorn Hills, and its arcrown (king) usually spoke on behalf of the Stout Folk of the region, even though his writ did not technically extend beyond the halls of Runedardath.

In the Year of the Clutching Death (702 DR), orcs from the High Forest besieged Runedardath directly, as part of a larger wave of attacks on the splinter kingdoms of Delimbiyran. While the Stout Folk successfully defended their home, their numbers were much depleted and many of the nearby dwarven holds were abandoned after this time.

By the Year of the Curse (882 DR), the Stout Folk of the Forlorn Hills had come to the realization that their diminishing numbers were not enough to retain control of their traditional lands. As such, the dwarves cautiously embraced a new alliance—also known as Illefarm—with the humans dwelling along the River Delimbiyr and with the Fair Folk of Ardeep. The alliance quickly collapsed because of lingering suspicions about the role of humans in the fall of Ascalhorn, and the shield dwarves of Dardath once again either retreated into morose isolationism or fled for more prosperous human-dominated cities. Runedardath was largely abandoned, leaving only a handful of clans to defend its nigh-empty halls and mines.

In the Year of the Black Horde (1235 DR), the largest orc horde in history massed in the North and swept down the Delimbiyr and Dessarin river valleys. One small battle in this larger wave of slaughter unfolded in the waning days of Uktar, when a large orc army attacked the doors of Runedardath, in hopes of seizing the riches held within. The Stout Folk beneath Mount Illefarn, having long since abandoned any pretense of alliance with their non-dwarven neighbors, were forced to defend their halls without any outside aid. Although the dwarves eventually prevailed, they were forced to cave in the main entrance as a result of the last-ditch defense of the complex and Arcrown Devin of Dardath, the last in the long line of Dardath's rulers, died beneath a towering pile of orcish warriors.

In the wake of this Pyrrhic victory, the surviving clans of Mount Illefarn reluctantly decided to abandon their ancestral home. Clan Ironaxe, under the leadership of Derval "Ironeater" Ironaxe, relocated to the town of Daggerford, where its members found employment as smiths and stonecutters. The other clans moved north to the city of Waterdeep, east to the village of Secomber, or elsewhere along the Sword Coast, and, within a year, the halls of Runedardath had fallen silent.

In the Year of Dragon (1352 DR), Antharzyreph, a male adult black dragon born in the Lizard Marsh, began scouting the Delimbiyr Vale for an appropriate lair beyond the territory

Commented [EB663]: FR11 – Dwarves Deep, page 12. "Runedar" means "home, familiar place, haven."

Commented [EB664]: FR11 – Dwarves Deep, page 56.

claimed by his more powerful kin and beyond the reach of Redeye's Ravagers, whose fury and subsequent marshaling into a combined tribe he had provoked. The dragon chanced upon a recently opened sinkhole on the slopes of Mount Illefarn (#J123), which he widened into a shaft just large enough for him to squeeze through. He then made his way into the upper reaches of Runedardath and then feasted on the various lesser monsters that laired within at the time.

After exploring the entire complex (with the exception of #E97 and #F98, which he never discovered), Antharzyreph decided the abandoned dwarfhold could serve as a suitable lair, if the surrounding terrain could be transformed into an environment more to his liking and more suitable for his rule. By nature ambitious and patient, Antharzyreph hatched a plot to transform the fey woodland that the Laughing Hollow had become into a festering mere of corruption. By slowly tainting the water held within the dwarfhold's primary aquifer and then unleashing it in a great deluge, the dragon hoped to permanently transform the sylvan woodland, but doing so would require a long and patient process.

In the Year of the Bow (1354 DR), an ambitious, midranking necromancer in the Cult of the Dragon named Kelthas the Dread deduced that the Marsh Marauder had resettled in the immediate vicinity of the Laughing Hollow. Having long harbored ambitions of forming his own Dragon Cult cell, Kelthas called out to Antharzyreph through the magic in his ring of dragons*. Their first meeting took place on the High Moor, in an abandoned keep in the Rockshaws that Kelthas had been using as a lair. The necromancer offered the services of the Dragon Cult to help further the ambitions of the dragon, who he took to calling the Scourge of Axe and Arrow, as the first step towards cultivating a relationship that might someday lead to transforming Antharzyreph into a dracolich.

Although wholly uninterested in the teachings of Sammaster, Antharzyreph feigned interest in becoming a Sacred One of the Dragon Cult in order to significantly accelerate his plans by creating of a cavern of corruption*. After a series of negotiations and the delivery of appropriate tithes (all of which took place at various locales on the High Moor), the necromancer agreed to procure from the markets of Skullport the appropriate alchemical formulas, ingredients, and spells necessary to create a toxic concoction known as black dragon brew and to assist in the creation of a lair ward. When everything was prepared, Antharzyreph carried Kelthas in his claws back to his lair, where the necromancer and the dragon collaborated to construct the cavern of corruption* in the East Aquifer (#M157).

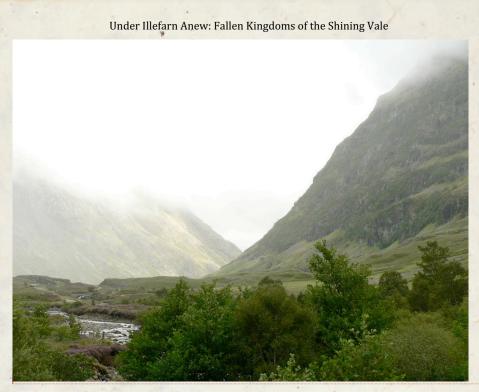
The first setback to Antharzyreph's ambitions came just a few weeks later, as a byproduct of the ongoing Dragonspear War to the south. To the dragon's surprise, a devil-ore named Wartsnak Direlord marched a troop of orcs and goblins into the dwarfhold in search of a secret lair (via #H116), after discovering a long-forgotten one-way portal in the ruined city of Kanaglym in the depths below Dragonspear Castle. Unsure of what to make

of these invaders, and whether they were the harbingers of a larger invasion, Antharzyreph remained in hiding in his primary lair (#F101), while carefully observing the interlopers with his crystal ball of clarity*.

Less than a tenday later, a second set of interlopers arrived as well, thanks to the hidden hand of Dumathoin. Korin Ironaxe, younger brother of Derval and Dervin, and his kin returned to Mount Illefarn to reclaim the hold of their ancestors via a secret entrance as yet unknown to the dragon (#D57). Although Korin had long second-guessed the decision of his clan to abandon their ancestral clanhold, his return was precipitated by a vision revealed to him by Dumathoin, Keeper of Secrets Under the Mountain. That vision depicted the crown of Daurvos dissolving amidst a fountain of bilious acid that then spread into the surrounding lands, destroying everything it touched. Within hours of the dwarves' arrival, the Stout Folk and the Direlord Tribe were at war, battling for control of Runedardath, while the dragon secretly watched. As the battle dragged on and degenerated into periodic skirmishes, the dragon continued to observe from his hidden refuge, planning to let the two factions reduce each other's numbers before he emerged to destroy the survivors in both camps.

In the meantime, Kelthas began to grow concerned and impatient, as, from his perspective, Antharzyreph had abruptly ceased all communication after getting what he wanted Although Kelthas issued call after call with his ring of dragons*, the Scourge of Axe and Arrow never appeared, as had been his practice previously, to claim a generous tithing. After a few months of silence, the Dragon Cult leader decided to dispatch his own forces to investigate the dragon's fate, now that he knew the exact location of the dragon's lair. To his surprise, once he reached the dwarfhold (via #J123), the necromancer discovered that the dragon had disappeared and two new factions were in residence, locked in a war of attrition. Cursing the apparent loss of his investment of time and coins in courting Antharzyreph. Kelthas had the Followers of the Scaly Way seize control of their own piece of Runedardath and join in the ongoing fray, hoping to claim any treasures the Dragon Cult could find

Now, three years later, the three factions have settled into an uneasy stalemate, with each group controlling a portion of the dwarfhold and battling their rivals for control of the rest. Although the conflict's denouement is taking longer than he originally anticipated, Antharzyreph has been content to let the situation play out for now, as he sees the ongoing conflict as weakening all three groups, allowing him to eliminate both the interlopers (Clan Ironaxe and the Direlord Tribe) and his erstwhile allies (the Dragon Cult), whose cloying entreaties he now finds irritating and unnecessary, all at once when the time is right. When the halls of Runedardath once again fall silent, the dragon can resume his plan to transform the Laughing Hollow into a festering mere of corruption.



However, once again, the hidden hand of Dumathoin has interrupted Antharzyreph's ambitions, by unleashing an earthquake that opened up a channel through which a trickle of corrupted water held in the aquifer could escape. Although the leaking water is leaving a path of destruction in its wake, it is nothing like what will happen should Antharzyreph be allowed to complete his corruption of the entire aquifer and then unleash it in a devastating flood. If Korin and his kin are not up to stopping this incipient blight upon the land, the Keeper of Secrets Under the Mountain is not above manipulating brave adventurers into investigating the source of the corruption, thereby tipping the balance in this subterranean struggle against the machinations of the draconic scourge.

Inhabitants

In its last days as a dwarven redoubt, Runedardath became an echoing tomb, too large for the remaining dwarves to adequately defend and damaged by invading orcs who were just barely driven off after breaching the main gate. After the dwarves quit their ancestral home, Runedardath became a lair for an everchanging array of monstrous inhabitants, but that era ended with the arrival of Antharzyreph.

In addition to Antharzyreph and a handful of predators, Runedardath is now home to three warring factions, as described below. The wild elves of the Araevae 'Delimbiyra (see Chapter 5) have long known that an abandoned dwarfhold exists beneath Mount Illefarn, but have only recently (thanks to the earthquake) become reminded of the long-buried entrance (#A1). As events beneath Mount Illefarn begin to spill out into the Laughing Hollow, the wild elves effectively become a fourth faction, seeking to contain the danger to the Laughing Hollow and its inhabitants. Depending on events, if Redeye's Ravagers (see Chapter 2) move in force to the Laughing Hollow, they would constitute a fifth faction, seeking nothing less than the death of the Marsh Marauder, whatever the cost.

At the present time, territory within the dwarfhold is divided amongst the dwarves of Clan Ironaxe, the Cult of the Dragon, and the Direlord Tribe. The balance of the dwarfhold (Area A, most of Area B, the western half of Area D, and Area E) is contested, with patrols of the various factions likely to wander through from time to time. The Stout Folk control #B23 - #B25, all of area C and #D56. The Followers of the Scaly Way control #B21 and all of Areas G, H, and J. Only the dragon and the dwarves are aware of the existence of Area F, only the dragon, the dwarves, and Kelthas are ware of the existence of Area M, and only the dragon knows how to enter those both areas.

Commented [EB665]: http://www.public-domainimage.com/nature-landscape/fog-mist/slides/scottishcountryside-forrest.html

Antharzyreph, "Scourge of Axe and Arrow"

Antharzyreph is a rising power in the Shining Vale, enmeshed in a plot to transform the fey wilderness of the Laughing Hollow into a fetid mere suitable for a black dragon to rule. Amongst the inhabitants of the Lizard Marsh, Antharzyreph is known as the Marsh Marauder, for his frequent attacks on small bands of lizardfolk in years past. Amongst the Followers of the Scaly Way, he is known as the "Scourge of Axe and Arrow," a sobriquet coined by Kelthas the Dread in reference to the longago Council of Axe and Arrow on the slopes of Mount Illefarm that united the Fair Folk and Stout Folk in defending their realms in the Shining Vale, and "Bane of Illefarn," referring to Antharzyreph's plans to undo all that elves and dwarves once held dear.

Antharzyreph's appearance is fairly typical for his race, with deep-socketed eyes and broad nasal openings that make his face look like a skull. He has segmented horns that curve forward and down, somewhat like a ram's horns, but not as curly. These horns are bone-colored near their bases, but darken to dead black at the tips. The flesh around his horns and cheekbones has started to deteriorate, as though eaten by acid, leaving only thinning, pockmarked hide covering his skull. Antharzyreph's teeth protrude when his mouth is closed, and big spikes stud his lower jaw. The leftmost spike has broken off, the result of attempting to bite down on a hard-shelled ankylosaurus during his youth. A pair of small horns juts up from his chin, and a row of hornlets crown his head. His tongue is flat with a forked tip, and acidic slime drools from his mouth down his neck. Antharzyreph smells of rotting vegetation and foul water, with an acidic undertone.

When he flies, Antharzyreph cuts a distinctive profile, characteristic of his race. His horns, with their characteristic forward curve, are clearly visible. The wing membranes are marked with blobby stripes, and the leading edges of the wings are scalloped near the tips. Like other black wyrms, Antharzyreph has exceptionally long alar thumbs. The trailing edges of the wing membranes join his body ahead of his back legs.

Antharzyreph's scales have grown larger and thicker with age, but not lost the glossy sheen characteristic of hatchlings. In Antharzyreph's case, this glossy sheen has a greenish hue and seems to have intensified due to his regular, prolonged immersions Runedardath's corrupted aquifer.

Hoard: 2,500 gp in mixed coins, 8 blue quartz (10 gp each), 1 jade statue of an elven maiden (120 gp), 2 violet garnets called the "blood of Stonebridge" (400 gp each), armor of Bharaun*, cloak of Shining*, and the crown of Daurvos*.

Lair: Since the Year of the Dragon (1352 DR),
Antharzyreph has claimed the abandoned dwarfhold in the
bowels of Mount Illefarn, along the northern edge of the
Laughing Hollow, as his lair, slumbering atop a bed of coins in
the Contemplation Chamber (#F101), while keeping the Hall of

the Pool (#B16) as his "throne room" and the East Aquifer (#M157) as his secret retreat. While he claims all of the Laughing Hollow as his domain, Antharzyreph has not yet chosen to enforce his self-appointed rule.

Tactics: Antharzyreph cares first and foremost about his own self-preservation. While he is not particularly cowardly, he is quite comfortable retreating to fight another day, even if that disrupts his longstanding plans. When forced into combat, the Scourge of Axe and Arrow attempts to find terrain favorable to his skills, such as lurking in the depths of a dark, foul subterranean lake or attacking from the sky on a dark, moonless night. Antharzyreph employs his ring of reduction* to great effect, enabling him to shrink to Medium size and thereby navigate the narrow shafts with ease, such as those found in Runedardath between #B16 and #F101, between #F100 and #B36, and between #B25 and #D61.

Known Allies: At heart, Antharzyreph is a selfish creature, wholly unconcerned with any other being. However, at least until recently, the Scourge of Axe and Arrow has found it advantageous to work with Kelthas the Dread, a bandit lord and mid-ranking member of the Cult of the Dragon active along the northern edge of the High Moor. In exchange for feigning interest in the teachings of Sammaster, Antharzyreph has received the support of Kelthas and his followers in his schemes.

Known Enemies: Ere his departure from the Lizard Marsh, Antharzyreph preyed heavily on the local tribes of lizardfolk. Eventually his depredations forced the tribes to ally against him under the leadership of a lizardfolk champion by the name of Redeye. Although the Marsh Marauder has long been absent from the Lizard Marsh, the tales of the lizardfolk continue to speak of Antharzyreph's depredations, not coincidentally supporting Redeye's case for continued leadership of the united tribes.

Schemes: Antharzyreph's primary interest is to transform the Laughing Hollow into a festering mere suitable for him to rule, with the dwarfhold beneath Mount Illefarn serving as his lair. With the aid of the Dragon Cult, the dragon has been able to accelerate his plans to corrupt the waters of Runedardath's primary aquifer and then unleash a deluge of poison on the Laughing Hollow. While this plan is still in place, the dragon's schemes have grown more complicated thanks to the presence of multiple factions, all of whom entered the dwarfhold around the same time. At present, the dragon seeks to wait until Clan Ironaxe, the Followers of the Scaly Way, and the Direlord Tribe have sufficiently weakened each other that he can sweep in and safely destroy the survivors. Antharzyreph has not yet decided whether to let some of the combatants survive, if they pledge to fight on his behalf after the deluge against the remnants of Melandrach's tribe, but ultimately the Scourge of Axe and Arrow intends to leave no survivors who might reveal the

Knowledge Checks: Locating Antharzyreph's lair in the Laughing Hollow requires a DC 35 bardic knowledge, Knowledge (geography), or Knowledge (local—Sword Coast) Commented [EB666]: Dragon #260, page 58.

Commented [EB667]: Draconomicon, pages, 37-38.

Commented [EB668]: Expected Value: 22,500. Actual Value: 2,500 +1,000 +12,500 (*armor of Bharaun*) +2,500 (*cloak of elvenkind*) + 4,000 (*crown of Daurvos*) = 22,500.

check, coupled with a fair amount of reading between the lines of a half dozen whispered sightings. PCs who question the lizardfolk of the Lizard Marsh or interrogate a Dragon Cultist along the Sword Coast may learn bits and pieces about Antharzyreph's description, past lairs, tactics, known allies, and known enemies with a successful DC 20 Gather Information check. They may learn about his rumored hoard and schemes by interrogating Followers of the Scaly Way with a successful DC 25 Gather Information check.

Adventure Hooks: At present, Antharzyreph seeks to maintain a low profile and rarely leaves his lair beneath Mount Illefarn. When he does emerge to hunt (via #D57), the Scourge of Axe and Arrow usually confines his depredations to the Lizard Marsh, where he enjoys dining on lizardfolk corpses, or the northern High Moor, where he slakes his hunger with the flesh of goblins and orcs. If the DM needs to refocus the PCs' attention on the danger posed by Antharzyreph, have the dragon emerge to feed on the lizardfolk of the Lizard Marsh, prompting Redeye to dispatch another emissary to Daggerford in hopes of procuring metal weapons. PCs who have formed a relationship with Redeye might be contacted in the wake of such a raid to act as emissaries on Redeye's behalf to the Council of Guilds. Alternatively, while escorting a delivery of weapons and armor to Redeye, the PCs might get caught up in an attack by the Marsh Marauder.

Clan Ironaxe

Clan Ironaxe is one of the last surviving dwarven clans of the Fallen Kingdoms. The current generation is able to trace its lineage back to the founding of Dardath and the arrival of Clan Ironstar. Clan Ironaxe abandoned Runedardath in the Year of the Black Horde (1235 DR), but a small band of dwarven clansfolk has recently returned under the leadership of Korin Ironaxe. Korin had long disagreed with his elder brothers' decision to abandon the dwarfhold, so three years ago, after receiving a vision from Dumathoin, Keeper of Secrets Under the Mountain, he led all the dwarves he could round up back into the complex in an attempt to claim it anew for the Stout Folk.

Clan Ironaxe currently controls #B23 to #B25, all of area C (#C42 to #C55), and #D56. They enter and exit the complex through #D57, although they do not control it. Due to the slow reduction of their ranks, Clan Ironaxe is barely holding on to the territory it has claimed, and dreams of driving their enemies from their ancestral halls are slowly fading. Of late, the Stout Folk have refocused their efforts on rediscovering the crown of Daurros* and bringing it out of Runedardath to honor it in a more defensible locale. Unfortunately, Korin and his kin have lost track of just where the crown is located, making achievement of even this scaled-back objective tenuous as well.

If Korin is ever slain, Gorn the Runecaster assumes temporary control of Clan Ironaxe, but then executes a strategic withdrawal from the dwarfhold and relinquishes the role of clan laird back to Derval Ironeater.

The clan marking of the Clan Ironaxe is a dwarven hammer splitting an iron anvil in twain, usually engraved into solid rock or stamped into items of worked metal.

What Clan Ironaxe Knows

The Stout Folk of Clan Ironaxe are familiar with most of the dwarfhold, with the notable exception of Area G (Arcrowns' Refuge) and Area M (Aquifers). They lack detailed maps of each level, but are capable of navigating through Runedardath without getting lost.

Specific things that the Stout Folk know:

- The name of the dwarfhold is Runedardath, although that name has largely been forgotten beyond the ranks of dwarven scholars.
- When the Stout Folk arrived, the pool in #B16 was filled with the corrupted water that now flows out into the Laughing Hollow.

Specific things that Korin Ironaxe knows:

- There exists a hidden area, known as Arcrowns' Refuge, and it can be reached via the balcony in the pillar in the Hall of the Pool (#B16), although supposedly there are better ways to reach it unknown to him.
- The "gargoyles" in the Hall of the Pool (#B16) are alive and will attack anyone attempting to get on to the pillar balcony.
- There used to be a bridge/stairway to the battlement above the Hall of the Pool (#B41A), but invaders destroyed it in the Year of the Black Horde (1235 DR).
- If the PCs ask for mapping help, Korin can give them general information about the location and previous use of each section of the dwarfhold, but he does not have detailed maps of the complex.

Specific things none of the dwarves know:

- The dwarves are wholly unaware that a black dragon lurks within Runedardath, although the presence of the Dragon Cult that seems to be searching for something or someone without an obvious candidate for dracolichdom is a lingering concern to Korin.
- The dwarves are unaware of the existence of #E97 or
 #F98. (The existence of the temple's secret vault died
 with the last high priest of Moradin.)

Allying with Clan Ironaxe

After the PCs first encounter a Clan Ironaxe patrol or guard station, they are offered a dwarven escort to Korin Ironaxe to parley. If the PCs carry the faith token of Dunathoin* given to them by Derval "Ironeater" Ironaxe (brother of Korin and Dervin), Korin's initial reaction is Friendly. If the PCs lack the faith token of Dunathoin* but include at least one dwarf amongst their ranks, Korin's initial reaction is Indifferent. If the PCs lack the faith token of Dunathoin* and do not include at least one member of the Stout Folk amongst their number, Korin's initial reaction is Unfriendly. Korin's reaction can be modified through

a Diplomacy check. Any such Diplomacy check receives a -2 circumstance penalty if the diplomat is obviously of elven blood.

If Korin is at least Friendly, he is willing to ally himself with the PCs. As part of such an alliance, the Stout Folk will give the PCs sanctuary in the dwarf-controlled regions of Runedardath while they recover from their explorations beneath Mount Illefarn. Korin will share such information as he has, as outlined above, in response to questions from the PCs. Korin will be supportive of the PCs seeking a way into Arcrowns' Refuge and turning off the flow of corrupted water leaking into the Laughing Hollow and the River Delimbiyr. If asked, Korin will send some troops (no more than 4 at any one time) along with the PCs. However, when swords start flying, the Stout Folk will hang back and protect themselves in hopes that the PCs take the brunt of the fighting and the brunt of the dying. Korin figures that the more goblinoids, orcs and Dragon Cultists that get killed without sacrificing the lives of the Stout Folk, the better. If the PCs do a good job wiping out his enemies, Korin just might regain control of Runedardath.

In exchange for his support, Korin asks the PCs to return to him the crown of Daurvos* or any other piece in the regalia of Torghatar (armor of Bharaun*, cloak of Shining*) that they recover. Agreeing to do so without hesitation immediately changes his reaction to Helpful. Korin is also grateful for any other aid the PCs provide in cleaning out the monstrous inhabitants of his ancestral halls. The dwarf laird will reward adventurers with access to healing magic, such as the Stout Folk can muster, and will not object if they keep any loot other than the items he has requested (although of course he would like to hold on to every dwarven artifact). If the PCs return the crown of Daurvos* to Korin, he rewards them with a belt of dwarvenkind. His gratitude does not extend to risking dwarven lives when an adventurer is on hand to take the risks.

Initially, Korin does not want his presence mentioned to Melandrach, let alone seeking out any sort of alliance with the Araevae' Delimbiyra. The PCs may try to tell Korin that the wild eves would not ever want to go inside the dwarfhold, but Korin is worried that the return of the Stout Folk to Runedardath will eventually become more widely known if their presence is shared with the Fair Folk or anyone else. If forced to interact with the Araevae' Delimbiyra, Korin's initial reaction to the wild elves is Unfriendly, but that can be changed through a successful Diplomacy check by the PCs.

Members of Clan Ironaxe

When they entered the halls, the Stout Folk's ranks included 36 shield dwarves and 1 azerblood, but 11 shield dwarves have perished in combat with the other two factions over the past three years. Now the Stout Folk are sorely pressed just to hold on to the territory they have already claimed.

The majority of the dwarves and only azerblood are male, but there are a handful of females among their ranks. All told, the ranks of the Stout Folk include Korin Ironaxe, Gorn the Runecaster, Beldas and Belgin Ironaxe, Ibin "the Scorcher" Azerkyn, Kealea "the Lucky" of Torstultok, and 17 battlehardened dwarven defenders.

Korin Ironaxe

Korin Ironaxe (LN male middle-aged shield dwarf fighter 7, see Appendix 2, page 304) hails from the Sword Coast region, specifically Runedardath, the dwarfhold beneath Mount Illefarn. He is a thickly muscled, powerfully built dwarf, with a massive gut, steel gray eyes, and a sharp, almost aquiline, nose.

Born in the Year of the Agate Hammer (1174 DR), Korin left Runedardath along with the rest of his clan in the Year of the Black Horde (1235 DR). He spent much of his life working as a craftsman in the town of Daggerford, alongside his elder brothers Derval and Dervin. Whereas his brothers were content to forge a new life for themselves and their kin, Korin has always regretted the clan's decision to depart their ancestral home. After receiving Dumathoin's vision, Korin leaped at the opportunity to reclaim his clan's ancestral halls. Derval conceded the title of laird (clanmaster) to his younger brother, and Korin set about assembling a force of dwarves to reclaim Runedardath.

The laird of Clan Ironaxe is a deeply religious dwarf with traditional dwarven beliefs, who follows the way of Dumathoin, Keeper of Secrets Under the Mountain. Korin is guardedly open to alliances with the Lawkeeper races who made up the Realm of Three Crowns (elves, gnomes, halflings, and humans), but he recognizes that such alliances are not without their own dangers and is very cautious before embarking upon such entanglements. Korin's sense of humor is very dry, and only those who have known him for a very long time can tell when he is slightly less than serious. Korin has never married, but he is very close with both of his brothers' offspring.

Korin can trace his ancestry back to Clan Ironstar, but, like his brothers, he keeps that lineage secret.

Beldas and Belgin Ironaxe

Born in Daggerford in the Year of Thunder (1306 DR), Beldas and Belgin Ironaxe (each LG male shield dwarf scout had 4, see Appendix 2, page 305) are identical twins and first-cousins-onceremoved of Korin Ironaxe. The twin scouts share a deep emotional bond, evinced by their frequent finishing of each other's sentences, and a dark sense of humor, which frequently manifests in the form of elaborate practical jokes at each other's expense. Both have twinkling green eyes, light caramel-hued beards, and keep their heads shorn of hair.

Unlike the majority of their kin, Beldas and Belgin have never evinced much interest in metalworking or stonework.—
Instead, they served as soldiers and scouts in the employ of Duke Pryden, specializing in the construction of traps. When Korin Ironaxe appealed to them to join him in retaking their ancestral halls, they resigned their ducal commissions and jumped at the chance to explore Runedardath.

Commented [EB670]: FR11 – Dwarves Deep, page 13.

Commented [EB671]: Complete Adventurer, pages 10-13.

Commented [EB669]: I dropped the gnomes because they only have low-light vision, making them more of a liability than a help. The original goal in the module was to give the dwarves arcane spellcasting, so I have accomplished that in other ways.

Gorn the Runecaster

Born in the Far Hills east of Hills Edge in the Year of the Remembering Stones (1153 DR), Gorn the Runecaster (LG male old shield dwarf cleric 5/runecaster PGF 4, see Appendix 2, page 305) is an elderly dwarf, whose black braided beard and close-cropped hair is streaked with flecks of white. His skin is tattooed with myriad runes that suggest his mastery of dwarven rune magic.

Gorn is said to be the last survivor of the legendary "lost well" of the Far Hills, but the Runecaster says nothing of his youth, other than to reply with a curt "I am clanless," if asked about his heritage. (The "lost well" was overrun by an army of goblins and orcs led by hobgoblins in the Year of the Shattered Altar (1264 DR), but no trace of the dwarven population was ever found.) Gorn has spent much of the last century aiding other Stout Folk in exploring lost dwarfholds in hopes of reclaiming the heritage of their ancestors, and Korin Ironaxe is simply the latest dreamer to draw upon Gorn's talents.

Ibin "the Scorcher" Azerkyn

Born in the Year of the Smoky Moon (1287 DR), Ibin "the Scorcher" Azerkyn (LN male azerblood hasso sorcere 4, see Appendix 2, page 306) hails from remote Fireshear, a mining city in the far northwestern corner of Faertin. Ibin is impetuous, hotheaded, and fascinated by fire. He has a mane of shocking red hair and dark bronzed skin adorned with tattoos of fiery creatures.

Ibin is the son of a dwarven escort who died in childbirth and an unknown azerkyn miner. A sympathetic dwarven miner took him to Ironstar, where he grew up as a clanless ward in the house of Lord Clanmaster Strogue Sstar, where his natural talent for arcane magic and a fascination with fire led to countless runins with Ironstar's lawkeepers. Upon reaching maturity, Ibin decided to seek adventure and the freedom of the open road. Over a number of years, he made his way south to Waterdeep, where he learned of Korin's quixotic quest.

Kealea "the Lucky" of Torstultok

Born in the Year of Storms (1310 DR), Kealea "the Lucky" of Torstultok (CG female shield dwarf cleric 4 of Haela Brightaxe, see Appendix 2, page 307) is a devout follower of Haela Brightaxe. She has a sprite-like face and laughing green eyes, but keeps her beard shaved and wears her auburn hair in a tangle of braids. Kealea lives her life with wild abandon, charging into battle with her flaming greatsword held aloft. When not fighting, she relishes rich foods, dark ale, and flirting outrageously with every male (particularly Korin, who finds her intimidating, to say the least) who crosses her path.

When she learned of Korin's foolhardy plan to reclaim Runedardath with even fewer dwarves than held it at the time it was abandoned, Kealea rushed to Daggerford to volunteer. Now that the Stout Folk's numbers have begun to wane, Kealea is the primary voice for not giving up the fight.

Clan Ironaxe Patrols

A normal Clan Ironaxe patrol (EL 7) includes at least 4 dwarven defenders, as well as one spellcaster (either Kealea "the Lucky" or Ibin "the Scorcher) and one scout (either Beldas or Belgin).

Tactics: First and foremost, the goal of every Clan-Ironaxe patrol is to return safely, as the Stout Folk cannot survive any further diminishment of their ranks. Second, each patrol seeks to pick off at least one or two foes before it returns to dwarf-controlled territory. And finally, each patrol seeks to reset or create new, lethal traps to spring upon patrols of Dragon Cultists or the Direlord Tribe. Usually the scout leads the group, while the dwarven defenders follow, encircling the spellcaster. It the dwarves encounter Dragon Cult or Direlord Tribal patrol, they battle fiercely for a few rounds before attempting a tactical withdrawal.

If a normal Clan Ironaxe Patrol does not return, Korin sends out an augmented Clan Ironaxe patrol (EL 9). An augmented patrol includes six dwarven defenders, the other scout, and either Körin or Gorn.

Tactics: Having two patrols in the field is an incredible risk for the Stout Folk, as they leave the remaining defenders of dwarf-held territory woefully understaffed. As such, the dwarves move quickly and aggressively to find their lost fellows and then beat a hasty retreat.

All-Out War: If more than one patrol does not report back to him or returns with significant losses, Korin executes a tactical retreat, significantly reducing the territory (and the number of approaches) his forces have to defend.

Cult of the Dragon

The Cult of the Dragon is a secretive fellowship of individuals across Faerûn who believe the prophecies of their founder, Sammaster, a crazed archmage and fallen Chosen of Mystra. As recorded in the original *Tome of the Dragon,* Sammaster revealed through the translation of obscure prophecies that the fate of all the nations of Faerûn was to be ruled by undead dragons. Sammaster's followers seek to accelerate the coming of that age, by transforming powerful dragons into undead dracoliches.

The Followers of the Scaly Way are organized into individual cells, each lead by the Wearers of the Purple (so named for the colors of the ceremonial robes they wear). Dragon Cult cells are largely independent of each other, and each cell has a rare, scribed copy of the Tome of the Dragon that it guards to the last member. The leaders of each Dragon Cult cell seek to cultivate relationships with local dragons in the hope that such dragons will eventually be tempted to undergo the transformation that will give them eternal life and power beyond imagining. Until that time, such cells engage in all manner of legal and (more commonly) illegal activities in order to fund their research and recruiting.

Founded in the Year of the Dragon (1352 DR) after the destruction of a previous cell based in the Rat Hills, the Black Brew cell of the Cult of the Dragon is a small cell, active in the Shining Vale. Originally based in the Rockshaws, the broken

Commented [EB672]: Volo's Guide to the Sword Coast, page 188.

Commented [EB673]: FR11 – Dwarves Deep, page 59.

Commented [EB674]: Prayers from the Faithful, page 37.

Commented [EB675]: Dragon #350, pages 50-52.

Commented [EB678]: Champions of Ruin, pages 72-75, Dragons of Faerûn, page 52-68, Lords of Darkness, pages 18-27.

Commented [EB676]: Volo's Guide to the Sword Coast, page 200.

Commented [EB677]: Volo's Guide to the North, page

Commented [EB679]: Dragons of Faerûn, page 43, http://www.wizards.com/default.asp?x=dnd/wn/20030 716a

country of the northeastern High Moor, due east from Daggerford and southeast of Secomber, the Black Brew cell has since relocated to Runedardath, and now occupies part of the abandoned dwarfhold.

The Black Brew cell is led by Kelthas the Dread, a necromancer and Wearer of the Purple, and his second-incommand, Jorykul, a bone dancer* of Myrkul. In the past, the Black Brew cell has funded its endeavors through a campaign of banditry and intimidation, primarily directed at travelers in the Secomber region, but now the leadership is focused on recovering all the treasure it can find in the abandoned dwarfhold. Eventually, Kelthas has ambitions to establish kidnapping and extortion rings from Loudwater to Daggerford.

After determining that the Marsh Marauder had chosen to establish a lair in the dwarfhold beneath Mount Illefarn, the Black Brew cell began to cultivate a relationship with Antharzyreph, in hopes of making him the focus of their efforts. Initially, Kelthas's contact with the Scourge of Axe and Arrow seemed promising, and the necromancer was able to assist the dragon in procuring the appropriate alchemical formulas, ingredients, spells necessary to create a toxic concoction known as black dragon brew from the markets of Skullport.

After allowing the Dragon Cult to help construct a cavern of corruption* in the depths of the dwarfhold, Antharzyreph abruptly ceased to respond to the necromancer's magical entreaties, leaving Kelthas in the dark as to the dragon's fate or intentions. The necromancer decided to bring his followers into the dwarfhold to investigate, where they became entangled in a three-way war for control of the complex. Now the Cult of the Dragon seeks to seize control of the entire dwarfhold, acquire any remaining treasures they can find, discover Antharzyreph's fate, and then, if necessary, begin cultivating a relationship with another dragon or two.

The Followers of the Scaly Way currently control #B21, all of area G (#G105 to #G113), all of area H (#H114 to #H116), and all of area J (#J118 to #J123). They enter and exit the complex through #J103.

If Kelthas is ever slain, Jorykul assumes control of the Black Brew cell and continues to seek control of the dwarfhold.

The Cult of the Dragon uses the symbol of a flame with eyes burning above a dragon's claw, but Dragon Cultists display it openly only when a cell or individual member can be sure that it will not attract the attention of the Cult's many dedicated foes.

What the Dragon Cultists Know

Over the past three years, the Dragon Cultists have become familiar with parts of the dwarfhold, including Areas A, B, G, H, and J. They have detailed maps of areas A and B in #J120.

Specific things that Kelthas and Jorykul know:

- Antharzyreph previously employed area #B16 as a "throne room."
- Antharzyreph had a lair somewhere else in the stronghold, but the Dragon Cult leadership does not know where.

- There exists a water-filled cavern of corruption*
 (#M157) somewhere beneath the dwarfhold, where
 Kelthas and the dragon created a lair ward.
- The black dragon brew that now pollutes the River Delimbiyr is a product of that cavern of corruption*, however, letting it trickle out is not consistent with the Marsh Marauder's original plan.
- Antharzyreph seems to have vanished around the time that the Direlord Tribe and Clan Ironaxe arrived in the dwarfhold.

Kelthas is wholly unaware of what has happened to the Marsh Marauder, where the dragon is holed up, or even if the dragon is alive. He also does not know how to get to the East Aquifer (#M157), as he was knocked unconscious on his way to and from the water-filled cavern.

Members of the Dragon Cult

When they entered the halls, the Followers of the Scaly Way included 44 humanoids and monstrous humanoids and a dozen undead. Over a quarter of the living creatures have perished in combat with the other two factions over the past three years, but the ranks of the undead have continued to grow, by animating the corpses of friend and foe alike.

The current roster of the Dragon Cult active beneath Mount Illefarn includes: Kelthas the Dread, Jorykul, 3 Dragon Cult apprentices (Bryn, Karri, and Duggwell), 2 Dragon Cult acolytes (Dappleford, Izeley), 24 Dragon Cult warriors, 6 dragonkin, 4 dreads (3 HD each under the control of Kelthas), 8 goblin warrior skeletons (1 HD each, under the control of Kelthas), 6 orc warrior skeletons (1 HD each, under the control of Jorykul), 7 Dragon Cult warrior zombies (2 HD each, under the control of Jorykul), and 4 shield dwarf warrior zombies (2 HD each, under the control of Kelthas).

Between them, Kelthas and Jorykul can animate and control up to 48 HD of undead at any one time. The necromancer and the cleric regularly animate any bodies left behind in the dwarfhold that are recovered by their troops, although both Clan Ironaxe and the Direlord Tribe have learned to bring back bodies of the fallen, if at all possible. In addition, the lesser spellcasters regularly summon felldrake zombies (using summon undead II*, summon undead III*, and summon undead IV*, spells).

Kelthas the Dread

Kelthas the Dread (CE male Tethyrian human necromancer 6 /wearer of the purple^{FP} 1, see Appendix 2, page 308), self-styled Wearer of the Purple of the Black Brew cell, is a gaunt, greeneyed, dusky-hued human of Tethyrian descent who smells of an open grave. He wears his dark brown, almost black, hair in a thick, braided coil from the nape of his neck on down his back, leaving the rest of his shaved head adorned with mystic tattoos. He carries a zalantar (darkwood) quarterstaff and a dagger made from the tooth of a white dragon.

Kelthas is a cunning survivor, seeing the exploitation of the undead as a path to power and riches. He does truly believe **Commented [EB681]:** 4x3 =12

8x1 =8

6x1=6

7x2=14

Total: 48 HD. 28 HD for Kelthas. 20 HD for Jorykul.

Commented [EB680]: Lords of Darkness, page 19.

in the teachings of Sammaster, but interprets them in the most self-serving way possible. Kelthas maintains his rule over those who follow him through a combination of inflexible dogmatism and snake-like charm. Kelthas will gladly make a deal with anyone who wants to make one with him, but his word is good only as long as it suits him.

Born in the Year of Chains (1321 DR), Kelthas the Dread hails from Baldur's Gate, the son of a caravan merchant who traveled up and down the Trade Way-to Waterdeep. After witnessing the bloody death of his father in the jaws of wyrm who attacked their caravan, Kelthas sought out an apprenticeship with a necromancer in the Cult of the Dragon, who led a small cell active in the High Moor. Initially, the young necromancer only sought the power needed to defeat the great dragons that ruled the skies of Faerûn, but in time he became a true believer in the teachings of Sammaster.

In the Year of the Dragon (1352 DR), Kelthas's master and other Dragon Cultists settled in the Rat Hills outside of Waterdeep, having been recruited to serve a black dragon amed Nabalnyth, Kelthas's apprenticeship came to an abrupt end when Jalanvaloss, the "Wyrm of Many Spells," attacked, killing Nabalnyth and most of the Dragon Cultists in attendance. Kelthas managed to escape, along with his master's ring of dragons*, the cell's Tome of the Dragon*, an unused dracolich phylactery*, and an unused dracolich brew*. He fled to the Rockshaws (see Chapter 1), the broken country of the northeastern High Moor.

Having long harbored ambitions of leading a Dragon Cult cell of his own, Kelthas began recruiting followers amongst the outlaws who inhabited the Rockshaws. He even managed to recruit several dragonkin from the local Wyrmripper tribe to serve as his enforcers. After two years of banditry and research, Kelthas had assembled sufficient tribute and knowledge to start approaching chromatic dragons with the teachings of Sammaster and had identified several possible candidates. After several false starts, Kelthas determined that Antharzyreph, better known as the Marsh Marauder amongst the lizardfolk of the Lizard Marsh, had apparently relocated to the vicinity of the Laughing Hollow. Intrigued by this unorthodox choice of lair, Kelthas reached out to Antharzyreph and began the slow courtship that marks the start of most incipient Dragon Cult cells. The necromancer now burns with frustration that his efforts have come to naught, with the dragon he so arduously courted having vanished and control of the dragon's lair contested by two rival groups.

Kelthas is served directly by three apprentices—Bryn, Karri, and Duggwell—as well as variety of undead.

Jorykul, Bone Dancer of Myrkul

Jorykul (NE male half-orc cleric 5 / bone wing* 1, see Appendix 2, page 309), Bone Dancer of Myrkul, is second-in-command of the Black Brew cell of the Dragon Cult. Of mixed human and orcish ancestry, Jorykul is thickly built, with grayish skin with dusky purple undertones and coarse black body hair. His face

features a sloping brow, jutting jaw with prominent teeth, and a flat, squashed nose.

Born in the Year of the Blazing Brand (1334 DR), Jorykul hails from a farm a day's ride east of Secomber. His Illuskan human mother was attacked by an orc raider during an all-too-frequent raid launched by the humanoids of the northern High Moor. Jorykul was raised by his mother until her death eight years later and was then driven from his home by a human uncle who coveted his sister's land. Jorykul spent much of his teenage years as a hanger-on to various bandit gangs based in the Rockshaws before finding his calling in the church of Myrkul.

Jorykul is a member of a Myrkulyte sect known as the Bone Wings, who see the church of Myrkul as an unholy dracolich and themselves to be part of that dracolich, taking on aspects of undead dragonkind. Despite their somewhat heretical take on the teachings of the Lord of Bones and therefore strained relations with the mainstream clergy, bone wings consider themselves crusaders called to seek out and eliminate enemies of the Reaper's church. As this sect's beliefs are closely aligned with the teachings of Sammaster, many Bone Wings rise to positions of prominence within the Cult of the Dragon.

Jorykul met Kelthas the Dread in the Year of the Dragon (1352 DR) and was recruited by the necromancer to serve as his second-in-command in the Dragon Cult cell he was founding. While the two do not see eye-to-eye on everything, Kelthas and Jorykul have managed to work together effectively over the past few years. Jorykul is served directly by two acolytes—Dappleford and Izeley—as well as variety of undead.

Dragon Cult Patrols

A **normal Dragon Cult Patrol** (EL 6) consists of six Dragon Cult warriors, as well as one Dragon Cult acolyte or Dragon Cult apprentice.

Tactics: When confronting another party, the Dragon Cult warriors and spellcaster move to a defensible position, usually the end of a corridor where it goes into a larger chamber. The spellcaster summons a spitting felldrake zombie to fight on the front line, while the rest of the warriors attack with missile weapons. If the zombie is quickly dispatched, the Dragon Cultists attempt to withdraw without losses.

If a Dragon Cult Patrol does not return, Kelthas sends out an augmented Dragon Cult patrol (EL 8). An augmented patrol includes four Dragon Cult Warriors, one Dragon Cult acolyte, one Dragon Cult apprentice, and 2 dragonkin.

Tactics: When confronting another party, the Dragon Cult warriors and spellcasters move to a defensible position, usually the end of a corridor where it goes into a larger chamber. The spellcasters summon spitting felldrake zombies to fight on the front line, while the rest of the warriors attack with missile weapons. After the zombies are dispatched, the dragonkin move to the front line, while the warriors continue to attack with missile weapons.

All-Out War: If more than one patrol does not report back to him or returns with significant losses, Kelthas pulls in his Commented [EB682]: Dragons of Faerûn, page 25, http://www.wizards.com/default.asp?x=dnd/wn/20021 218a.

Commented [EB683]: Dragons of Faerûn, page 58.

Commented [EB684]: Faiths & Avatars, page 125.

followers, reorganizes them, and starts seriously cleaning out all the areas he knows have orcs and dwarves, using his undead as an advance force. During this effort, Kelthas and Jorykul continue to aggressively augment the ranks of the Dragon Cult with undead animated from the recovered remains of the fallen, including both allies and enemies.

Direlord Tribe

The Direlord tribe, formerly a regiment in the Alliance of Avernus, is a motley band of humanoids, hailing from the western reaches of the High Moor that lie in the shadow of Dragonspear Castle. Brought together in the early days of the Dragonspear War under the leadership of Wartsnak Direlord, fear of their devil-orc chieftain keeps them loyal and effective as a fighting force.

Three years ago, Wartsnak led his followers through a one-way portal in the abandoned, dwarven, subterranean city of Kanaglym into the dwarfhold beneath Mount Illefarn. After some initial success in exploring Runedardath and claiming the treasures that lay within, Wartsnak soon found his claimed lair overrun with Dragon Cultists and the hated Stout Folk. The Direlord Tribe now finds itself trapped in an uneasy stalemate with the other two factions to occupy the dwarfhold as Wartsnak seeks a way to press his numerical advantage over his foes. The devil-orc has learned the hard way that his troops should not leave any bodies behind, for Kelthas quickly animates them to battle on behalf of the Dragon Cult.

The Direlord Tribe currently controls half of area D (#D65, #D67 to #D77), all of area K (#K124 to #K133), and all of area L (#L134 to #L152). They enter and exit the complex through #D139

If Wartsnak is ever killed, the Direlord Tribe quickly dissolves into race-based warring factions. Most members of the tribe quickly leave, seeking refuge in their traditional homelands on the High Moor.

The sigil of the Direlord Tribe, usually painted in dried blood, is that of a snarling wolf-head with the horns of a fiend.

What the Direlord Tribe Knows

The Direlord Tribe is familiar with much of the dwarfhold, including areas A, B, D (but not the secret entrance used by the dwarves or #D56), E, K, and L. They also explored areas G, H, and J before the Dragon Cult arrived, but it has been three years since they last visited those areas.

Specific things that members of the Direlord Tribe know:

- When they arrived, the pool in #B16 was filled with the corrupted water that now flows out into the Laughing Hollow.
- The Dragon Cultists seem to be searching for something or someone.
- The dwarves seem to be searching for something.
 Wartsnak is wholly unaware of the existence of the dragon,
 #E97, Arcrowns' Refuge, or the aquifers. No member of the
 Direlord tribe has been inside #B41.

Members of the Direlord Tribe

When they entered the halls, the ranks of the Direlord Tribe included 52 orcs, and 107 goblins, but many have perished in combat with the other two factions over the past three years. The Direlord Tribe still retains its numerical advantage over Clan Ironaxe and the Dragon Cultists, but tactically the tribe members are much weaker except when Wartsnak is directly involved. As such, those numbers often go to waste and the stragglers are added to the ranks of Kelthas's undead army. The Direlord Tribe has not made any significant territorial gains in recent months, to Wartsnak's mounting frustration.

The majority of the orcs and goblins are male, but there are a handful of females among their ranks. All told, the surviving ranks of the Direlord Tribe include 44 orcs, 75 goblins, 2 trolls, 4 ogres, and 9 worgs. The orcs include Wartsnak Direlord, three warlocks—Prollot, Zurch, Stub, and 40 orcish warriors. The goblins include Ellisin, Emee, 65 goblin warriors, and 8 goblin worg-riders. The worgs include Hellfang and 8 normal worgs.

Wartsnak Direlord

Wartsnak Direlord (LE male half-fiend orc fighter 5, see Appendix 2, page 312) is a hellspawned devil-orc, reeking of brimstone, with great bat wings, a muscular build, lupine ears, and glowing red eyes. Standing nearly seven feet in height and weighing over three hundred pounds, he favors deep purple robes, rich in hue, but rotted with decay, once worn by fat merchants he has spitted and cooked.

Wartsnak arrived in Faerûn through the Dragonspear portal in the first wave of invaders from the Nine Hells in the Year of the Bow (1354 DR). After participating in some of the early battles of the Dragonspear War (including the deadly attack on Duke Pryden), Wartsnak was given command of a motley regiment of humanoids and ordered to establish a secret forward operating base away from the brunt of the fighting. (The commanders of the Alliance of Avernus had hoped to broaden the war by establishing secret bases up and down the Sword Coast from which their troops could launch attacks on the Lords' Alliance, and Wartsnak was placed in charge of one of those efforts.)

While searching for a suitable base, Wartsnak stumbled across the ruins of Kanaglym, an abandoned dwarven city in the Underdark near Dragonspear Castle. During his explorations, Wartsnak discovered a long-forgotten, one-way portal that transported him and his followers from Kanaglym into the depths of Runedardath (via #H116), which seemed unoccupied and an ideal lair.

In the three years since Wartsnak arrived in Runedardath, he has established himself as a cruel, bloodthirsty chieftain of diabolic cunning, who enforces strict discipline in the ranks of the Direlord Tribe and is highly intolerant of betrayal or failure (except his own).

The defeat of the Alliance of Avernus a year ago has had little tactical impact on the Direlord tribe's position, but a

significant impact on Wartsnak's strategic thinking. Now, instead of seeing himself as following orders as part of a larger, multi-pronged invasion, Wartsnak sees himself as a leader in his own right, establishing his own power base and position amongst the web of competing factions that battle for power and influence in Faerûn.

Wartsnak is very concerned that agents of the Lords' Alliance will eventually discover his presence in Faerûn, forcing him to abandon the lair and the tribe he has fought so hard to establish. Wartsnak has begun to build up a network of spies (e.g. Ignax "the Ghost," see Chapter 2), scouts (groups of goblin worg-riders he sends out into the Forlorn Hills and the Laughing Hollow) and agents (e.g. the Hellforged, see Mission 2), who keep him abreast of goings-on in the wider world, but he has a long ways to go before he feels secure.

Direlord Tribal Patrols

A **normal Direlord Tribal Patrol** (EL 4) consists of seven goblin warriors and 3 orc warriors.

Tactics: When confronting another party, the orcs drive the goblins into melee combat and then hang back to hurl javelins. The orcs only close for melee combat if they look likely to prevail. Otherwise, they turn and run, grabbing any corpses they can reach, back to their territory.

If a **normal Direlord Tribal Patrol** does not return, Wartsnak sends out an **augmented Direlord Tribal patrol** (EL 7). An augmented patrol includes six orcs, four goblins, an orc warlock, and an ogre. The ogre is augmented by Ellisin with *imbue with spell ability* (*divine favor*).

Tactics: The patrol's brute (ogre) wades into melee combat, flanked by the orcs. The goblins hang back and hurl javelins and guard the warlock from melee attacks.

All-Out War: If more than one patrol does not report back, Wartsnak starts sending out pairs of augmented Direlord Tribal patrols (substituting trolls for ogres, as needed) that work in concert to scour sections of the dwarfhold before moving on to the next. If possible, they trap rival patrols in pincer movements designed to take advantage of their overwhelming numbers.

Climate

Runedardath is cool (approximately 62° F) and damp regardless of the time of year or the weather outside.

Terrain

Runedardath is a subterranean dwarfhold hewn from the bedrock that makes up the roots of Mount Illefarn. Areas A through L are made up of rooms. Areas #M155 and #M157 (and any extension of the #B22 and #B33, should the DM choose to open them) are considered caverns.

Lighting: In general, Runedardath is a dark place. The dragonkin, dwarves, goblins, half-orcs, ogres, orcs, trolls, and undead have darkvision and have no reason to light it with torches. Humans lack darkvision, making it more difficult for them to navigate the dark corridors of Illefarn without torches.

Most of the area occupied by the Dragon Cult—all of area G (#G105 to #G113), all of area H (#H114 to #H116), and all of area J (#J118 to #J123) are lit by torches. Room descriptions are given assuming the PCs have the ability to see, either due to darkvision or thanks to a light source.

Ventilation: All areas, except #M154 to #M157, are ventilated by small airshafts located throughout the complex that exit through small, nigh invisible vents in the mountainside.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Secret Door (Stone): Search DC 20; 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Floor (Room): No special rules unless otherwise noted. Floor (Cavern): Costs 2 squares per move instead of 1. Ceiling (Room): Climb DC 25.

Ceiling (Cavern): Climb DC 25; increases by 5 if surface is slippery.

Wall (Room): Hit points vary based on thickness (Hardness 8); Climb DC 20. If the wall is a thin wall (1 foot thick) between rooms: 90 hp, hardness 8; break DC 35, Climb DC 20.

Wall (Cavern): Hit points vary based on thickness; hardness 8; Climb DC 20.

Hazards

Acidic Condensation

CR 1

When a creature with an acid attack lurks within a subterranean room or cavern for an extended period of time, the condensation on the walls turns increasingly caustic. Acidic condensation deals 1 round of damage per round of exposure (such as using bare hands to climb a cavern wall).

Acidic Waters

CR 1

When a creature with an acid attack lurks within a pool of water for an extended period of time, the water turns increasingly caustic. Acidic waters deal 1 round of damage per round of immersion.

Fear Moths

CR 4

These strange creatures are innocuous in and of themselves. They are attracted to areas of tremendous fear—especially dragon fear. Frequently, an entire flight of fear moths will inhabit a dragon's lair, feeding on the fear that surrounds it.

Fear moths suck all resistance to fear effects away from characters, including a paladin's aura of courage. This means that any immunities to fear or bonuses on saving throws against fear that those characters possess are nullified when within 100 feet of the moths. Whenever great fear is present (whether by spell, aura, or otherwise), the moths flutter around the area, imposing a -2 penalty on attack rolls and on saving throws against fear to everyone within 100 feet of the source of the fear effect, except the originator of the effect. Fear effects include, but are not

Commented [EB685]: Dragons of Faerûn, page 104.

limited to, any condition that causes creatures to become shaken, frightened, or panicked.

Both the Dragon Cult's spellcasters and Antharzyreph are aware of the presence of fear moths in the dwarfhold and are quick to take advantage of them (either through spells or aura) when the situation presents itself.

Grave Moss CR

Grave moss, dark green in hue, is a type of magical moss often found in dark, moist environments. It is believed to be the byproduct of repeated necromantic spells cast in shadowy graveyards, but it is not restricted to such environments.

Grave moss leaches lifeforce from living creatures that remain in contact with it for too long. Any living, corporeal creature in direct contact with grave moss loses 1 hp per minute (round down).

While in contact with a living creature and for 1d3 rounds after contact is broken, grave moss gives off a keening wail. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near grave moss come to learn that the fungus's noise means there is food nearby. Many necromancers have deliberately placed grave moss in their lairs to act as an early warning system. It can be induced to grow by placing it on stone or earth and immediately casting a necromancy spell (any will do) while in direct physical contact with it.

Grave moss is affected by any spell that affects plants (consider it to have 1 hp per 10-foot-square area). Direct, long-term (2d6 days) exposure to sunlight also kills grave moss.

Faint necromancy; CL 1st.

Green Slime CR 4

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Random Encounters in Runedardath

Random encounters in Runedardath fall into two camps: occupied areas and open areas. In occupied areas, the territory is controlled by one of the three factions. Random encounters in these areas occur only if the PCs somehow infiltrate behind the front lines undetected. Such encounters are left for the DM to determine, but usually include either groups of warriors moving to the front line to take their turn at duty or individuals delivering messages, getting something to eat, relieving themselves, or otherwise participating in daily life.

There are two open areas. Random encounters in Areas A and B are with one or more patrols of the three factions or with predators. Random encounters in the western half of Area D and Area E are with patrols of Clan Ironaxe or the Direlord Tribe. Encounter tables for the two areas are given in the write-up of Area A and Area D, respectively.

Patrols

As the PCs explore the various areas of Illefarn, there is a chance they will encounter patrols from one or more of the dwarf, orc, and necromancer factions, as described previously.

As explained above, the different factions have different motivations and priorities. Members of the Direlord Tribe want to destroy everyone else. Members of Clan Ironaxe are potential allies whose first priority is to get back to their leaders with information. The necromancer faction could go either way; their unpredictability makes them dangerous. The Dungeon Master should emphasize consistency and common sense in determining the reactions of the patrols.

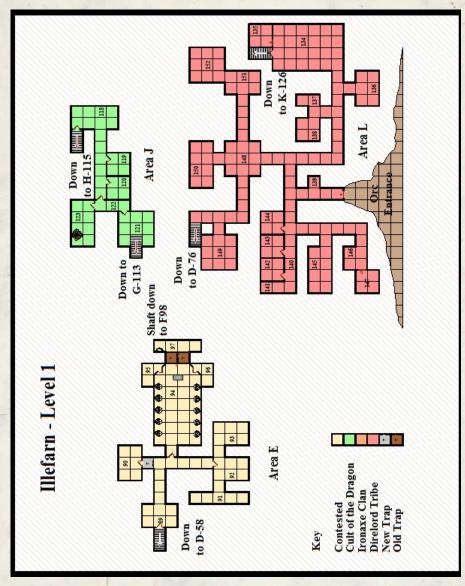
If two patrols are present, there is a potential three-way battle. If a room has two or more entrances, the patrols are encountered inside the room. If the room has only one entrance, the encounter takes place outside the room in the corridor.

Predators

A small number of mobile predators dwell in the dwarfhold in Areas A and B, including 2 carrion crawlers (#B28 and #B29), a choker (#A13), 2 gricks (#B18), 6 stirges (#A3) and 3 darkmantles (#A9). Each predator has a fixed territory (detailed below), but they can also be encountered randomly, as they sometimes move to maximize their chance of getting prey. The black dragon's presence has also attracted flights of fear moths (described below under hazards), which flit about the dwarfhold as well.

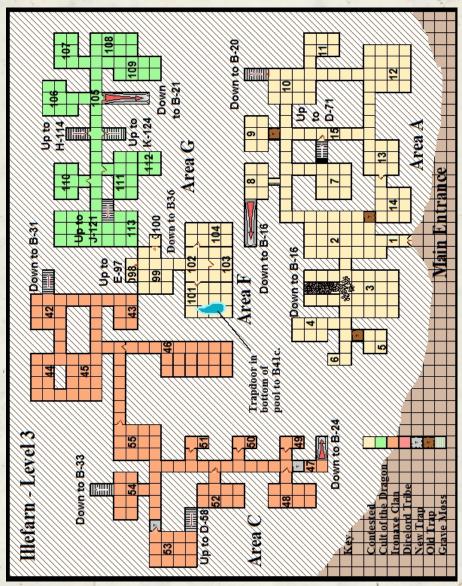
In years past, the predator population was supplemented intermittently through migration via #B33 or (rarely) the portal in #H116. However, in the wake of the earthquake, the former route is now cut off, so once all the predators are dead, random encounters with predators become non-encounters unless fear moths are indicated. At the DM's option, a new predator might stumble through the portal in #H116 and sneak past the Followers of the Scaly Way or enter the dungeon from outside via #A1 or #1123, but the chance of either is remote.

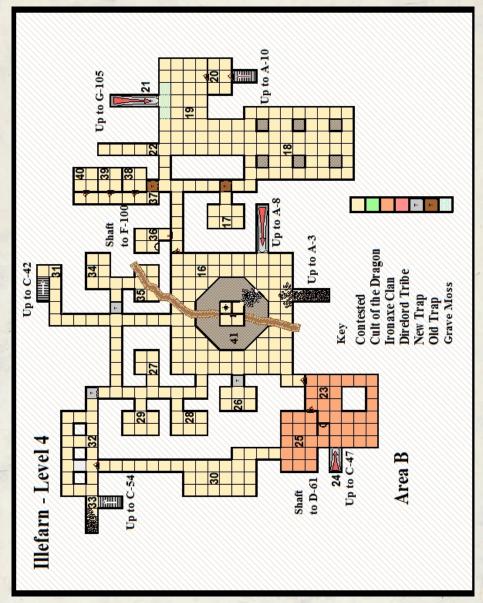
MAP #5: LEVEL 1 OF RUNEDARDATH



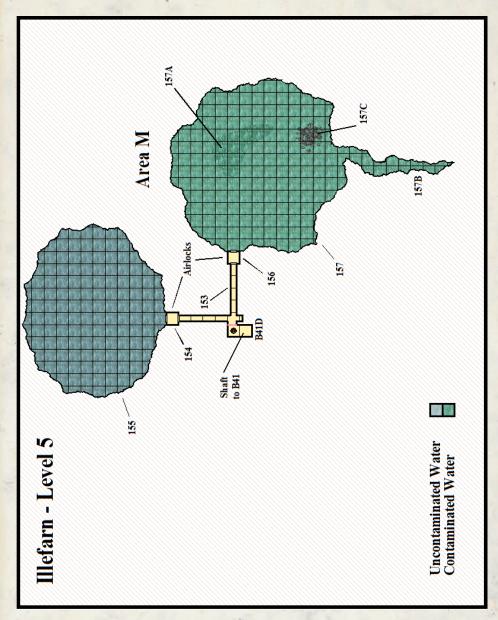
MAP #6: LEVEL 2 OF RUNEDARDATH

MAP #7: LEVEL 3 OF RUNEDARDATH

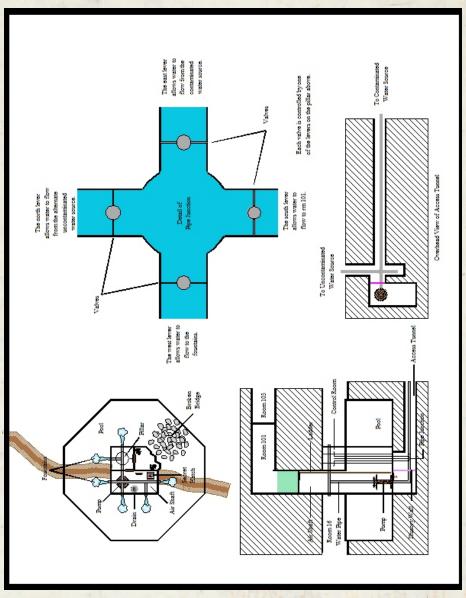




MAP #8: LEVEL 4 OF RUNEDARDATH



MAP #9: LEVEL 5 OF RUNEDARDATH



Map #10: Sideview of #B41 of Runedardath



Locations

In its heydey, Runedardath was the crowded, busy home of scores of Stout Folk. Today, despite the presence of the three factions, many rooms are essentially empty, except for the possibility of patrols.

Visibility: Some of the rooms are very small, but some are very large, larger than a continual flame or light spell could reveal entirely. Be sure to describe only what the PCs can actually see.

Dust: Some rooms, such as the contested areas, see only the occasional patrol. Since the dust is thick on the floors, indications of previous visitors are obvious. In other rooms, such as ones used as living quarters for the various factions, there is little dust and therefore few ways of telling whether one occupant or a thousand have been there

Room Descriptions: To help with descriptions of uninhabited rooms, a supplementary Room Description Table is provided below. Use of this table is optional. Roll 1d3-1 times on 1d6, ignoring any obviously contradictory results. Incorporate these results in describing rooms, as needed.

Room Description Table (Roll 1d6)

- Ranged Weapon. A broken javelin, made of crudely hewn wood, lies abandoned in the corner.
- Footprints. Footprints in the dust indicate that anywhere from three to nine people (or creatures) have walked from one door of the room to another, or circled around and gone back through the same door, if it only has one, as if on patrol.
- Cobwebs. In a corner of the room is a pile of broken stone furniture covered with dusty cobwebs. There are no signs of spiders.
- Rats. A small pack of rats scatters as the party enters the room. Any PC with speak to animals may talk with them. The rats tell about "big feet" wandering around and killing each other.
- Body. In a dark corner is a rat-gnawed body of an orc or goblin. The body is decomposing, obviously dead for several weeks, but the head has been removed (to prevent the corpse from being animated by the Cult of the Dragon). From the tracks in the dust, it appears he crawled into the room to escape and died and the head was then removed after death.

Commented [EB686]: http://www.public-domainimage.com/architecture-public-domain-imagespictures/castles-public-domain-images-pictures/lighton-door-at-the-end-of-tunnel.jpg.html

Commented [EB687]: Original Treasure Key #F101: LOST: Gloves of swimming and climbing, helm of underwater action. Make it a ring of swimming (2,500 GP) instead of gloves of swimming and climbing, not sure about helm of underwater action (What is EL of Trap)? #F103: bronze plate mail +1 and gems (worth 28,000 gp), cloak of elvenkind, crown of Daurvos

#F104: LOST: helm of brilliance with 7 diamonds, 12 rubies, 24 fire opals, and 40 opals still intact. There is also a set of plate mail +2 meant to go with the helm, gauntlets of ogre power, a short sword of quickness +2, and a crossbow of speed with 24 bolts +1.

#J119: KELTHAS: 1,400 sp, 2,000 ep, 1,500 gp, 300 pp, five turquoise pieces (worth 15 gp each), six pink pearls (150 gp each), two black opals (1,200 gp each), three silver necklaces (300 gp, 1,100 gp, 2,500 gp), a battle axe +2 and a sword, flame tongue (make it something else to differentiate from Lawflame)

#K129: GOBLINS: 3 stone carvings of mules (worth 75 gp each), four turquoise pieces (15 gp each), and 60 gp #L135: LOST: a silver chain of office set with many precious stones worth 3,000 gp, five matched emeralds worth 500 gp each, and a gold statuette of one of the founders of Illefarn worth 5,000 gp (and weighing 3,000 gp) CHECK

#L146: TROLLS: 400 cp, 300 sp, 55 ep, 40 gp, 3 pp, and a gold necklace worth 3,500 gp

#L150: ORCS: In this room 500 sp, 450 gp, and three fine granite carvings of dwarves worth 400 gp each

6 Meal Remnants. Someone has used this room to have a meal. There are cooked bones of small animals and fabric food wrappings scattered on the floor. It looks like rats have devoured most of the uneaten remnants.

A) Halls of Hammered Stone

This area housed dwarven workshops where stone, brought in from the quarries outside, was carved into whatever was needed.

Today, Area A is largely picked-over, unclaimed territory and the site of occasional clashes between the various factions that battle for control of the dwarfhold. It is also home to a handful of predators that prey on passersby when the opportunity permits.

A roll of a 1 on 1d6 in each chamber indicates the presence of a patrol or predator. For predators, consult the Predator Sub-Table. (If a predator is defeated, it no longer appears in its fixed location.)

When pressed, members of Clan Ironaxe usually retreat to their territory via #A8 to #B16 to #B24, #B31, or #B33. Members of the Direlord Tribe usually retreat to their territory via #A15 to #D71. Followers of the Scaly Way usually retreat to their territory via #A10 to #B20 to #B21 to #G105.

Area A & B Encounter Table (Roll 2d4)

- 2 Clan Ironaxe and Dragon Cult Patrols
- 3 Clan Ironaxe Patrol
- 4 Dragon Cult Patrol5 Predator Sub-Table
- 6 Direlord Tribal Patrol
- 7 Dragon Cult and Direlord Tribal Patrols
- Clan Ironaxe and Direlord Tribal Patrols

Area A & B Predator Sub-Table (Roll 1d6)

- 1 Choker (based in #A13)
- 2 Gricks (based in #B18)
- 3 2 Carrion Crawlers (based in #B28 and #B29)
- 4 3 Darkmantles (based in #A9)
- 5 8 Stirges (based in #A3) 6 Fear Moths (see Hazards)
- o Tear Monto (See Tiazardo

#A1 Quarry Entrance

The remnants of a wide flagstone road lead up a gentle slope to an opening in the hillside apparently exposed by a recent landslide. At the back of the opening are two scarred metal doors, long buried by dirt that has now slid down the hill. The door on the right is heavily damage and looks unable to shut tightly.

The Stout Folk used this entrance to bring wagons laden with freshly-quarried stone directly into the dwarfhold.

This entrance has only been just (re)discovered by the various factions residing in the dwarfhold. As the door cannot

be secured and does not lie near any faction's controlled territory, no faction has moved to secure this entrance.

Road: The flagstone road is in better shape than it looks. The Stout Folk constructed it to permit the passage of wagons bearing heavy loads of stone mined from the quarry below and it has held up well over time. The road is just covered in dirt with small patches of stone visible, making it look in rougher shape than it is.

Hillside: Despite the landslide, the hillside is very stable. The doors were buried in the Year of the Black Horde (1235 DR), when dwarven miners hastily dropped an avalanche of dirt from higher up on Mount Illefarn. The recent earthquake simply slid that relatively loose dirt further down the mountain, influenced by the hidden hand of Dumathoin.

Doors: These doors are made of dwarf-forged steel and heavily reinforced. They were damaged and breached during the assault on Mount Illefarn in the Year of the Black Horde (1235 DR), briefly allowing the orc horde into the dwarfhold, before the dwarves buried this entrance, trapping the orcs who had made it into the complex for slaughter. Without significant repair, the doors cannot be fully closed or secured. Before they were damaged, the doors could be both locked and barred with a stout wooden log.

Quarry Doors: Iron, 2 inches thick, hardness 10, hp 60, damaged and cannot shut fully.

Tracks: A successful Search or Survival check (DC 8) in the loose dirt outside the entrance reveals the recent tracks of several groups of creatures, both coming and going. Most appear humanoid, although some appear to have bare, clawed feet (the dragonkin of the Dragon Cult).

Lighting: This area is outdoors and, like the rest of the Laughing Hollow, cloaked in perpetual twilight, making the lighting dim (not dark and not light) at all times of day (when the forest floor is cloaked by a thick tree canopy and light mist) and night (when the stars shine especially bright).

#A2 Hall of Unloading (EL 1)

This long, wide, barrel-vaulted hall is littered with debris, including broken tools, stone chips, and bits of wood. In the center of the room are the remains of a collapsed wooden wagon, whose wheels gave way with age under the weight of an stone block quarried from the Laughing Hollow. The ceiling and walls of this room are laced with cracks, all running north and south.

The Stout Folk used this chamber to unload wagons of freshly quarried stone.

The room is currently empty of permanent inhabitants, although patrols through this area are not uncommon.

Lighting: As long as the doors in #A1 are not closed, this room is lit by faint illumination from the Laughing Hollow, making the lighting dim.

Commented [EB688]: Track feat not necessary to find tracks, just to follow them. Survival (without Track) or Search can find tracks. DC = 10 (soft ground) -2 (groups of six investigated the area).

Trap: This trap dates back to the waning days of the dwarfhold, when reduced numbers forced those who remained to set up traps in areas they were no longer using and were unable to guard. This trap has a delayed 2-second trigger, which is usually enough to isolate a group into 2 sub-groups. The dwarves periodically reset this trap.

Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway. Market Price: 1,400 gp.

#A3 Hall of Rough Carvings (EL 3)

This long, wide, barrel-vaulted hall is littered with debris, including broken tools, stone chips, and bits of wood. In the northern half of the room, a sloping ramp once led down into the earth. It is now filled with stone rubble that appears to have fallen from the ceiling above.

The Stout Folk used this chamber to do the preliminary work on stones brought in from the quarry and unloaded in the Hall of Unloading (#A2).

During the initial hours of the attack in the Year of the Black Horde (1235 DR), the dwarves deliberately placed the rubble in the ramp to reduce the number of paths invaders could take into the dwarfhold.

Lighting: This room is dark.

Ramp: The ramp is filled with boulders, sharp stone chips and stone dust. It would take a group of 4 Medium humanoids several days to unbury, at least. The ramp once led down to

Creature: Lurking amidst the shadows of the rubble-filled ramp is a flock of 6 stirges that took up residence after the earthquake. The three factions are aware of their presence and now only send larger groups into this chamber.

Stirges (6): hp 1 each; see Appendix 2, page 320.

Tactics: The stirges Hide amidst the rubble of the buried ramp (counts as concealment) when not out hunting in the Laughing Hollow at night. They attack smaller groups (6 or less) but not attack larger patrols unless disturbed.

#A4 Small Workshop

This small chamber is littered with debris.

The Stout Folk used this room as a small workshop.

It is empty save for the occasional patrol or predator.

Lighting: This room is dark.

#A5 Workshop (EL 2)

This small chamber is littered with debris. On the far side of the room is a humanoid skeleton propped against the southeast corner of the room. The skeleton wears studded leather armor and crude leather boots. It clutches a rusted falchion in its right hand. A shiny silver dagger with a bright turquoise jewel in the base of its pommel lies next to the skeleton's unfurled left hand.

The Stout Folk used this room as a small workshop.

Clan Ironaxe has now turned it into a bait-and-predator trap.

Lighting: This room is dark.

Trap: This trap was originally a 10-foot-deep pit trap built by the dwarves long ago as their numbers began to shrink. The lid of the pit trap was destroyed during the orcish invasion and never repaired, so Korin and his followers have updated this trap by driving a gelatinous cube into the pit, placing an orc skeleton on the far side of the pit, and leaving the dagger as bait.

Creature: The dwarves have driven a gelatinous cube into this pit. It completely fills the pit and is difficult to discern from the rest of the dungeon floor. Spotting the gelatinous cube requires a Spot check (DC 15).

Trapped Gelatinous Cube (1): hp 54; see Appendix 2, page 318.

Tactics: The gelatinous cube cannot escape its pit. It typically does nothing, just automatically engulfing any creature foolish enough to walk on it. If it senses a creature near the pit, but not moving onto the pit, it lashes out with a pseudopod. The cube can only attack creatures above it or in adjacent squares.

Treasure: The shiny dagger is made of silver with a flawed tiger eye turquoise in the base, worth 20 gp in total. (It is not alchemical silver, so it provides no special benefits versus lycanthropes.)

#A6 Latrine

As you round the corner, the hallway ends abruptly. In the center of the floor is a small hole. A sconce on the back wall holds a crude torch. A niche next to the sconce holds flint and steel.

While this area resembles a simple latrine, there is no odiferous smell.

The Stout Folk used this room as a latrine.

A small hole in the floor leads down a narrow shaft (about six inches in diameter and six feet deep) to a tiny patch of green slime. It continues to serve that function for passing patrols. The dwarves were (and are) careful to burn it back when it threatens to grow out of the pit.

Lighting: This room is dark.

Hazard: A small hole in the floor leads down about six feet to a patch of green slime. No encounter level is given for this area, as the chances of the PCs actually coming into contact with the green slime are practically nil.

#A7 Workshop

This chamber is littered with debris.

Commented [EB689]: EL 2, not EL 3 because the gelatinous cube is trapped.

The Stout Folk used this room as a workshop.

It is empty save for the occasional patrol or predator.

Lighting: This room is dark.

#A8 Workshop

The hallway leading into this room is narrower than found elsewhere in the dwarfhold. A moving wall trap seems to have partially sprung, leaving the remaining passage much narrower.

After the PCs move past the trap, read the following.

Beyond the broken trap lies a small chamber. A well-worn path in the debris runs towards a downward-leading ramp in the northwest corner of the room.

The Stout Folk used this room as a small workshop.

It is empty save for the occasional patrol or predator. **Lighting:** This room is dark.

Trap: The passage leading to this room has been reduced to a width of 5 feet by a moving wall trap that was sprung by orcs but did not work properly. A Craft (trapmaking) check (DC 25) and 140 gp worth of materials are necessary to repair the trap. If the trap is repaired, it functions as follows:

If-Fixed Moving Wall Trap: CR 1; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); no attack roll required (6d6, crush); Search DC 15; Disable Device DC 15. Market Price: 700 gp.

#A9 Workshop (EL 4)

This chamber is littered with debris.

The Stout Folk used this room as a small workshop

Lighting: This room is dark.

Creature: A clutch of three darkmantles lurk within this chamber, having learned that the portcullis trap gives them the opportunity to isolate potential prey.

Darkmantles (3): hp 6 each; see Appendix 2, page 317.

Tactics: Two darkmantles lurk in the southwest corner of the room and one darkmantle lurks in the southeast corner of the room, all out of sight to anyone in the hallway leading into the room. When the darkmantles hear the trap being triggered, one of the creatures in the southwest corner casts darkness, and then all three move into position to drop on anyone caught on the north side of the portcullis.

Trap: This trap dates back to the waning days of the dwarfhold, when reduced numbers forced those who remained to set up traps in areas they were no longer using and were unable to guard. This trap has a delayed 2-second trigger, which is usually enough to isolate a group into 2 sub-groups.

Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20.

Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway. Market Price: 1,400 gp. The portcullis is sufficiently damaged to allow Small or smaller creatures (including the darkmantles) passage between the bars with a successful Dexterity check (DC 10).

#A10-12 Workshops

This small chamber is littered with debris.

The Stout Folk used these rooms as small workshops.

They are empty save for the occasional patrol or predator.

Lighting: This room is dark.

#A13 Workshop (EL 2)

This dark and dusty chamber is littered with debris, including rotten wood, broken and rusted tools, and bits of shattered stonework.

A common dungeon predator has claimed this abandoned this workshop as its temporary lair.

Lighting: This room is dark.

Creature: A choker lurks above the door on the west wall, preying on solitary creatures and stragglers. It has successfully killed the occasional goblin on patrol, before moving on to a different area of the dwarfhold.

Choker (1): hp 16; see Appendix 2, page 317.

Tactics: The choker preys on solitary creatures and stragglers. It leaves the door slightly ajar, but locked, hoping to further isolate an individual from a group already split into two sub-groups due to the portcullis trap in $\sharp A2$. It attempts to slam the door shut when the first creature coming from the west or the last creature coming from the east attempts to pass through the door. If forced to fight more than one creature at a time, the choker attempts to flee, taking up residence elsewhere in the dwarfhold.

Door: The door is lockable, but currently slightly ajar. The choker hides the key amidst the debris on the floor.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Treasure: The choker's treasure lies scattered amidst the debris, lost by its previous prey. A careful search of the floor (Search DC 10) reveals 6 gp, 18 sp, and a +1 dagger, and the key to the door.

#A14 Workshop

This chamber is littered with debris.

The Stout Folk used this room as a workshop. It is empty save for the occasional patrol or predator.

The trap at the northwestern end of this room is detailed in #A2.

Lighting: This room is dark.

Commented [EB690]: -1 (Search DC 15) -1 (Disable Device 15) +3 ((6*3.5)/7) = +1.

Commented [EB691]: Base (1,000) +200 (hidden switch bypass) +500 (automatic reset) -500 (Search DC 15) -500 (Disable Device DC 15) = 700.

Commented [EB692]: $3\ CR\ 1$ darkmantles and $1\ CR\ 1$ trap.

#A15 Snarling Door

A stone door on the west side of the passageway swings out and to the north. A crude sigil, apparently painted in dried blood, depicts a snarling wolf head with the horns of a fiend.

This door marks the entrance into Direlord Tribe territory and is usually locked.

Lighting: This hallway is dark. .

Sigil: A successful Knowledge (local—Sword Coast) check (DC 20) is required to recognize the sigil as the tribal totem of the Direlord Tribe, who gained brief notoriety during the Dragonspear War.

Door: This door can be locked from either side. The Direlord Tribe has recovered the key, which is usually held by one of the guards in #D71.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Signal: Direlord Tribal patrols do not usually carry a key. One of the guards in #D71, who does hold a key, will come down the stairs and unlock the door if the secret pattern of knocks (Knock / Rest / Knock / Standard (Knock) is made. This pattern must be made loud enough that it can be heard in #D71, making it also possible to hear in Area #A9 or #A13 with a successful Listen check (DC 15).

B) Halls of Hammers and Mead

This rooms on this level either served as social gathering areas or served as staging areas for the mines.

Today, Area B is largely unclaimed territory and the site of frequent clashes between the various factions that battle for control of the dwarfhold. It is also home to a handful of predators that prey on passersby when the opportunity permits.

See the Area A & B Patrol Table detailed in Area A.

When pressed, members of Clan Ironaxe usually retreat to their territory via #B24, #B31, or #B33. Members of the Direlord Tribe usually retreat to their territory via #B16 to #A8 to #A15 to #D71 or via #B20 to #A10 to #A15 to #D71. The Dragon Cultists usually retreat to their territory via #B21 to #G105.

#B16 Hall of the Pool (EL 5)

A massive square pillar in the center of the room dominates this large, high-ceilinged chamber. An empty hexagonal pool surrounds the pillar. The recent earthquake has carved a massive gash across the chamber, stretching from north to south and appearing to run directly under the pillar.

A small sluice opens on each of the four sides of the central pillar, in the center of the pillars wall about 15 feet above the rest of the chamber (and 20 feet above the bottom of the pool). Green water, of the kind that is polluting the River Delimbiyr, pours forth from the pillar, but instead of filling pool, it flows into the gash created by the earthquake and runs out through a crack in the southern wall.

In the southeast corner of the pillar, twenty feet above the ground (25 feet above the bottom of the empty pool), the pillar is cut away to form a small balcony with a low stone railing. The ruins of a bridge that once linked the chamber's southeast corner to the balcony lie shattered on the floor of the chamber and the pool.

When the guardgoyles are activated read the following:

Taking flight from the balcony are two grotesque, winged humanoids, each about the size of a human, with a horned head and long, curving fangs jutting from its mouth. Both seem to be carved from a block of solid stone.

This chamber originally served as the source of the dwarfhold's drinking water and as a gathering place for dwarves in need of conversation and/or a chance to stretch their legs.

Lighting: This room is dark and larger than the illumination of most light sources.

 $\label{eq:Rubble: Rubble: The rubble-filled ramp on the south wall used to lead up to $\#A3$.}$

Pillar: Despite appearances, the pillar provides little structural support to the hall's roof. The pumping apparatus for the pool lies hidden within the pillar (#B41), essentially forming rooms within the room.

Sluices: Six sluices (two on the west side of the pillar, two on the north side of the pillar, one on the western half of the south side of the pillar, and one on the north half of the east side of the pillar) open 20 feet above the floor of the pool below (15 feet above the floor of the rest of #B16).

Pool: The pool is octagonal, sixty feet across and roughly 20 feet on a side. An overflow drain large enough to accommodate the flow from all six sluices lies beneath the lip of the pool's southern edge. It leads out the side of the mountain (exiting in the same place as the drain in #F101 and #B41C).

Crack: A six-inch wide crack runs along the floor of the pool and the chamber. The crack is 1-2 feet deep. The masonry walls of the pillar and the pool also have cracks, but they are less than an inch wide. A Fine creature or a creature in gaseous form could go through the crack from one side of the pillar to the other side of the pillar, but the location of the crack means it does not provide access into any part of #B41. (The crack runs above and perpendicular to #B41D.)

Poison: Black dragon brew* (see Appendix 1, page 229) pours forth from all six sluices into the pool bed below and then drains directly into the crack.

Remainders of the Wyrm: Ere the arrival of the three factions, this chamber served Antharzyreph as his "throne room" (and one of the few rooms in which he could comfortably assume his full size). A successful Search check (DC 20) discovers large scratches in the floor that appear to have been caused by a Large taloned monster. A very successful Search check (DC 25) discovers a single black scale with a glossy greenish sheen wedged in a crack in the floor. A successful Knowledge (arcana) check (DC 15) reveals that the scale probably belonged to a young black dragon. (The Scourge of Axe and Arrow is unusual in that his scales have maintained their glossy sheen into adulthood.)

Creatures: Two advanced guardgoyles lurk atop the balcony behind the railing on the southwest corner of the central pillar, fifteen feet above the rest of the chamber.

Guardgolyes, Advanced (2): hp 47 each; see Appendix 2, page 319.

Tactics: Before being spotted, the guardgoyles attempt to Hide from creatures down below. They receive a +5 circumstance bonus from the railing.

The condition of activation for the guardgoyles is that a creature other than a black dragon climbs or flies more then ten feet above the floor (more than fifteen feet about the bottom of the empty pool) in #B16. Once activated, the two guardgoyles attack would-be interlopers using Flyby Attacks, so long as a creature remains within 20 feet of the pillar. If their opponents withdraw, the guardgoyles return to the balcony.

Alarm: The wizard who constructed the guardgoyles for Antharzyreph did not live to see another day after their construction, thanks to the dragon's treachery. However, ere his death, the dragon did insist that the guardgoyles' alarm ability be tied to Antharzyreph and not their creator (and the dragon contributed the casting of that spell).

#B17 Storeroom (EL 1)

Little remains in this old storeroom save the rusted metal bands that once encircled wooden casks. A thick layer of dust on the floor suggests this room sees few visitors.

This storeroom once held the dwarves' ample supply of kegs of ale. It is now too close to the monsters that lair in #B19 to draw much attention, and the old trap in the hall deters visitors as well

Lighting: This room is dark.

Trap: This trap dates back to the waning days of the dwarfhold, when reduced numbers forced those who remained to set up traps in areas they were no longer using and were unable to guard. The dwarves periodically reset this trap.

Swinging Block Trap with Hidden Bypass: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block);

Search DC 20; Disable Device DC 20. A DC 25 Search check is required to locate the hidden bypass switch.

#B18 Hall of Remembrance (EL 5)

Six stone pillars, each adorned with Dethek runes, support this roof of this large, high-ceilinged chamber. The remnants of long-shattered stone benches litter the floor. A dark green moss covers the floor along the north wall in the immediate vicinity of a ramp leading up.

The Hall of Remembrance once served as the gathering hall for the Stout Folk to recount the stories of their ancestors to all the gathered clans.

Lighting: This room is dark.

Runes: A character capable of reading Dethek Runes (Speak Language Dwarven) can determine that each pillar is inscribed with the names of fallen dwarves. Many of the names have been defaced, but most of the fallen seem to have been members of Clan Blackhammer, Gallowglar, Ironaxe, Rockfist, and Yund.

Creature: A pair of gricks lurks near the ceiling of this hall, clinging to the pillars as they wait for prey.

Gricks (2): hp 9 each; see Appendix 2, page 311.

Tactics: The gricks use their natural coloration to blend into the pillars and roof. When prey ventures near (virtually anything that moves), they lash out with their tentacles.

Treasure: The gricks' treasure lies scattered amidst the debris, lost by their previous prey. A careful search of the floor (Search DC 10) reveals 18 gp, 48 sp, a small silver mirror (10 gp), and a crowbar (2 gp).

#B19 Hall of Mead (EL 1)

This long, barrel-vaulted hall is littered with debris. The scorched remnants of long, wooden benches and tables about the room suggest this might have once been a feasting hall that has since been the site of many battles.

The Hall of Mead once served as the gathering hall for the Stout Folk to recount the stories of their ancestors to all the gathered clans. Now it serves as the site of frequent battles, as the Dragon Cultists use this room and #B20 to reach Area A and Area B.

Lighting: This room is dark.

Hazard: A patch of grave moss (see Chapter 6, page 177), placed by Kelthas the Dread, covers a 10 foot by 30 foot area directly in front of #B21. If its keening wail is activated, it alerts the skeletons in #B21, the Dragon Cultists in #G105 - #G113, and the gricks in #B18.

#B20 Kitchen

This barrel-vaulted hall is littered with debris. The remnants of a wooden table,

Commented [EB693]: City of Splendors: Waterdeep, pages 135-136.

Commented [EB694]: FR11 - Dwarves Deep, page 12.

shattered casks, and various cooking implements suggest it may have once served as a kitchen.

This room is empty, but sees regular traffic by patrols passing from #B19 to #A10.

Lighting: This room is dark.

#B21 Dread Ramp (EL 4)

A long ramp links these two areas of the dwarfhold. Two pairs of human-sized skeletal arms hover in the air, each gripping a rusty old longsword with both hands, guarding against intruders from below.

This ramp connects #B19, once part of the dwarfhold's social areas, to #G105, once the home of Clan Rockfist. It now serves as one of the entrances into the territory claimed by Kelthas the Dread.

Lighting: This ramp is dark.

Creature: A pair of dreads^{LEoF} stand guard on this ramp.

Dreads (2): hp 19 each; see Appendix 2, page 311.

Tactics: The sloping ramp provides higher ground (giving a +1 bonus to melee attacks) to the combatant closer to #G105. The dreads continue to withdraw, as needed, to retain the higher ground.

#B22 North Mines (EL 2)

A long passage leads forward into the darkness, only to be blocked by a massive marble plug that blocks further passage. Two dwarves swing picks in an unvarying cadence, as two others gather up the small chips that fly forth and put them into wooden buckets. As look more closely, you realize that all bear the hallmark signs of the undead: decaying skin, riddled with worms, and blank, vacant eyes that seem to ignore the passage of time.

Kelthas is interested in reopening the north mines of Runedardath, sealed in the early days of the dwarfhold's decline, to see if any fell magics were left sealed up.

Lighting: This hallway is dark.

Creatures: Four shield dwarf warrior zombies labor endlessly to chip away at the marble plug.

 ${\it Shield\ Dwarf\ Warrior\ Zombies\ (4):}\ hp\ 16\ each; see\ Appendix\ 2,\ page\ 312.$

Tactics: The shield dwarf warrior zombies continue to hack away at the marble plug, turning to attack only if attacked.

#B23 Hall of Portals

A massive square pillar in the southeast corner dominates this large, vaulted chamber. A stone arch is carved into each face of the pillar, but blocked with stone.

This room is empty, but sees regular traffic by groups of dwarves passing from #C47 through a door in the northern part of the room to #B25, making it effectively controlled by Clan Ironaxe.

Lighting: This room is dark.

Portals: This room contains four one-way *portals*, each marked by an arch in the pillar, all leading to destinations outside the dwarfhold.

Built during the Realm of Three Crowns, these portals were intended to allow swift passage by the Arcrowns' emissaries to other strongholds throughout Phalorm and now serve the resident Stout Folk of Clan Ironaxe as an alternative escape route should they be forced to flee.

When the portals were constructed centuries ago, the dwarves never wanted to take the risk of an invasion by way of an inbound portal, so these portals were all made one-way. In each case, a complementary one-way portal leads back from the immediate vicinity of the outgoing portal's terminus to the Laughing Hollow, but not directly into Runedardath, with one exception (see #H116).

DM's Note: The face of the pillar on which each of the portals is built may seem to be the mirror image of what one might expect. This is deliberate, as the locations make sense if you think of yourself as walking towards your destination.

West Portal: The arch on the west face of the pillar is a one-way portal that terminates in old burial vault in the depths of Cliffbarrows (see Chapter 1). This portal is currently sealed, thanks to the use of a seal portal* spell. The existence of a portal terminus from Runedardath is long forgotten by the halfling priests of Urogalan. A complementary one-way portal, also sealed and forgotten, connects a large rock in the River Delimbiyr, several feet from shore and due north of the entrance to the Cliffbarrows with a similar rock due south of Mount Illefarn.

North Portal: The arch on the north face of the pillar is a one-way portal that terminates in a temple (near the Fountain of Nepenthe) in the abandoned, subterranean city of Kanaglym, which lies in the Underdark, deep beneath Dragonspear Castle. This portal is currently sealed, thanks to the use of a seal portal spell. Since Kanaglym was deemed relatively secure, since it was also dwarf-ruled, a complementary one-way portal leads back into Runedardath, as described below (#H116).

East Portal: The arch on the east face of the pillar is a oneway portal that terminates atop the Steeping Falls (see Chapter 1), right above the center of the Dethek Runes hidden by the waterfall (and some three miles east of Daggerford, on the south shore of the River Delimbiyr). This portal is not sealed, but using it may provoke the fossergrimFF who guards the Steeping Falls. A complementary one-way portal leads back from the Steeping Falls (see Chapter 1) to the base of Mount Illefarn, where the old quarry road leads up to the quarry entrance (#A1).

South Portal: The arch on the south face of the pillar is a one-way portal that terminates in the House of Long Silences (see Chapter 1). This portal is not sealed. Anyone taking this portal Commented [EB695]: The original map seems to have double labeled this ramp as both #B21 and #G105. I assumed it was #B21 and moved the #G105 label to the hallway through area G. Note that the original write-up has #G105 guarded by six skeletons, but I changed that to two dreads to provide more variety.

Commented [EB696]: Spell Compendium, page 181.

Commented [EB697]: Forgotten Realms Atlas, page 149, Waterdeep (novel), pages 232-237.

Commented [EB698]: Spell Compendium, page 181.

triggers a mental improved portal alarm ^{IC} spell (part of a larger set of wards), alerting Lord Elorfindar Floshin to their arrival. Within one minute of the portal's use, Lord Floshin arrives (via teleport) to gently interrogate the travelers. The elven knight makes a comment about it being a long time since this particular portal had been used, inquires as to their activities, and then suggests they return forthrightly. If the PCs think to ask (or if he takes pity upon them), Lord Elorfindar takes the PCs to a complementary one-way portal within the House of Long Silences that leads back to the peak of Mount Illefarn, high above the Laughing Hollow.

Door: The door is lockable from either side. The Stout Folk have reclaimed the key, which is usually held by one of the dwarven defenders in #B25.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked). A secret peephole (accessible from either side) has been added to this door at a height appropriate for dwarves.

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

#B24 Rune Ramp (EL 6)

A long ramp links these two areas of the dwarfhold.

This ramp connects #B23, once part of the dwarfhold's social areas, to #C47, home of Clan Ironaxe.

Lighting: This ramp is dark.

Runes: Two runes created by Gorn the Runecaster guard this ramp. As they are carved into the ceiling, a successful Spot check (DC 10) is required to notice them. Both are effectively charged magic items with 3 charges remaining each. The first rune is approximately 1/3 of the way up the ramp, and the second rune is approximately 2/3 of the way up the ramp.

The rune near the base of the ramp creates a wall of stone (CL 10th) at the base of the ramp. Gorn has set a pass "trigger" of "Darokan," the name of the first of the Six Secret Sigils of Dumathoin. A successful Knowledge (religion) check (DC 25) reveals that as a likely guess.

The rune near the top of the ramp casts summon monster V (CL 9th) at the top of the ramp. Gorn has set a pass "trigger" of "Girlarnor," the name of the first of the Six Secret Sigils of Dumathoin. A successful Knowledge (religion) check (DC 30) reveals that as a likely guess.

Creature: The rune near the top of the ramp summons a dwarf ancestor, who appears at the top of the ramp.

Dwarf Ancestor: hp 67; see Appendix 2, page 306.

Tactics: The creature attacks anyone between the top of the ramp and the wall of stone, unless they have the dwarf subtype or prominently displays a faith token of one of the Mordinsamman (e.g. a faith token of Dumathoin* or a faith token of Moradin*). The sloping ramp provides higher ground (giving a +1 bonus to melee attacks) to the combatant closer to #C47. The dwarf ancestor continues to withdraw, as needed, to retain the

higher ground. During the combat, he loudly sings out a sacred war song of Clangeddin, drawing the attention of the Stout Folk in Area C.

Ad-Hoc XP Award: If the PCs figure out how to bypass the runes or the creature without a battle to the death, award them 50 XP.

#B25 Miners' Hall (EL 4)

This barrel-vaulted hall is littered with debris. The remnants of broken tables and benches plus the wooden hooks inset along the walls, a few of which still hold long-rotted cloaks or metal mugs, suggest this room serve some sort of social function.

This chamber once served as a "locker room" for the dwarven miners preparing to head into the mines (#B33). Now it functions as a guard room for the Stout Folk of Clan Ironaxe.

Lighting: This room is dark.

Shaft: On the east wall of the alcove on the south side the room is a narrow shaft leading up to #D61, with handholds and footholds carved into the eastern wall. A Medium or smaller creature can fit comfortably. It is a tight squeeze for a Large creature, and too small for Huge or larger creatures.

Rune: Gorn the Runecaster has created a rune, carved into the wall of the shaft from #D61, about halfway down that casts dispel magic (CL 9th). A successful Spot check (DC 10, for falling or flying creatures, DC 5 for climbing creatures) is required to notice it. It is effectively a charged magic item with 4 charges remaining. Gorn has set a pass "trigger" of "Darokan," the name of the first of the Six Secret Sigils of Dumathoin. A successful Knowledge (religion) check (DC 25) reveals that as a likely guess.

Creature: Four dwarven warriors defend this chamber against patrols of the Dragon Cult and the Direlord Tribe.

Dwarven Defenders (4): hp 13 each; see Appendix 2, page

307.

Tactics: Despite the relative danger of holding this chamber, the Stout Folk feel it is worth the tactical risk, as it gives them a good position to attack any Direlord Tribal patrols attempting to make their way down the shaft from #D61, and their enemies would have to mount a three-pronged attack to trap them herein.

One dwarf is always on duty, looking up the shaft to #D61. Another defender is always on duty at the door leading into #B23 (described in that room description), looking through the secret peephole. The other two dwarves take a breather, along the north wall, just east of the hall leading north to #B30.

Under Attack: The dwarves cannot hear any alarm gongs in this room, and thus cannot move to support their fellows unless explicitly contacted. If attacked from #D61, the dwarves attempt to pick off combatants one by one as they come down the shaft. If attacked from #B30, the dwarves fall back through #B23 (or, if needed) the shaft up to #D61.

Commented [EB699]: Spell Compendium, pages 160-

Commented [EB700]: This is a creation spell.

#B26 Hall of Whispers (EL 3)

This barrel-vaulted hall is dusty but otherwise empty of debris. Two stone benches face each other in the center of the room.

A brightly polished helm rests forgotten on the northern bench, tipped over by the weight of the gleaming coins it holds.

This chamber served as a conversation nook for the Stout Folk when a discussion merited privacy. Some quirk of its construction deadens any noise, making it difficult to listen in on conversations herein from #B16.

Lighting: This room is dark.

Treasure: The helm is cracked and worthless, simply given a highly polished sheen by the dwarves. Most of the coins are copper pieces, hidden beneath a layer of silver and gold coins, worth a total of 5 gp.

Trap: This trap is of relatively new construction, built by Beldas and Belgin Ironaxe. The dwarves periodically reset this trap.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. Market Price: 5.400 gp.

#B27-29 Pickaxe Halls (EL 6)

For the first of these room explored by the PCs, read the following:

This barrel-vaulted hall is littered with debris. The remnants of a broken pickaxe and other mining gear suggest this may have once served an equipment room for dwarves heading into the mines.

For the rest of the rooms, read the following:

This barrel-vaulted hall is littered with debris and the remnants of mining gear.

These rooms once held the equipment of dwarves headed into the western mines (via #B33), but are now the lair of a pair of dungeon predators.

Lighting: These rooms are dark.

Creature: A pair of carrion crawlers haunts the chambers along this passage, hoping to capture a solitary humanoid or feast on a corpse leftover after a battle.

Carrion Crawlers (2): hp 19 each; see Appendix 2, page 317.

Tactics: Normally one monster lurks on the ceiling above the entrance to #B28 and another lurks on the ceiling above the entrance to #B29, attempting to detect potential prey by scent or with darkvision. If possible, the monsters wait until potential prey is in the hallway between #B28 and #B29 and then both emerge to attack in concert. If however, the hoped-for prey investigates #B28 or #B29 before continuing on, the carrion

crawler within the room attacks while the other attempts to attack from behind.

#B30 Hall of Ores

This barrel-vaulted hall is littered with debris. The remnants of broken ore carts, long stone tables, and sluice boxes suggest this chamber was used for processing ore. You spot a few drains in the floor and what looks like a pump and well.

This Stout Folk used this chamber to process ore from the mines and extract various metals, but now it is unoccupied.

Lighting: This room is dark.

Pump and Well: The hand pump barely works, only giving a trickle of water as a reward for rigorous effort. However, the water is clean and pure, drawn from the North Aquifer (#M155).

#B31 Whistling Stairs

These broad stone steps connect two levels of the dwarfhold. A series of seemingly random holes in face of each step seem to catch the air and turn it back on itself, creating a whistling effect that is vaguely reminiscent of a dwarven mining song.

While once these were simply stairs connecting area B and area C, made more interesting by the artistry of a dwarven bard, now it is a major defensive chokepoint for the Stout Folk of Clan Ironaxe.

Lighting: These stairs are dark.

Rune: A rune created by Gorn the Runecaster aids the defenders in #C42 in guarding these stairs. As the rune is carved into the ceiling, about halfway up the stairs, a successful Spot check (DC 10) is required to notice it. It is effectively a charged magic item with 6 charges remaining. The rune creates a create water effect (CL 10th) that inundates the stairs. Gorn has set a pass "trigger" of "Darokan," the name of the first of the Six Secret Sigils of Dumathoin. A successful Knowledge (religion) check (DC 25) reveals that as a likely guess. Anyone on the stairs when the rune is triggered must make a successful Balance check (DC 10) or slip and fall down the stairs.

#B32 Passage of Swinging Walls (EL 4)

This long passage has numerous side passages leading off to the north and a stout door on the south wall.

When the dwarven mines were active, this area served as a defensive redoubt in the event that the dwarves were forced to retreat from a small army of pursuers. (There were other defenses, west of the cave-in, but they are left for the DM to develop, if necessary.)

Lighting: This passage is dark.

Commented [EB701]: This is a creation spell.

Door: The door on the southern wall swings into this chamber and can only be locked from the south side. The lock was broken long ago.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Trap: Along the southern wall of the southern passage are four hidden swinging walls, opposite the wall sections to the north. If the trigger at the eastern end of the passage is triggered (presumably by the dwarven rearguard, according to the designer's plan), each swinging wall swings counterclockwise in a 90-degree arc to bifurcate the southern passage. This would have two effects. First, anyone hit by a swinging wall would potentially take damage. Second, any invading force would be divided into four groups, each stuck in an L-shaped dead end. The plan was for the dwarves to immediately halt their retreat and rush west along the northern passage, splitting into four groups, each able to attack a small number of invaders.

This trap is far less useful since the Stout Folk now are more concerned about attackers from the east seeking to reach #C30 or #C54. As such, the dwarves have added a secondary trap linked to the same trigger, built by Beldas and Belgin Ironaxe, to attack anyone triggering the swinging wall trap. The dwarves periodically reset both traps.

Swinging Wall Trap (4): CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. Market Price: 500 gp.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. Market Price: 5,400 gp.

#B33 Western Mines

The passage to the west is rough-hewn and unfinished, unlike the rest of the dwarfhold. A recent cave-in has collapsed this tunnel, blocking further passage westward. A set of stone steps leads up and to the south, just east of the cave-in.

Before the recent earthquake, this passage led west into the western mines, but now it is a mass of fallen rock and stone dust, blocking all passage.

Lighting: This passage is dark and think with dust. Rune: A rune created by Gorn the Runecaster aids the defenders in #C54 in guarding these stairs. As the rune is carved into the ceiling, about halfway up the stairs, a successful Spot check (DC 10) is required to notice it. It is effectively a charged magic item with 10 charges remaining. The rune creates a create water effect (CL 10th) that inundates the stairs. Gorn has set a pass "trigger" of "Darokan," the name of the first of the Six Secret Sigils of Dumathoin. A successful Knowledge (religion) check (DC 25) reveals that as a likely guess. Anyone on the stairs when the rune is triggered must make a successful Balance check (DC 10) or slip and fall down the stairs.

#B34 Pickaxe Hall (EL 3)

This barrel-vaulted hall is littered with debris. The remnants of broken mining gear suggest scattered across the floor suggest that this may have once served an equipment room for dwarves heading into the mines.

This room once held the equipment of dwarves headed into the mines (via #B22), but is now empty.

Lighting: This room is dark.

Trap: In the passage leading to #B34 and #B35, there is a trap of relatively new construction, built by Beldas and Belgin Ironaxe. The dwarves periodically reset this trap.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. Market Price: 5,400 gp.

#B35 Pickaxe Hall

This barrel-vaulted hall is littered with debris. The floor has been recently rent by a narrow fissure that runs from the northeast corner to the southwest corner of the chamber.

This room once held the equipment of dwarves headed into the mines (via #B22), but is now empty.

Lighting: This room is dark.

Crack: A six-inch wide crack runs along the floor of the chamber. The crack is 1-2 feet deep. A Fine creature or a creature in *gaseous form* could follow the crack past the southwest corner of the room into #B16.

#B36 Arcrown's Vault

This small barrel-vaulted chamber holds the smashed remains of several chests and barrels.

This chamber once served as a storage vault for Runedardath's arcrown. The contents left behind when the Stout Folk abandoned the dwarfhold were subsequently taken by Antharzyreph, who tore apart the chests, and included in his

Lighting: This room is dark.

Shaft: On the south wall of the room is a narrow shaft leading up to #F100, with handholds and footholds carved into the southern wall. A Medium or smaller creature can fit comfortably. It is a tight squeeze for a Large creature, and too small for Huge or larger creatures.

#B37-40 Prison (EL 1)

A long passageway leads north, with three doors along the eastern wall.

The dwarves used the rooms along this passage as prison cells for dwarven miscreants (usually drunks who could not hold their ale) and for the rare monster captured in the northern or western mines and brought back to Runedardath for study. The

Commented [EB702]: This is a creation spell.

prison was emptied out when the Stout Foulk abandoned the dwarfhold and now contain little more than dust a bit of debris.

Trap: This trap dates back to the waning days of the dwarfhold, when reduced numbers forced those who remained to set up traps in areas they were no longer using and were unable to guard. The dwarves periodically reset this trap.

Swinging Block Trap with Hidden Bypass: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. A DC 25 Search check is required to locate the hidden bypass switch.

Doors: Three doors line the eastern wall of the passage.

Each door is locked from the outside, but the keys are long lost.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

#B41 Interior of the Pillar

locked).

The interior of the pillar in #B16 is a set of rooms in its own right. It's complicated enough that it gets its own map.

Lighting: The entire interior of the pillar is dark.

B41A Pillar Balcony (EL 5)

This small balcony with a low stone railing overlooks a larger room beyond. Crouched next to the railing and peering down at the room below are two grotesque, winged humanoids, each about the size of a halfling, with a horned head and long, curving fangs jutting from its mouth. Both seem to be carved from a block of solid stone.

Arguably, the pillar balcony could be considered part of #B16. As the PCs are most likely to enter #B41A from #B16, the creatures that lurk here are described as part of that write-up.

Creature: A pair of advanced guardgoyles stand guard on this balcony. (See #B16 for detailed statistics.)

Tactics: Tactics for the guardgoyles are given in #B16 for the most likely scenario in which the PCs are attempting to enter #B41A from #B16. In the unlikely event the PCs enter #B41A from #B41B, the guardgoyles attack in hand-to-hand combat until destroyed. They only take flight to give chase if someone makes it through #B41A to #B16.

#B41B Control Room

An open archway leads to a balcony to the south. A wooden door blocks passage to the east. A thick, stone, octagonal pillar stands in the center of this room. There are four large levers extending from the pillar, one on each side (north, south, east, and west). The north pillar is in the up position. The east, south, and west pillars are in the down position.

This room contains the manual controls for the dwarfhold's pumping system.

Pumping Control: The pumping system in area #B41C and #B41D is controlled by the four levers in this pillar. If any of the levers is moved, there is a mechanical sound (Listen check DC 5). If water is allowed to flow where before there was no flow or vica versa, there is a change in the sounds of the running water (Listen check DC 10).

North Lever: The north lever controls the inflow of water from the alternate uncontaminated North Aquifer (#M155). In the down position (starting position), it prevents water from the North Aquifer from entering the system. In the up position, it allows water from the North Aquifer to enter the system.

East Lever: The east lever controls the inflow of water from the contaminated East Aquifer (#M157). In the down position, it prevents water from the East Aquifer from entering the system. In the up position (starting) position, it allows water from the East Aquifer to enter the system.

South Lever: The south lever controls the outflow of water into the pool in #F101. In the down position, it blocks water from entering the pool area in #F101. In the up position (starting position), it allows water to enter the pool area in #F101. (Even if this lever is left in the up position, water cannot overflow the pool in #F101 due to an overflow drain at the lip of the pool.)

West Lever: The west lever controls the outflow of water into the fountains that spill out of the pillar into the pool in area #B16. In the down position, it blocks water from entering the pool area in #B16. In the up position (starting position), it allows water to enter the pool area in #B16. Before the earthquake, even if this lever was left in the up position, water could not overflow the pool in #B16 due to an overflow drain at the lip of the pool. Now that also cannot happen due to the earthquake chasm.

Backflow: Both the north and east valves are equipped with backflow valves, meaning that water from the contaminated aquifer cannot pollute the water from the non-contaminated aquifer, even if the north and east levers are both in the up position.

Water Pipes: There are several water pipes hidden in the floor of this room. A pair of water pipes run in the floor from the west wall (just above and just to the north of the door) into the east side of the pillar. The southern of the two pipes brings water from the pump in #B41C. The northern of the two pipes takes water from the pillar back into the shaft where it connects with the sluices on the western half of the pillar. A third pipe runs through the floor from the north side of the pillar to the sluice on the eastern half of the north wall of the pillar. A fourth pipe runs through the floor from the east side of the pillar to the sluice on the northern half of the east wall of the pillar. A fifth pipe (hidden in the pillar) runs up the pillar to the east side of the pool in #F101, just below the lip of the pool.

#B41B Control Pillar Lever Function				
Effect North East South West				
No water flows.	Down	Down	Down	Down
No water flows.	Down	Down	Down	Up
No water flows.	Down	Down	Up	Down
No water flows.	Down	Down	Up	Up
No water flows.	Down	Up	Down	Down
Contaminated water	Down	Up	Down	Up
flows through the	Bomi	- OP	Bown	op.
sluices into the pool in		*		
#B16.				
Contaminated water	Down	Up	Up	Down
flows into the pool in		-1	-1	9411
#F101.			145	
Contaminated water flows	Down	Up	Up -	*Up
through the sluices into the			3	1
pool in #B16 and into the	-		-	
pool in #F101. (Starting	Nia-			
position.)	20			
No water flows.	Up	Down	Down	Down
Uncontaminated water	Up	Down	Down	Up
flows through the	1			
sluices into the pool in				
#B16.				
Uncontaminated water	Up	Down	Up	Down
flows through into the			J ie in	
pool in #F101.			-	
Uncontaminated water	Up	Down	Up	Up
flows through the				100
sluices into the pool in				
#B16 and into the pool in				
#F101.			,	
No water flows.	Up	Up	Down	Down
Contaminated water	Up	Up	Down	Up
(somewhat diluted)				No.
flows through the		1000		
sluices into the pool in			4	
#B16.				
Contaminated water	Up	Up	Up	Down
(somewhat diluted)	-	-		
flows into the pool in	100			
#F101.	**	**	**	**
Contaminated water	Up	Up	Up	Up
(somewhat diluted)			74	+
flows through the				
sluices into the pool in	- 4 =			-
#B16 and into the pool in	175			
#F101.	120			

Ad Hoc XP Reward: The PCs receive a story award if they move the levers into a position that shuts off the flow of contaminated water into the River Delimbiyr. They receive 1,000 XP if the levers are left in a position whereby uncontaminated

water flows into the pool in #B16. They receive 900 XP if the levers are left in a position whereby no water flows into the pool in #B16. The latter is less desirable because the cut-off of water is likely to eventually force one of the factions to investigate #B41B in order to restart the flow of water, which could lead to the resumption of the flow of contaminated water. See #B41C for an alternate award that reduces the flow of contaminated water.

#B41C Access Shaft (EL 5)

A large 10-foot wide, 20-foot long shaft descends into the depths. A long pipe rises up from a pump on the floor, as does a wooden ladder along the east wall. A wooden door, just north of the ladder on the east wall, opens into the shaft near the top.

This room contains the pump and piping for the dwarfhold's pumping system. It also contains an access hatch to the bottom of the pool in #F101 and an access hatch to #B41D.

Shaft: The shaft is 60 feet high from the roof of #B41A/B/C to the floor of #B41C. The north-south dimension of the shaft is 20 feet. The east west dimension of the shaft is 10 feet.

Ladder: A wooden ladder leads up the center of the east wall of the access shaft, connecting the floor of the access shaft with the door to area #B41B and the upper access hatch.

Water Pipes: A single water pipe leads up from the pump in center of the northern half of the access shaft floor. This pipe turns horizontal and goes through the east wall (just below and just to the north) of the door, leading into the floor of #B41B. A second pipe comes back out that wall to the center of the northern half of the access shaft. There it splits three ways, all horizontal. One pipe leads west to exit through the sluice on the north half of the west wall of the pillar. One pipe leads north to exit through the sluice on the west half of the access shaft, where it splits two ways. From that second split, one pipe leads west to exit through the sluice on the south half of the west wall of the pillar. The other pipe leads south to exit through the sluice on the south half of the west wall of the pillar. The other pipe leads south to exit through the sluice on the west half of the south wall of the pillar.

Pump: The pump sits on the floor in the center of the northern half of the access shaft. A single water pipe rises up from the pump. A second water pipe (hidden beneath the pump) leads through the floor into #B41D. The pump is actually an animated construct (see Creature).

Drain: In the center of the floor of the southern half of the access shaft is a large drain at a low point in the floor. Any water that spills from the system exits here through a pipe that leads out the side of the mountain (exiting in the same place as the drain in #B16 and #F101).

Upper Access Hatch: At the top of the ladder, there is a stone trapdoor in the ceiling of #B4IC that leads into the floor of the pool in #F101. This hatch is locked with a latch at the bottom of the pool in #F101. It is reinforced by the water in the pool in #F101, when present.

If there is no water in the pool in #F101, the lock requires a Strength check (DC 28) or an Open Lock check (DC 40) to force open.

If there is water in the pool in #F101, the combined strength of the lock and the water pressure requires a Strength check (DC 38) and an Open Lock check (DC 40) to force open. Doing so causes a flood of water down the hatch. Anyone flying in the path of the water must make a Strength check (DC 20) or be pushed down to the bottom of #B41C. Anyone hanging on the ladder or climbing the wall in the path of the water must make a Strength check (DC 15) and a Balance check (DC 15) or fall. An uncontrolled fall causes 8d6 points of damage (due to the height and the pipes and the likelihood that someone falling would hit one on the way down). A controlled fall (e.g. feather fall) causes 2d6 points of damage (due to the pipes and the likelihood that someone falling would hit one on the way down). The water that pours through does not fill the shaft to more than 10 feet in height due to the time it takes to pour through the upper access hatch and the drain in the floor of the access shaft.

Lower Access Hatch: In the southeast corner of the floor of the access shaft is a secret stone trapdoor (Search DC 30) that leads down into the access tunnel (#B41D).

Creature: Resembling a metal barrel, the pump is a permanent Small animated object (see Monster Manual). It has no attacks or movement capabilities. Its sole function is to pump water up the pipe, which it has done for centuries. It can be destroyed, by attacking it, or disabled, requiring a successful Disable Device check (DC 25).

Small animated construct (hp 15).

Creature: Long ago, a colony of rats established itself inside the pillar (#B41). These rats recently died en masse, thanks to injesting black dragon brew. They new lurk at the base of the access shaft, attacking all creatures that pass by.

Ephemeral swarm: hp 90, see Appendix 2, page 318.

Ad Hoc XP Reward: The PCs receive only 500 XP if they damage the pipes so that the East Aquifer continues to leak contaminated water through the drain in the floor of #B41C and out into the Laughing Hollow. This is a much slower flow and does not reach the River Delimbiyr, but it does create a large polluted pond at the southern foot of Mount Illefarn, to the distress of the wild elves and other inhabitants of the Laughing

#B41D Western Access Tunnel

The trapdoor in the floor of the shaft opens to reveal the south end of a small crawlway, roughly the size of the shaft above. A water pipe in the ceiling of the crawlway drops down into the crawlway from roughly below the water pump and then runs horizontally into the northern half of the east wall.

The access tunnel (#B41D and #M153) was built to give the dwarves direct access to the aquifers, in the unlikely event that

was every required. It now serves as Antharzyreph's path to his new lair.

Illusion: The northern half of the eastern wall of what appears to be the entirety of the access tunnel is actually a permanent image (CL 12th), making it look like the east wall continues to the northeast corner of a small room. In other words, #B41D and #M153 are really the western and eastern halfs of the same room, separated into two spaces by the permanent image.

C) Halls of Ironaxe

Before the abandonment of Runedardarth, this level served the Stout Folk as general living quarters for the dwarves of Clans Ironaxe. Korin Ironaxe and his followers have reclaimed this area for the same purpose.

For each room, there is a description of who might be found there and under what conditions. Statistics are only given for where the Stout Folk sleep or serve on guard duty, but this level is hardly static as the industrious dwarves move about, working to stand guard or fortify their defenses.

#C42 Living Quarters (EL 3)

This large, barrel-vaulted hall is largely empty of dust and debris. Broad stone steps lead down from the center of the east wall, while passages lead south and west. A large hammer and brass gong stand in the northeast corner of the room. Pushed against the north and west walls of the room are four stone slabs covered with furs.

This chamber once served Clan Ironaxe as living chambers, but now it functions as a guardroom.

Lighting: This room is dark.

Creature: Three dwarven warriors defend this chamber against patrols of the Dragon Cult and the Direlord Tribe.

Dwarven Defenders (3): hp 13 each; see Appendix 2, page

Tactics: If attacked from below, the Stout Folk employ the high ground of this chamber to good effect (giving them a +1 bonus on attacks). They are also well aware of the rune (see #B31) that Gorn has placed over the stairs and any interlopers are likely to trigger. If intruders are spotted at the bottom of the stairs, one of the dwarven defenders immediately sounds the gong, alerting the rest of the Stout Folk to the attack. (Not everyone rushes to this room, however, as the other factions are not above mounting a two-pronged attack.)

Under Attack: If the alarm is raised, the dwarves on guard here maintain their post, to guard against a second flank attack.

#C43 Workshop

This chamber is largely free of dust and debris. A stone table along the western wall is covered with tools, broken weapons, broken bits of armor, as well as gears, springs, and other

mechanical bits needed in the construction of traps. A large hammer and anvil sit in the center of the room. A small, unlit forge on the eastern end of the room sits next to a small stack of firewood and several bags of dried dung.

This room has always served Clan Ironaxe as a workshop. It continues to play that role today for the repair of amor and weapons and the crafting of traps.

Lighting: This room is dark.

Creatures: While no dwarves are permanently stationed herein, it is not uncommon to find one or more dwarven defenders hard at work. Beldas and Belgin are frequent visitors, as they work on the mechanisms needed for a new trap.

Under Attack: If the alarm is raised, any dwarves working here move to support the defenders in #C42.

#C44 North Hall

This barrel-vaulted hall is largely free of dust and debris. Barrels line the east wall facing a wall of crates along the west wall. Stone tables, apparently used for food preparation, line the north and south walls.

Ere the abandonment of Runedardath, this area was used as living quarters, but now it acts as a kitchen for the Stout Folk.

Lighting: This room is dark.

Creatures: While no dwarves are permanently stationed herein, it is not uncommon to find one or more dwarves here, preparing the next meal.

Under Attack: If the alarm is raised, any dwarves working here move to support the defenders in #C42.

#C45 South Hall

This large, barrel-vaulted hall is largely empty of dust and debris. Five circular stone tables are scattered through the room, each surrounded by stone blocks positioned to serve as stools. Steel drinking mugs sit atop each table. A stack of kegs fills the southeast corner of the room.

Clan Ironaxe has long used this hall as a gathering spot for the clan, where dwarves can drink, eat, and socialize with their kin. Increasingly, the talk here is of quiet desperation, not hopes and dreams, but the Stout Folk persist nonetheless. While no dwarves are ever assigned to this room, all members of Clan Ironaxe can be found herein from time to time.

Lighting: This room is dark.

Creatures: While no dwarves are permanently stationed herein, off-duty dwarves regularly gather here to socialize.

Under Attack: If the alarm is raised, any dwarves working here move to support the defenders in #C42.

#C46 Stables (EL 4)

This long, barrel-vaulted hall is divided into a passage along the east side and six stalls, separated by wooden walls, along the western side of the hall. The first stall has only a stone slab covered with furs, but the rest are home to shaggy, cream-colored ponies.

Clan Ironaxe has long used this chamber as a stable for its surefooted mounts, bringing them into and out of the stronghold via #D57.

Creature: Bred for mountainous and rocky terrain, the sure-footed whiteshield is a highly prized and thickly muscled war pony favored by shield dwarves across the North. It has a shaggy cream-colored winter coat that gives way to a somewhat prickly, dark brown hide in the summer months. The whiteshield is named for the distinctive shield-shaped patch of pure white hair always found on the forehead of purebred members of this breed. Many dwarf warriors tattoo or paint their own shield device onto the shield-shaped mark before going into battle. This breed stands 12-1/2 hands (4 feet 2 inches) in height and has a large, muscular frame that can easily support the weight of a fully armored dwarf. Ponies of this breed cost 200 gp in dwarf clanholds across the North, but when they are rarely offered for sale to nondwarves, they can command as much as five times that price.

At least one dwarf is tasked with watching over the whiteshields at any given time.

Dwarven Defender: hp 13; see Appendix 2, page 307.

Whiteshield Pony (5): hp 13 each; see Appendix 2, page 308.

Under Attack: If the alarm is raised, the dwarven stablemaster moves to support the defenders in #C42.

#C47 Hallway (EL 1)

The south end of a long passage ends in a turn to the east down a ramp to the level below.

Ere its abandonment, this passage was simply a hallway through the general living quarters of Clan Ironaxe. After the Stout Folk reclaimed this area, it became a guard post, but now their numbers are too small to defend it and all the other approaches into Area C. As such, Gorn the Runecaster has placed some powerful runes on the ramp (#B24) leading down to the Hall of Portals (#B23).

Lighting: This room is dark.

Trap: Beldas and Belgin Ironaxe have added a trap, just south of the entrances into #C48 and #C49 to act as a second line of defense in the case of attack. They have deliberately crafted this trap to create a distinctive smashing noise and block the passage. A successful Strength check (DC 25) is required to reset this trap (and clear the passage).

Swinging Wall Trap (4): CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. Market Price: 500 gp.

Under Attack: If the alarm is raised, any nearby dwarves set up a defensive wall just north of the trap.

#C48 Living Quarters (EL 7)

This chamber is largely free of dust and debris. A stone table along the northern wall is covered with runestones of recent carving. A circle of carved stone blocks, each about a foot or so tall, fills the center of the room. A stone slab, covered with furs lies against the southern wall.

Ere the abandonment of Runedardath, this chamber served as living quarters for the Stout Folk of Clan Ironaxe. It now serves that same purpose for the leader of the dwarves, but doubles as a war room for developing battle tactics.

Lighting: This room is dark.

Creature: This room is home to Korin Ironaxe. He rarely sleeps, but is often found herein, poring over old reports or carving new ones. He is often joined by some of the other senior dwarves of the clan for quiet discussion.

Korin Ironaxe: hp 52; see Appendix 2, page 304.

Door: The door is lockable from either side. Korin Ironaxe has the key, and he usually leaves the room locked when he

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Runestones: The runestones are carved with Dethek Runes. A character who speaks dwarf or makes a successful Decipher Script check (DC 20) can determine that they appear to be records of patrols by the Direlord Tribe and the Dragon Cult, such as one might keep if attempting to deduce patterns in apparent random behavior, and an accounting of tactics and capabilities by key individuals.

Treasure: Korin has hidden two treasures in a hollow beneath his sleeping slab: a belt of dwarvenkind and a necklace of fireballs (7d6x1/5d6x1/3d6x1).

Under Attack: If the alarm is raised, Korin helps set up a defensive wall just north of the trap in #C47.

#C49 South Vault (EL 9)

This small room holds a stone slab pushed against the southern wall and covered with furs. The walls are adorned with all manner of dwarven runes.

This room once served as a vault for valuable equipment and treasure, but Clan Ironaxe has since converted it to sleeping quarters.

Lighting: This room is dark.

Creature: Gorn the Runecaster claims this chamber as his own. He is rarely found within except when sleeping.

Gorn the Runecaster: hp 40; see Appendix 2, page 305.

Door: The door is lockable from either side. Gorn usually carries the key, and he usually leaves the room locked when he leaves

 $\it Door \, (Stone)$: 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Runes: A character who can read Dwarf or a successful Decipher Script check (DC 20) reveals these are prayer runes, denoting prayers to Dumathoin.

Under Attack: If the alarm is raised, Gorn helps set up a defensive wall just north of the trap in #C47.

#C50 North Vault (EL 4)

This small room holds a stone slab pushed against the southern wall and covered with furs. The walls are hung with waraxes of dwarven make.

This room once served as a vault for valuable equipment and treasure, but Clan Ironaxe has since converted it to sleeping quarters

Lighting: This room is dark.

Creature: Kealea "the Lucky" of Torstultok claims this chamber as her own. She is rarely found within except when sleeping.

Kealea "the Lucky" of Torstultok: hp 22; see Appendix 2,page 307

Door. The door is lockable from either side. Kealea usually carries the key, and she usually leaves the room locked when she leaves.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Treasure: The eleven dwarven waraxes (worth 30 gp each) hung from these walls all belonged to dwarves who gave their lives attempting to reclaim the halls of Runedardath.

Under Attack: If the alarm is raised, Kealea helps set up a defensive wall just north of the trap in #C47.

#C51 Latrine

As you round the corner, the hallway ends abruptly. In the center of the floor is a small hole. A sconce on the back wall holds a crude torch. A niche next to the sconce holds flint and steel.

While this area resembles a simple latrine, there is no odiferous smell.

The Stout Folk use this room as a latrine.

A small hole in the floor leads down a narrow shaft (about six inches in diameter and six feet deep) to a tiny patch of green slime. It continues to serve that function for passing patrols. The dwarves were (and are) careful to burn it back when it threatens to grow out of the pit.

Lighting: This room is dark.

Door: The door is lockable from the inside. The key is usually left in the lock.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Hazard: A small hole in the floor leads down about six feet to a patch of green slime. No encounter level is given for this area, as the chances of the PCs actually coming into contact with the green slime are practically nil.

#C52 Living Quarters (EL 7)

This large barrel-vaulted room holds three stone slabs pushed against the western wall and covered with furs. All manner of mechanical devices litter the southern end of the floor, as if left mid-thought by inveterate trapmakers

This room has long functioned as living quarters for Clan Ironaxe.

Lighting: This room is dark.

Creature: Beldas and Belgin Ironaxe share this chamber with Ibin "the Scorcher" Azerkyn. None of the three dwarves spend much time in this room, except when resting, although Beldas and Belgin seem to do more trapmaking than actual sleeping.

Beldas Ironaxe: hp 18; see Appendix 2,page 305. Belgin Ironaxe: hp 18; see Appendix 2,page 305. Ibin "the Scorcher" Azerkyn: hp 18; see Appendix 2,page

Door: The door is lockable from either side. Ibin usually carries the key, but the door is rarely locked.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Under Attack: If the alarm is raised, Beldas, Belgin, and Ibin head north to reinforce the defenders in #C42 and #C54.

#C53 Living Quarters (EL 1)

Although swept of debris, this large room seems empty and unused. A thick layer of dust lies everywhere except along the eastern wall, where

a well-trod path connects a passageway leading east with stairs leading up and to the east. Four stone slabs line the western wall.

The Stout Folk of Clan Ironaxe used this room as living quarters before the dwarfhold was abandoned. Clan Ironaxe used it as living quarters when it reclaimed this level, but it is no longer used as their numbers have shrunk.

Lighting: This room is dark.

Trap: Beldas and Belgin Ironaxe have added a trap, just east of the entrance into #C53 to act as a second line of defense in the defenders of #D57 are overrun. They have deliberately crafted this trap to create a distinctive smashing noise and block the passage against invaders from #C53 into the rest of area C. A successful Strength check (DC 25) is required to reset this trap (and clear the passage).

Swinging Wall Trap (4): CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. Market Price: 500 gp.

#C54 Living Quarters (EL 3)

This large, barrel-waulted hall is largely empty of dust and debris. Broad stone steps lead down from the center of the north wall, while a passage leads south. A large hammer and brass gong stand in the northeast corner of the room. At the west end of the room are four stone slabs covered with furs.

This chamber once served Clan Ironaxe as living chambers, but now it functions as a guardroom.

Lighting: This room is dark.

Creature: Three dwarven warriors defend this chamber against patrols of the Dragon Cult and the Direlord Tribe.

 $\label{eq:decomposition} \textit{Dwarven Defenders (3): hp 13 each; see Appendix 2, page 307.}$

Tactics: If attacked from below, the Stout Folk employ the high ground of this chamber to good effect (giving them a +1 bonus on attacks). They are also well aware of the rune (see #B33) that Gorn has placed over the stairs and any interlopers are likely to trigger. If intruders are spotted at the bottom of the stairs, one of the dwarven defenders immediately sounds the gong, alerting the rest of the Stout Folk to the attack. (Not everyone rushes to this room, however, as the other factions are not above mounting a two-pronged attack.)

Under Attack: If the alarm is raised, the dwarves on guard here maintain their post, to guard against a second flank attack.

#C55 Ironaxe Hall

This large, barrel-vaulted hall is largely empty of dust and debris. Eleven stone slabs, each covered with furs, fill the floor of the room, except for a path between them connecting

the door in the northeast corner with the passageway in the southwest corner.

The balance of the dwarven defenders rest herein when off duty. However, as most of them pull long shifts on patrol or guarding the various approaches into the dwarf-held areas, this room is used left unused more often than not.

Lighting: This room is dark.

Door: The door is lockable from either side, but requires no key. Only if both sides are unlocked can the door be swung open. Beldas and Belgin Ironaxe reconfigured the locking mechanism so that the door could be used as a fortification if the Stout Folk were forced to retreat in either direction.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Creatures: While no dwarves are permanently stationed herein, off-duty dwarves take their rest here.

Under Attack: If the alarm is raised, any dwarves resting here move to support the defenders in #C54.

D) Halls of Gallowglar and Yund

This level served the Stout Folk as general living quarters for the dwarves of Clans Gallowglar and Yund

Today, the Direlord Tribe occupies the eastern half of the level, while the western half is a battleground between the humanoids and the Stout Folk of Clan Ironaxe. The dwarves control only one chamber on this level, #D57, which is hidden behind secret doors not yet found by the Direlord Tribe.

Both groups refer to the current dividing line between Direlord territory and the contested area as Devin's March. Tactically, one might expect the Direlord Tribe to move their border westward to #D79, as that would require them to only defend one approach against the dwarves, rather than three. However, any effort to do so has been undermined by the presence of the ghost of Runedardath's last arcrown. As discussed in #D66 below, the presence of any humanoid along the path between #D66 to #D79 triggers Devin's ghost to arise and begin marching back and forth, attacking any non-dwarf he encounters. All efforts by the Direlord Tribe to lay his ghost to rest have come to naught, resulting in the current stalemate.

Area D (western half) & E Encounter Table (Roll 2d4)

2-4 Clan Ironaxe Patrol

5 Clan Ironaxe and Direlord Tribal Patrol

6-8 Direlord Tribal Patrol

#D56 Landing (EL 3)

This small, barrel-vaulted hall is largely empty of dust and debris. Broad stone steps lead down from the west wall. A large hammer and brass gong stand in the southwest corner of the room.

This chamber once served the Stout Folk of Clan Ironaxe as a landing at the top of the stairs, but now it has been converted into a guardroom.

Lighting: This room is dark.

Secret Door: Two secret doors of recent construction guard the northern and southern exits. Both have dwarf-height peepholes allowing the occupants to spy on the areas to the north and south. Both secret doors are lockable from inside the room, but require no key.

Secret Door (Stone): Search DC 20; 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Creature: Three dwarven warriors defend this chamber against patrols of the Dragon Cult and the Direlord Tribe.

Dwarven Defenders (3): hp 13 each; see Appendix 2, page 307.

Tactics: Two of the three dwarves spy through the peepholes in the secret doors. If either door is discovered by a passing patrol, the dwarves sound the alarm gong. If attacked, they slowly retreat back to #C53.

Under Attack: If the alarm is raised, the dwarves on guard here maintain their post, to guard against a second flank attack.

#D57 Living Quarters

This small, barrel-vaulted hall is largely empty of dust and debris. A small alcove in the northeast corner is unfinished, suggesting digging was halted mid-project.

The dwarves of Clan Gallowglar used this chamber as living quarters. It is now unused.

Secret Door: Just south of this chamber, a secret door leads outside. It can be locked from the inside, but does not require a key. The Stout Folk, who most frequently use this entrance, usually leave it locked.

Secret Door (Stone): Search DC 20; 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

#D58 Temple Vestibule

The walls and ceilings of this barrel-shaped hall are covered with frescoes depicting dwarves at war with an army of orcs.
Unfortunately, the frescoes are heavily damaged, as if someone smashed most of the walls and ceilings with a mace. Stairs lead up to the east.

Commented [EB703]: FR11 - Dwarves Deep, page 12.

This chamber served as dwarves as an entrance to the temple of Moradinsamman.

#D59-60 Living Quarters

This barrel-vaulted hall is empty, but filled with dusty and debris.

The dwarves of Clan Gallowglar used these chambers as living quarters. They are now unused.

Lighting: This room is dark.

Door: The door is unlocked and the key long lost.

 $Door\left(Stone\right)$: 60 hp, hardness 8; break DC 28 (stuck or locked).

#D61 Living Quarters

This barrel-vaulted hall is empty, but filled with dusty and debris.

The dwarves of Clan Gallowglar used this chamber as living quarters. It is now unused.

Lighting: This room is dark.

Shaft: On the east wall of the room is a narrow shaft leading down to #B25, with handholds and footholds carved into the eastern wall. A Medium or smaller creature can fit comfortably. It is a tight squeeze for a Large creature, and too small for Huge or larger creatures.

#D62 Living Quarters

This barrel-vaulted hall is empty, but filled with dusty and debris.

The dwarves of Clan Gallowglar used this chamber as living quarters. It is now unused.

Lighting: This room is dark.

#D63 Storage Vault (EL 3)

This long, skinny barrel-vaulted hall is empty, but filled with the broken remnants of wooden casks and chests.

The dwarves of Clan Gallowglar used this chamber for storage. **Lighting:** This room is dark,

Trap: Beldas and Belgin Ironaxe have set a trap here, in hopes of killing off a few members of the Direlord Tribe.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. Market Price: 5,400 gp.

#D64 Storage Vault

This long, skinny barrel-vaulted hall is empty, but filled with the broken remnants of wooden casks and chests.

The dwarves of Clan Gallowglar used this chamber for storage.

Lighting: This room is dark.

#D65 Latrine

As you round the corner, the hallway ends abruptly. In the center of the floor is a small hole. There is an empty sconce on the back wall and an empty niche on the north wall.

While this area resembles a simple latrine, there is no odiferous smell.

The dwarves of Clan Yund used this room as a latrine.

. A small hole in the floor leads down a narrow shaft (about six inches in diameter and six feet deep) to a tiny patch of green slime. It continues to serve that function for passing patrols. The goblins and orcs are careful to burn it back when it threatens to grow out of the pit.

Lighting: This room is dark.

Door: The door is unlocked and the key long lost.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or ked)

Hazard: A small hole in the floor leads down about six feet to a patch of green slime. No encounter level is given for this area, as the chances of the PCs actually coming into contact with the green slime are practically nil.

#D66 Crypt of Devin Ironaxe (EL 11)

This large, barrel-vaulted chamber is dominated by black marble bier on which sits a black marble sarcophagus. The carved lid depicts a dwarven king in repose, garbed in full plate and a crown and holding a massive greatsword on his chest.

Originally, the dwarves of Clan Gallowglar used this chamber as living quarters, but after the invasion by the Black Horde, the surviving dwarves transformed it into a crypt for the last arcrown of Runedardath.

The Direlord Tribe has left this chamber undisturbed due to the presence of its ghostly inhabitant. The scions of Clan Ironaxe likewise leave it undisturbed, but out of respect.

Lighting: This room is dark.

Sarcophagus: The sarcophagus is carved from a single hunk of black marble. Although it is carved so as to seem to have a lid, in truth the lid and the sides are all a single piece of stone that slides over the rectangular block of black marble on which the body of the deceased lies in full battle attire. The entire "lid" weighs upwards of 5,000 lb. and the space is quite tight, meaning it would take a significant amount of effort and engineering to reach the contents therein.

Any attempt to lift the lid up and over the body, which lies on a single rectangular block of black marble triggers the trap.

Trap: Lifting up the sarcophagus "lid," so it no longer touches the floor, triggers this trap.

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Creature: The ghost of Arcrown Devin Ironaxe haunts this

Arcrown Devin Ironaxe: hp 58; see Appendix 2, page 317.

Tactics: Devin's ghost arises if anyone enters the room or if any orc or goblinoid crosses the route leading to #D79. He attacks anyone who disturbs his sarcophagus, attacks him, or has orc or goblinoid blood. If interlopers are not present in #D66, he begins a slow march to the rune circle in #D79, attacking any orc, goblinoid, or overtly hostile creatures he encounters before taking up watch in #D79. Devin remains in position until 1 hour has past since the last trigger, as described above.

Treasure! The sarcophagus holds Devin's bones as well as +1 full plate, a +1 ghost touch greatsword, and a +1 heavy steel shield. Decades ago, at Devin's internment, a priest of Dumathoin made sure to include a ghost touch weapon along with the dead arcrown's armor, after receiving a vision from the Keeper of Secrets Under the Mountain.

#D67-#D68 Living Quarters (EL 3 each)

This barrel-vaulted hall is scattered with debris, including the remnants of a small cooking fire. A half-dozen sleeping blankets lie scattered across the floor.

The dwarves of Clan Yund used these chambers as living quarters, as does the Direlord Tribe.

Lighting: These rooms are dark.

Creatures: Six orc warriors reside in each chamber and are found here (40% chance) when not on patrol, relaxing (#D76), on guard duty (#L149), or gambling (#L150). They alternate which room is responsible for watching the approach to the west.

Orc Warriors (6, 6): hp 5 each; see Appendix 2, page 315.

Treasure: The orcs have 2d6 sp each.

Under Attack: If the alarm is raised elsewhere, the orcs in #D68 join the orcs in #D67 to guard against an attack from the west.

#D69 Living Quarters (EL 5)

This barrel-vaulted hall is scattered with debris, including the remnants of a small cooking fire. The southwest corner of the room has collapsed, almost as if it were deliberately pulverized into rubble. A pair of massive sleeping blankets lie along the east wall.

The dwarves of Clan Yund used this chamber as living quarters, as does the Direlord Tribe.

Lighting: This room is dark.

Creatures: Two ogres reside in this chamber and are found here (40% chance) when not on patrol, relaxing (#D76), on guard duty (#L134) or gambling (#L150).

Ogres (2): hp 29 each; see Appendix 2, page 316.

Treasure: The ogres have 2d6 gp each. Partially buried (DC 15 Spot Check) in the rubble is a long forgotten dwarven runestone. Once part of the royal archives of Runedardath, the runestone is a formal "document" that notes the ascension of Arcrown Devinarn Ironaxe, son of Devin, blood of Bharaun "the Elder," following the disappearance (and presumed death) of his elder brother Bharaun "the Younger" Ironaxe, son of Devin, blood of Bharaun "the Elder," who vanished while leading an expedition up the Unicorn Run in the Year of the Curse (882 DR) in response to reports of demons overrunning the elven kingdom of Eaerlann.

Under Attack: If the alarm is raised elsewhere, the ogres in #D69 move to #D76 to join their fellows.

#D70 Living Quarters (EL 6)

This barrel-vaulted hall is dominated by diabolic sigils adorning the walls, painted in blood. Three sleeping blankets are arranged along the north wall.

The dwarves of Clan Yund used this chamber as living quarters, as does the Direlord Tribe.

Lighting: This room is dark.

Creatures: Three orc warlocks—Prollot, Zurch, Stub—reside here (40% chance) when not on patrol, in council with Wartsnak (#L135), or gambling (#L150). These warlocks have pledged their souls to the commanders of the Alliance of Avernus.

Orc Warlocks (3): hp 13 each; see Appendix 2, page 315. **Treasure:** The orc warlocks have 2d6 gp each.

Under Attack: If the alarm is raised elsewhere, the orc warlocks move to #D76 to lead their fellows.

#D71 Landing (EL 2)

This small, barrel-vaulted hall is largely empty of dust and debris. Broad stone steps lead down from the east wall. A large hammer and brass gong stand in the northeast corner of the room.

This chamber once served the Stout Folk of Clan Ironaxe as a landing at the top of the stairs, but now it has been converted into a guardroom by the Direlord Tribe.

Lighting: This room is dark.

Creatures: The normal complement of humanoids in this chamber is five goblin warriors, although that number doubles during shift changes.

Goblin Warriors (5): hp 5 each; see Appendix 2, page 315.

Commented [EB704]: Arguably this treasure is a replacement for that found in #F104 in N5 – Under Illefarn.

Door: At the bottom of the stairs, the door to #A15 is locked. The guards in #D71 hold the key and listen for the secret knock (as described in #A15) used by Direlord tribal patrols who want to get through.

Under Attack: If intruders attempt to come in through the door at #A15, the goblins ring their gong and then try to hold the higher ground against the intruders.

#D72-#D74 Living Quarters (EL 3 each)

This barrel-vaulted hall is scattered with debris, including the remnants of a small cooking fire. A half-dozen sleeping blankets lie scattered across the floor.

The dwarves of Clan Yund used these chambers as living quarters, as does the Direlord Tribe.

Lighting: These rooms are dark.

Creatures: Six orc warriors reside in each chamber and are found here (40% chance) when not on patrol, relaxing (#D76), on guard duty (#L149), or gambling (#L150).

Orc Warriors (6, 6, 6): hp 5 each; see Appendix 2, page 315.

Treasure: The orcs have 2d6 sp each.

Under Attack: If the alarm is raised elsewhere, the orcs in #D72, #D73, and #D74 move to #D76 to join their fellows.

#D75 Living Quarters (EL 4)

This barrel-vaulted hall is scattered with debris. A large hammer and brass gong stand in the northeast corner of the room. Half a dozen goblin warriors spring to attack, while a seventh begins to ring the gong.

The dwarves of Clan Yund used this chamber as living quarters, but the Direlord tribe now uses it as the main guardpost on the western edge of its territory.

Lighting: This room is dark.

Trap: This pit trap was originally intended to serve as another secret entrance into #F101, as evidenced by the handholds and footholds carved into the southern wall, but it was never connected to Area #F. The shaft was later repurposed as a pit trap during the waning days of the dwarfhold, when reduced numbers forced those who remained to set up traps in areas they were no longer using and were unable to guard. This trap, lying in the heart of the stronghold, was not particularly needed, but since the pit was already dug, the enterprising dwarves used it anyway.

Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. Market Price: 1,600 gp.

Creatures: This guard post holds seven goblin warriors, who rotate in from #D76.

Goblin Warriors (7): hp 5 each; see Appendix 2, page 315.

Tactics: The goblins are well aware of the pit trap and use its presence to their advantage against invaders, seeking to fall back past the trap's trigger.

Treasure: The goblins have 2d6 sp each.

#D76 Hall of Gathering (EL 7)

This massive chamber is strewn with debris and overrun with goblins. Sleeping blankets are scattered everywhere, and goblins are gathered in small groups drinking, fighting, gambling, and sleeping.

The dwarves of Clan Yund used this chamber as a common area, as does the Direlord Tribe.

Lighting: This room is dark.

Creatures: This massive chamber is home to the rest of the goblins in the Direlord Tribe, for they prefer to live communally, when not on patrol or guard duty (#D75, #D78, #L139). Up to 29 goblins may be found here at any time, although some of them go out on patrol or up to #L150 to gamble. The rest rotate with the guards in #D69, #D78, and #L139.

Goblin Warriors (29): hp 5 each; see Appendix 2, page 315.

Treasure: The goblins have 2d6 sp each.

Under Attack: If the alarm is raised elsewhere, the goblins remain at their post, watching for a potential second feint from the west.

#D77 Living Quarters (EL 4)

This barrel-vaulted hall is scattered with debris, including the remnants of a small cooking fire. A half-dozen sleeping blankets lie scattered across the floor.

The dwarves of Clan Yund used this chamber as living quarters, as does the Direlord Tribe.

Lighting: This room is dark.

Creatures: Six orc warriors reside in this chamber and are found here (40% chance) when not on patrol, relaxing (#D76), on guard duty (#L149), or gambling (#L150).

Orc Warriors (6): hp 5 each; see Appendix 2, page 315.

Trap: The orcs have strung a razor wire across the hallway just outside the room.

Razor-Wire across Hallway: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15. Market Price: 400 gp.

Treasure: The orcs have 2d6 sp each.

Under Attack: If the alarm is raised elsewhere, the orcs in #D77 move to #D76 to join their fellows.

#D78 Latrine (EL 1)

Two goblin warriors stand guard, along with a large metal gong.

In the center of the floor at the far end of the hall is a small hole. There is an empty sconce on the back wall and an empty niche on the east wall.

While this area resembles a simple latrine, there is no odiferous smell.

The Stout Folk used this room as a latrine. The Direlord Tribe uses it both as a guard post and a latrine.

A small hole in the floor leads down a narrow shaft (about six inches in diameter and six feet deep) to a tiny patch of green slime. The goblins and orcs are careful to burn it back when it threatens to grow out of the pit.

Lighting: This room is dark.

Creatures: The normal complement of humanoids in this chamber is two goblin warriors, although that number doubles during shift changes.

Goblin Warriors (2): hp 5 each; see Appendix 2, page 315.

Hazard: A small hole in the floor leads down about six feet to a patch of green slime. No encounter level is given for this area, as the chances of the PCs actually coming into contact with the green slime are practically nil.

Treasure: The goblins have 2d6 sp each.

#D79 Hall of the Fallen King (EL 11)

This massive barrel vaulted hall is largely free of dust and debris, although broken javelins, pieces of broken armor, bones, and various dried patches of blood suggest battles in the chamber are all too common.

In the center of the room is a ten-foot diameter circle of dwarven runes fashioned of inlaid black marble inset into the floor.

The dwarves of Clan Gallowglar used this chamber as a common area until the Year of the Black Horde. Arcrown Devin Ironaxe died here beneath a huge pile of orcish corpses, and his spirit is now tied to the holdfast ring at the center of the hall.

The Hall of the Fallen King has been the site of many battles between the Direlord Tribe and Clan Ironaxe. It would likely be the western edge of Direlord territory, if not for the continued return of the creature.

Lighting: This room is dark

Creature: As described in #D66, the ghost of Devin Ironaxe rises in #D66 whenever orcs or goblinoids cross the path connecting that chamber to this one. The ghostly arcrown then marches to this chamber to defend Runedardath against the interlopers.

Door: The four doors are unlocked, their keys long lost, and they open relatively easily.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Dwarven Holdfast Ring: The circle of runes carved into the floor is a *dwarven holdfast ring** rune circle. Devin's ghost is well aware of their power and takes advantage of them when fighting orcs and goblins from the Direlord Tribe.

#D80-#D82 Living Quarters

The door opens into a small chamber, roughly twenty feet square. A small amount of debris litters the floor, but this room is otherwise empty.

The dwarves of Clan Gallowglar used these chambers as living

Although both Clan Ironaxe and Direlord Tribal patrols occasionally use these chambers to set ambushes, they are currently empty.

Lighting: These rooms are dark.

#D83 Hall of Gargoyles

This barrel-vaulted passage is distinctive for the pairs of carved gargoyles that reach up and over to lock hands.

The living quarters along this hall were once home to some particularly artistic dwarven stonecarvers.

Lighting: This room is dark.

Door: The five doors are unlocked, their keys long lost, and they open relatively easily.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

#D84-#D88 Living Quarters

The door opens into a small chamber, roughly twenty feet square. A small amount of debris litters the floor, but this room is otherwise

The dwarves of Clan Gallowglar used these chambers as living quarters.

Although both Clan Ironaxe and Direlord Tribal patrols occasionally use these chambers to set ambushes, they are currently empty.

Lighting: These rooms are dark.

E) Temple of the Mordinsamman

This area was built as a temple of the Mordinsamman. Before Runedardath was abandoned, beautiful frescoes covered the walls and ceilings of the three main chambers and public hallways, telling the legends associated with the dwarven gods. The Direlord Tribe, building on a century of neglect, has done their best to deface these images, but Clan Ironaxe continues to repair as much damage as they can.

Today, Area E is largely unclaimed territory and the site of occasional clashes between Clan Ironaxe and the Direlord Tribe. It is also home to a handful of predators that prey on passersby when the opportunity permits.

See the Area D & E Patrol Table detailed in Area D. Unlike Area D, check only twice for random encounters: once as the PCs enter area #E89 to see if they been preceded by a patrol, and once before they leave, to see if another patrol has followed them into the temple.

#E89 Hall of Healing

This barrel-shaped vault is 20 feet deep and 30 feet in width. The walls and ceilings are covered with frescoes depicting a powerful dwarf healing badly wounded dwarves who rest amidst the bodies of ten times their number of orcs. Unfortunately, the frescoes are heavily damaged, as if someone smashed most of the walls and ceilings with a mace. In the center of the floor is a ten-foot diameter circle of dwarven runes fashioned of inlaid white marble inset into the floor.

This chamber served as dwarves primary healing center, where badly wounded dwarven warriors were restored to health.

Lighting: This room is dark.

Healing Circle: The circle of runes carved into the floor is a *healing circle** rune circle.

Hallow: A hallow spell was cast here centuries ago by a cleric of Moradin. The additional fixed spell effect has long since lapsed. The hallow effect is centered in the middle of the room and extends ten feet into the hall on each side.

#E90 Hall of Secrets

This barrel-shaped vault is 20 feet deep and 30 feet in width. The walls and ceilings are covered with frescoes designed to create the illusion that all manner of gems lie just beneath the stone. Unfortunately, the frescoes are heavily damaged, as if someone smashed most of the walls and ceilings with a mace. On the west wall is a black marble statue of male dwarf in regal pose, which remains undamaged. On his face is a single bilious green tear.

This chamber served as a side-chapel of Dumathoin, patron of shield dwarves, whom the statue depicts. Members of the Direlord Tribe regularly vandalized this room until Gorn the Runecaster installed the rune outside the door.

Lighting: This room is dark.

Door: The door unlocked, its key long lost, and it opens relatively easily.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Rune: Gorn the Runecaster has created a rune, carved into the ceiling above the hallway outside of #E90 that casts wall of stone (CL 10th). A successful Spot check (DC 10, for falling or flying creatures, DC 5 for climbing creatures) is required to notice it. It is effectively a charged magic item with 7 charges remaining. Gorn has set a pass "trigger" of "Darokan," the name of the first of the Six Secret Sigils of Dumathoin. A successful Knowledge (religion) check (DC 25) reveals that as a likely

Manifestation: A single tear of black dragon brew* (see Appendix 1, page 229) sits on Dumathoin's left cheek. If this bilious green tear is wiped away, it immediately returns unless Antharzyreph has been destroyed and the flow of bilious water shut off in #B41A. This is a divine manifestation of the Keeper of Secrets Under the Mountain.

Secrets: Any non-evil creature bearing a faith token of Dumathoin* who touches the statue of Dumathoin can retry a previously failed bardic knowledge, Harper knowledge (see Harper agentl^{Coff} and Harper paragonl^{Coff}), lore (see loremaster^{DMC}). Knowledge check or similar ability, but this time with a +5 circumstance bonus. The choice of what check to reroll is up to Dumathoin (the DM) and is done in secret. If the rerolled check is successful, the character feels a sudden burst of insight, as a nugget of previously forgotten knowledge returns to mind. This effect can only happen once per character per year.

Hallow: A hallow spell was cast here centuries ago by a cleric of Dumathoin. The additional fixed spell effect has long since lapsed. The hallow effect is centered on the statue and extends twenty feet into the hall.

#E91 Rectory (EL see #E93)

The western passage ends in a "T," leading to narrow barrel-roofed vaults to the north and south. Along the west wall to the north and south are shallow niches, just large enough to hold one corpse each.

If the PCs have not yet encountered the creatures found within, read the following:

Climbing out of several of the wall niches are humanoid warriors with black hair, lupine ears, and reddish eyes in mustard yellow garb with dirty and unkempt gear. Although they resemble orcs, their hollow, dead eyes, and pallid, jaundiced skin suggests they are undead.

Although it now resembles a mortuary, this area served the dwarves as living quarters, with the niches serving as sleeping bunks.

Lighting: This room is dark.

Commented [EB705]: Player's Guide to Faerûn, page 59

Commented [EB706]: Player's Guide to Faerûn, page

Creatures: These are yellow musk zombies, under the command of the yellow musk creeper in #E93.

Yellow Musk Zombies^{FF} (4): hp 4; see Appendix 2, page 321. **Tactics:** The yellow musk zombies move north into #E92 to attack when they hear the sound of the door in #E92 opening or when they catch scent of the plant's musk being newly emitted.

#E92 Common Area (see #E93)

This barrel-roofed vault extends east from the door. The scent of pollen hangs heavy in the air. Passages lead to the north and south.

The dwarven priests used this area as their primary living space. It is now empty and littered with rubble.

Lighting: This room is dark.

Door: The door unlocked, its key long lost, and it opens relatively easily.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Creatures: There are no creatures in this room when the PCs first enter, but the yellow musk zombies in #E91 rush into this room to attack. The yellow musk creeper in #E93 can extrude its musk and its vine whips up through the hallway linking #E92 and #E93 and up to five additional feet into the room (basically just enough to reach someone in the doorway to #E92).

If the PCs investigate #E91 first, the yellow musk zombies attempt to drive the PCs back towards #E93.

#E93 Temple Library (EL 5)

This eastern passage ends in a barrel-roofed vault the stretches south. The thick scent of pollen hangs even heavier in the air. An immense plant with long, grasping green tendrils, large, vibrant leaves, and beautiful yellow and purple orchid-like flowers fills the entire room.

After a successful Spot check (DC 10) or after the PCs have time to examine the room after the creature is dead, read the following.

The walls of this room are lined with niches in orderly rows and columns from floor to ceiling. Each niche has a shallow groove near the front edge, as if to hold something flat that was propped up in the niche.

This area served the dwarves as the temple library, but the runestones which were once displayed herein have been removed.

Lighting: This room is dark.

 $\label{lem:created} \textbf{Creatures: These is a yellow musk creeper, which created the yellow musk zombies in \#E91.}$

Yellow Musk Creeper^{FF}: hp 57; see Appendix 2, page 320. **Treasure**: Beneath the bulk of the yellow musk creeper are the cracked remnants of a dwarven runestone that recounts the tale in The Fallen Kings sidebar (see Chapter 1).

#E94 Hall of the Mordinsamman (EL 4)

This barrel-shaped vault is nearly forty feet wide and seventy feet in length and rises to a height of thirty feet at its midpoint. The walls and ceilings are covered with frescoes and carvings.

Five carved marble statues line the north side of the hall and five more line the south side of the hall. Each statue depicts a male or female dwarf in regal pose. At the eastern end of the hall is a massive forge lit by a burning flame

Hovering in front of the forge is a spherical creature with a leathery body, crowned with four slender eyestalks, each terminating in a small lidless eye. A fifth eye, much larger than these is located on the front of the sphere, above a toothy maw.

The Hall of the Mordinsamman served as the center of religious life in the dwarfhold ere its final abandonment by the Stout Folk. The last high priest of Moradin secured it as well as he could before his departure, summoning a spectator to serve as guardian, and hiding the relics he hoped might be used to one day resume worship herein.

Lighting: This room is dark.

Door: The door unlocked, its key long lost, and it opens relatively easily.

 $\it Door \, (Stone)$: 60 hp, hardness 8; break DC 28 (stuck or locked).

Statues: Ten statues of the dwarven gods of the Mordinsamman line the walls. On the north side of the temple, running from west to east, are Dugmaren Brightmantle, Marthammor Duin, Gorm Gulthyn, Vergadain, and Dumathoin. On the south side of the temple, running from west to east, are Haela Brightaxe, Sharindlar, Clangeddin Silverbeard, Berronar Truesilver, and Moradin. Each statue is fashioned of carved marble, depicting the deity in regal pose.

A successful Knowledge (religion) check (DC 10) reveals that the only two deities not depicted, but traditionally included in the Mordinsamman, are Abbathor and Thard Harr. The former is an evil deity, usually held apart from the rest, and the latter is traditionally only worshiped by jungle dwarves from the Jungles of Chult.

Forge: This massive granite forge stands nearly eight feet in height and width. In the center of the forge is a cavernous maw nearly five feet in diameter lit by the light of a dozen overlapping continual flame spells. (When this was an active center of worship, the dwarven priests maintained a

continuously burning fire in the forge. Ere their departure, they replaced it with continual flame spells.)

Hallow: A hallow spell was cast here centuries ago by a cleric of Moradin. The additional fixed spell effect has long since lapsed.

Creature: A spectator, summoned by the last high priest of the temple, guards this chamber. The beholderkin's specific instructions are to guard the temple against defilers and to prevent passage into the robing rooms (#E95 and #E96). The spectator knows nothing of the secret door to #E97 but also will not attack anyone attempting to use it, unless they violate one of the terms of its service.

The spectator is bored, having nothing to do but drive off the occasional goblin or orc patrol. Its initial reaction is Indifferent, but that can be raised to Friendly with a successful Diplomacy check (DC 15). However, the spectator must still honor the conditions of its service.

Spectator^{LoM,MoF}: hp 26; see Appendix 2, page 319.

Tactics: The spectator is ordered to protect this chamber and its contents (#E94) and the doors into #E95 and #E96. As such, if the PCs disturb nothing and do not initiate combat, it is possible to reach #E97 without actually battling the spectator.

If battle is joined, the spectator rises up to the ceiling, out of reach of most melee weapons. It uses its central eye to negate spell attacks while attacking with a mix of its eye rays.

#E95 Shrine of Abbathor

This small room is distinctly cooler than the rest of the dwarfhold and feels in some way tainted. A large gold coin hangs from a golden chain in the northeastern corner of the room, and a rotting scarlet robe hangs on a stone, roughly dwarf-shaped mannequin at the western of the chamber.

This small room lies just outside the effects of the hallow spell. Abbathor had few worshipers amongst the dwarves of Dardath, but those who did venerate the Great Master of Greed were encouraged to pray to him here, rather than in secret where they might cause greater mischief.

Lighting: This room is dark.

Vestments: At the western end of the room stands a smooth, stone, roughly dwarf-shaped mannequin. Hanging on it are rotting, scarlet robes.

Door: The door is locked, its key never made. Breaking in was considered a trial of the faith.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Treasure: In the northeast corner of this room is a small altar, consisting of a gold coin, nearly 12 inches in diameter, hanging from the ceiling on a gold chain. Both faces of the coin

are stamped with the visage of Abbathor. The coin is worth 50 gp, but few would be willing to purchase it, for fear of drawing the wrath of Abbathor. A successful Knowledge (religion) check (DC 15) reveals the identity of the shrine's patron deity.

#E96 Robing Room

This small room was apparently used as a robing room. A stone, roughly dwarf-shaped mannequin stands at the western end of the chamber, adorned with a blue-black chain robe and a shiny silver-hued helm.

This small room lies just outside the effects of the *hallow* spell. It was used as a dressing room by the high priest of Moradin.

Lighting: This room is dark.

Door: The door is locked, its key long-since lost.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Treasure: A smooth, stone, roughly dwarf-shaped mannequin stands at the west end of this room. An everbright helm of Moradin* sits on its "head." A mantle of Moradin* hangs over its "body."

#E97 Sacristy of the Soul Forger (EL 6)

This stone vault is covered in dust, suggesting it has not been disturbed for decades. A variety of items, including statuettes, an anvil, weapons, and a chest lie scattered about the room.

The dwarven priests used this chamber to store sacred relics. It has lain undisturbed since the Year of the Black Horde (1235

Lighting: This room is dark.

Secret Door: The secret door is locked, its key long-since

Secret Door (Stone): Search DC 20; 60 hp, hardness 8; break DC 28 (stuck or locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Traps: There are two traps, one laid on each five-foot square behind the secret door. (The secret door overlaps both.)

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. Cost: 680 gp to hire NPC spellcaster.

Shaft: On the west wall of the northern alcove is a narrow shaft leading down to #F98, with handholds and footholds carved into the western wall. A Medium or smaller creature can

fit comfortably. It is a tight squeeze for a Large creature, and too small for Huge or larger creatures.

Treasure! Within this room is a pile of treasure hidden here by the last cleric of Moradin in the hope that the Stout Folk would someday return to reclaim the temple of the Soul Forger. Lined against the east wall are six gold and platinum statuettes, worth 200 gp.each, each depicting a dwarven god in a swirl of stars: Abbathor, Berronar Truesilver, Clangeddin Silverbeard, Dumathoin, Sharindlar, and Vergadain.

Sitting on the floor on the south wall is an anvil of the blacksmith* with a hammer of the weaponsmith* lying atop it. A Foesplitter axe* and a staff of earth and stone (3 charges) is propped against it.

Placed in an unlocked small steel chest are boots of the mountain king*, a faith token of Moradin*, a hammersphere*, a miniature electrum hammer treated with blueshine tholy symbol of Moradin, worth 100 gp), and a carved dragonbone scroll case (worth 25 gp) containing a scroll of bless, a scroll of divine favor, and a scroll of heat metal.

A round, smooth stone with six cylindrical depressions holds six vials of liquid, include 2 potions of cure light wounds, 2 potions of shield of faith +2, and 2 oils of magic weapon.

F) Arcrowns' Refuge

This level served a succession of dwarven arcrowns (kings) as a refuge, both from the demands of court and in case of an invasion.

Today, Area F is the primary lair of Antharzyreph, who has withdrawn from the rest of the dwarfhold while the three factions—Clan Ironaxe, the Cult of the Dragon, and the Direlord Tribe—wear each other down in nigh-endless skirmishing. The dragon has been careful to never enter #F99 from #F100, so he's never caused the battle effigy in #F99 to attack it.

Tactics: It would be almost impossible for the PCs to get in to the Arcrowns' Refuge by way of the access hatch from #B41C while the pool in #F101 is full, so it is assumed they arrive via #F98 or #F100. If the PCs do not discover the dragon or if they flee their initial encounter with him, the dragon leaves, along with as much of his treasure as he can take, before they return. The dragon's secondary lair is in the East Aquifer (#M157).

#F98 North Shaft

This stone vault is covered in thick dust, suggesting it has not been disturbed for decades. Flat, foot-long niches in the west wall lead up to a small shaft, but the room is otherwise empty.

This shaft was one of three entrances leading into the Arcrowns' Refuge.

Lighting: This room is dark.

Shaft: On the west wall of the room is a narrow shaft leading up to #E97, with handholds and footholds carved into the western wall. A Medium or smaller creature can fit

comfortably. It is a tight squeeze for a Large creature, and too small for Huge or larger creatures.

#F99 Hall of the Guardian (EL 6)

This barrel-roofed stone vault is covered in a thin coating of dust, suggesting it has not been disturbed for a while. A passageway leads south, while a stone statue, carved to resemble a dwarven warrior in heavy armor and wielding a battleaxe, watches over the room from its position at the center of the west wall.

If a non-dwarf attacks the statue, cast spells into the room, or move into the room from #F98 or #F100 (but not if they move into the room from #F102), read the following:

The statue suddenly shifts position and moves to attack.

Lighting: This room is dark.

Creature: Created for one of Runedardath's early arcrowns, this guardian construct has long guarded the entrance into the Arcrowns' Refuge. Now, however, it has suborned for another purpose, guarding the primary entrance into

Antharzyreph's primary lair.

Battle Effigy^{CoV}: hp 58; see Appendix 2, page 316.

Tactics: The battle effigy does not move or attack anyone moving north from #F102 to either #F98 or #F100. It does attack any non-dwarf attempting to enter the room from #F98 or #F100. If any non-dwarf attempts to move through the room, it will quickly position itself to block the passage leading south.

#F100 East Shaft

This stone vault is covered in a thin coating of dust, suggesting it has not been disturbed for a while. Flat, foot-long niches in the south wall lead down a small shaft, but the room is otherwise empty.

This shaft was one of three entrances leading into the Arcrowns' Refuge.

Lighting: This room is dark.

Shaft: On the south wall of the room is a narrow shaft leading down to #B36, with handholds and footholds carved into the southern wall. A Medium or smaller creature can fit comfortably. It is a tight squeeze for a Large creature, and too small for Huge or larger creatures.

#F101 Contemplation Chamber (EL 1 or 11)

In the unlikely event that the dragon was killed before the PCs first enter this room, read the following:

This large barrel-roofed chamber stretches from north to south. The western half of the room is

Commented [EB707]: Actual Value: 1,200 (six statuettes) +2,055 (anvil of the blacksmith) + 1,500 (boots of the mountain king) + 750 (faith token of Moradin) +7,480 (Foesplitter axe) + 1,500 (hammersphere) + 2,055 (hammer of the weaponsmith) +4,850 (staff of earth and stone with 3 charges, 80,500 * 3 / 50) +300 (6 potions) +200 (3 scrolls) +100 (holy symbol) = 21,970 gp.

Commented [EB708]: Magic of Faerûn, page 137.

Commented [EB709]: According to N5 – Under Illefarn, page 35, 45, this refuge was established by Devin, but he died elsewhere. Given that Runedardath had many arcrowns. I figure Devin was just the last to use it, so I named it Arcrowns' Refuge.

dominated by a large pool, filled with the same bilious green liquid that has been leaking out of Mount Illefarn and into the Laughing Hollow and River Delimbiyr. Floating in the pool are the bloated, rotting corpses of three deer. In the south half of the room is a bed of coins, shaped to fit the contours of the dragon you just fought.

In the unlikely event that the dragon is not alerted to the presence of the PCs until they enter this room, read the following:

This large barrel-roofed chamber stretches from north to south. The western half of the room is dominated by a large pool, filled with the same bilious green liquid that has been leaking out of Mount Illefarn and into the Laughing Hollow and River Delimbiyr. Floating in the pool are the bloated, rotting corpses of three deer. In the south half of the room is a black-hued dragon, about the size of a large human, curled up on a bed of coins, with a greenish, glossy sheen to his scales. He has horns that curve forward and down around his nigh-skeletal face.

In the likely event the dragon has driven off the PCs after battling in #F102 and then withdrawn before they return, girded for battle, read the following upon their return:

This large barrel-roofed chamber stretches from north to south. The western half of the room is dominated by a large pool, now mostly empty, with a small amount of the same bilious green liquid that has been leaking out of Mount Illefarn and into the Laughing Hollow and River Delimbiyr. Sitting on the bottom of the pool are the bloated, rotting corpses of three deer.

This chamber served the arcrowns of Runedardath as a place to withdraw and think. It was also intended to serve as a water supply, for the arcrown and his royal guard, should they be forced to take refuge in area #F for an extended period of time.

If the dragon has departed before the PCs discover his presence, a successful Search check (DC 20) or Survival check (DC 20) discovers scuffmarks on the floor from a Medium sized creature, with clause.

Lighting: This room is dark.

Hazard: The longtime presence of Antharzyreph has imbued the walls with acidic condensation (see Chapter 6, page 176).

Poison: The water in the pool, at least initially, is equivalent to black dragon brew*. (See Appendix 1, page 229.)

Creature: Assuming he has not yet abandoned this chamber for his secondary lair (#M157), this is the primary lair of the Scourge of Axe and Arrow.

Antharzyreph, reduced: hp 199; see Appendix 2, page 304.

Tactics: Antharzyreph's primary goal is to destroy or drive the PCs off, so that he has time to withdraw to his secondary lair (#M157). (Even if he defeats the PCs, he will need to leave area #F, as the PCs may have told others of its existence, so either outcome is equivalent, for his purposes, at this time.) If the dragon has time to prepare, he casts protection from good, resistance, and then darkness (centered in #F102), before attacking with the full force of his breath weapon. Antharzyreph then wades into battle, employing his breath weapon whenever it is effective, and renewing his darkness spell if the PCs counter it.

Key: The key that unlocks or locks all three doors leading out of #F102 lies at the bottom of the pool.

Pumping Control: Two adjacent two levers in the center of the north wall control the pumping system in this room. If any of the levers is moved, there is a mechanical sound (Listen check DC 5). If water is allowed to flow where before there was no flow or vica versa, there is a change in the sounds of the running water (Listen check DC 10).

Left Lever: The left lever controls the flow of water from the system below (#B41B and #B41C) into the pool. In the down position (starting position), it prevents water from the pumping system from entering the pool. In the up position, it allows water from pumping system to fill the pool, if any water is permitted to flow

Right Lever: The right lever controls the flow of water out of the pool. In the down position (starting position if the dragon has already left), it opens the drain, allowing water to drain from the pool. In the up position (starting position if the dragon was defeated here), it closes the drain.

Even if both levers are left up, unattended, water cannot overflow the pool due to an overflow drain at the lip of the pool.

Access Hatch: At the bottom of the pool, there is a stone trapdoor in the floor that leads into the ceiling of #B41C. This hatch is locked with a latch at the bottom of the pool. See #B41C for further details about the difficulty and consequences of trying to open the access hatch while the pool is full of water. If the dragon has escaped through the hatch, the latch is unlocked; otherwise, the hatch is locked.

Treasure: If the dragon's treasure remains herein, the pile of coins includes 2,500 gp in mixed coins, 8 blue quartz (10 gp each), 1 jade statue of an elven maiden (120 gp), and 2 violet garnets called the "blood of Stonebridge" (400 gp each). Otherwise, the treasure is moved to #M157.

#F102 Arcrowns' Vestibule

If the PCs enter this room before the dragon relocates, read the following:

This large barrel-roofed chamber stretches from east to west. The walls and ceiling are adorned

with beautiful frescoes depicting various dwarven kings and queens engaged in great battles with hordes of orcs and powerful monsters. In the center of the room is a tenfoot diameter circle of dwarven runes fashioned of inlaid black marble inset into the floor. There are doors in middle of the west, south, and east walls.

If the dragon has not yet relocated, read the following:

The door on the west wall is partially ajar.

The builders of the refuge designed this room to be used by the arcrown to make his final stand, in case the dwarfhold was completely overrun.

Antharzyreph plans to use it as a battleground, should invaders ever breach the refuge (see #F101 for tactics).

A successful Search check (DC 20) or Survival check (DC 20) discovers scuffmarks on the floor from a Medium sized creature with claws.

Lighting: This room is dark.

Door: The south and east doors are locked. The dragon has the key, which lies at the bottom of the pool in #F101. The west door has the same key, but is unlocked. The doors swing outwards from this room (into the adjoining rooms).

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked)

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Alarm: Antharzyreph has cast *alarm* in the exact center of the room (halfway off the floor. Any creature that enters the room (or even gets near one of the four doors from the far side) triggers a mental *alarm*. The password to bypass the *alarm* is "pickled Redeye steak," spoken in Draconic.

Dwarven Holdfast Ring: The circle of runes carved into the floor is a dwarven holdfast ring* rune circle. Antharzyreph is unclear what the runes do, but views them as relatively harmless (unaware that they could significantly aid a dwarven warrior in hattle)

#F103 Arcrowns' Robing Room

If the PCs enter this room before the dragon relocates, read the following:

This large barrel-roofed chamber stretches from east to west. A stone, roughly dwarf-shaped mannequin stands at the western of the chamber, bedecked in a suit of darksteel full plate polished to a silvery hue, with a deep, gleaming purple luster along its exposed surfaces. A similar mannequin stands at the eastern end of the chamber, bedecked with a

gold crown, studded with diamonds, rubies, and fire opals, and a neutral gray cloak with a moonstone clasp engraved with the sigil of a crossed arrow and axe.

If the PCs enter this room after the dragon relocates, read the following:

This large barrel-roof chamber stretches from east to west. Stone, roughly dwarf-shaped mannequins stand at the eastern and western ends of the chamber, but both are unadorned.

This chamber served as the robing room for Runedardath's arcrowns, and now serves the dragon as a treasure chamber to hold his more significant items.

A successful Search check (DC 20) or Survival check (DC 20) discovers scuffmarks on the floor from a Medium sized creature with claws.

Lighting: This room is dark.

Treasure: If the treasure is still here, it includes the armor of Bharaun*, the cloak of Shining*, and the crown of Daurvos*.

Otherwise, the dragon has moved his treasure to #M157.

#F104 Arcrowns' Larder

This large barrel-roofed chamber stretches from north to south. In the center of the floor is a ten-foot diameter circle of dwarven runes fashioned of inlaid pink marble inset into the floor. Roughly encircling the rune circle are smashed crates and barrels, which must have once contained sufficient foodstuffs to allow a small army to withstand a siege.

This room was intended to hold food and drink for the arcrown and his royal guard, should they be forced to take refuge in Area F for an extended period of time.

As dragons prefer their food rotten and pickled in brine, Antharzyreph pushed nearly all the crates outside of the rune circle and then waited for the food to rot before consuming it.

A successful Spot check (DC 10) determines that none of the wreckage is particularly dusty. A successful Search check (DC 20) or Survival check (DC 20) discovers scuffmarks on the floor from a Medium sized creature with claws.

Lighting: This room is dark.

Preservation Ring: The circle of runes carved into the floor is a *preservation ring** rune circle.

G) Halls of Rockfist

This level served the Stout Folk as general living and working quarters for the dwarves of Clan Rockfist

Today, the Followers of the Scaly Way occupy area G. The Halls of Rockfist serve as the front line in their battles with the Direlord Tribe and the Stout Folk of Clan Ironaxe.

Commented [EB711]: This closely matches the treasure found in *N5 - Under Illefarn*, page 44 which included a *cloak of elvenkind*, +1 bronze plate mail, and a crown akin to a helm of brilliance.

Commented [EB712]: Originally, this was supposed to be the armory, but that seemed to duplicate the material in the robing room. (Both rooms have magic armor, both rooms have a *helm-of-brilliance*-like object, etc.)

Treasure found in N5 – Under Illefarn, pages 44-45, which I cut from this room included: helm of brilliance with 7 diamonds, 12 rubies, 24 fire opals, and 40 opals still intact. There is also a set of dwarven plate mail +2 meant to go with the helm, gauntlets of ogre power, a short sword of quickness +2, and a crossbow of speed with 24 bolts +1.

Commented [EB710]: Originally, this room contained bronze plate mail +1 and gems (worth 28,000 gp), cloak of elvenkind, crown of Daurvos, no arguably replaced by the treasure in #F101 and #F103.

Commented [EB713]: FR11 - Dwarves Deep, page 12.

#G105 Hallway of Smashing Fists

Doors and passageways leading off into other chambers mark the length of this long, barrel-vaulted hall. Every ten feet, the ceiling is marked by an arch carved in the shape of two clenched fists smashing into each other. At either end of the hallway, there is a human skull, floating some five feet above the ground.

This long hallway is the primary corridor through the Dragon Cult's territory. It is also the frontline against attacks from #B21 and #K124. Although no creatures lair herein, there is frequent travel up and down the hallway by the Followers of the Scaly Way.

Lighting: This room is lit by flickering torches.

Skull Sentinel: A human skull floats five feet off the ground at each end of the hallway. Both are permanent spell effects, the result of a skull watch* spells. Both skulls are set to ignore humans, half-orcs, dragonkin, and undead, but to trigger at the presence of another type of creature. If the piercing screech of either skull is activated, it alerts the Dragon Cult warriors in #G106-#109, the goblin warrior skeletons in #G110, the dragonkin in #G111 and #G113, as well as Kelthas, wherever he is.

Under Attack: This corridor becomes the site of a great deal of activity if an alarm is activated, as dragonkin, undead, and Dragon Cult warriors pour into this hallway to defend the stronghold against attackers.

#G106 Living Quarters

This chamber appears to serve as a larder and cooking area. A metal frame holds a spit above a stone fire pit in the northwest corner. As a few stragglers reveal, a pile of sacks along the east wall appears to hold such staples as apples, carrots, potatoes, and turnips. Two gutted deer carcasses hang in the southwest corner.

This chamber served as living quarters for the dwarves of Clan Rockfist. The Dragon Cult uses this chamber for food preparation and storage. This chamber is only occupied when food is being prepared, and then usually by two or three Dragon Cult warriors from #C108.

Lighting: This room is lit by flickering torches.

#G107 Living Quarters

This chamber appears to serve as a primitive bathing area. A metal pot hangs on a metal frame over a small stone fire pit, clearly used to boil water. Two wooden-half kegs, each large enough to hold an adult male, act as bathing tubs.

This chamber served as living quarters for the dwarves of Clan Rockfist. The Dragon Cult uses this chamber as a latrine and a bathing area for the living members of the Dragon Cult.

Lighting: This room is lit by flickering torches.

Hazard: Latrine duties are served by three chamber pots along the east wall, each of which contains a small colony of green slime. The humans are careful to burn it back when it threatens to grow out of the chamber pot. No encounter level is given for this area, as the chances of the PCs actually coming into contact with the green slime are practically nil.

#G108 Living Quarters (EL 8)

This large barrel-vaulted chamber contains a half-dozen crude wooden tables, each surrounded by chairs. A dozen human warriors are scattered through the room, gambling, eating, drinking, and talking.

This chamber served as living quarters for the dwarves of Clan Rockfist. The Dragon Cult uses this chamber as a general living area for Dragon Cult warriors, meaning at most twelve are found herein, awake and alert but not on guard, at any given time.

Lighting: This room is lit by flickering torches.

Creatures: When not sleeping or needed for patrols,
Dragon Cult warriors relax herein.

Dragon Cult warriors (12): hp 14 each; see Appendix 2, page 310.

Tactics: If attacked, the Dragon Cult warriors shout for help as they move to engage. Half enter melee combat, while the others fire shortbows from the second row.

Treasure: Each Dragon Cult warrior carries 2d6 gp. Under Attack: If the alarm is raised, all Dragon Cult Warriors move to #G105 to defend against intruders. If there is time and the opportunity, half their number head up the stairs to #J122, in case a foe tries to open a second front through #J123.

#G109 Living Quarters (EL 5)

This large barrel-vaulted chamber is filled with piles of sleeping furs on twelve crude wooden bedframes. Half of them contain human warriors, fast asleep.

This chamber served as living quarters for the dwarves of Clan Rockfist. The Dragon Cult uses this chamber as sleeping quarters for the Dragon Cult warriors, meaning at most six are found herein, asleep, at any given time.

Lighting: This room is lit by flickering torches.

Creatures: When not needed for patrols, Dragon Cult
warriors rest herein.

Dragon Cult warriors (6): hp 14 each; see Appendix 2, page 310.

Commented [EB714]: The original write-up seems to have double labeled the ramp as #G105 and #B21. I assumed that the ramp was #B21 and the hallway through Area G was #G105.

Commented [EB715]: Originally #G106-#G109 were quarters for the dwarves, half-orcs, half-elves, and halflings serving Kelthas. These have been replaced by Dragon Cult warriors and moved to #G108-109.

Commented [EB716]: This room was listed as the latrine. I gave it an additional purpose, as it's quite large.

Tactics: If attacked, the Dragon Cult warriors shout for help as they move to engage. Half enter melee combat, while the others fire shortbows from the second row.

Treasure: Each Dragon Cult warrior carries 2d6 gp.
Under Attack: If the alarm is raised, all Dragon Cult
Warriors move to #G105 to defend against intruders.

#G110 Living Quarters (EL 3)

This long, barrel-vaulted chamber is splattered with blood and gore, and broken bones line the floor.

In the center of the chamber is a bloodstained stone table, atop which sit a handful saws, clamps, and other macabre instruments of death. Four shackles hang on chains at each corner of the table, which is large enough to hold one human-sized corpse.

Eight goblin skeletons stand at attention along the back wall.

This chamber served as living quarters for the dwarves of Clan Rockfist. Kelthas and Jorykul use it as storage for corpses awaiting animation, although there are none here at this time. (The Stout Folk and the Direlord Tribe have gotten better about keeping their dead out of the hands of the necromancers.)

Lighting: This room is lit by flickering torches.

Creatures: Eight goblin warrior skeletons are housed herein when not otherwise needed by Kelthas. They move to attack anyone other than Kelthas or Jorykul who enters the chamber.

Goblin warrior skeletons (8): hp 6 each; see Appendix 2, page

Under Attack: If a human yells the word, "Defend" the goblin warrior skeletons move into #G105 and attack anyone coming down the stairs from #K124.

#G111 Living Quarters (EL 5)

This long, barrel-vaulted hall is largely empty, aside from scattered debris and six piles of mangy furs.

Two powerfully built, 9-foot-tall humanoids with dragon-like scales, reddish brown skin adorned with black spots, and wicked looking longspears lounge casually atop the furs, eating the bloodied haunch of a deer.

This chamber served as living quarters for the dwarves of Clan Rockfist. The Dragon Cult uses it in a similar fashion for the dragonkin, although no more than two are found here are at any given time.

Lighting: This room is lit by flickering torches.

Secret Door: The secret door to #G112 is locked. Kelthas has the key around his neck.

Secret Door (Stone): Search DC 20; 60 hp, hardness 8; break DC 28 (locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

Creatures: When not needed for patrols, two dragonkin rest herein (unknowingly guarding #G112).

Dragonkin^{MoF} (2): hp 38 each; see Appendix 2, page 311.

Tactics: If attacked, the dragonkin unleash a loud snakelike hiss that alerts the guards in #K124 and brings them running before moving into battle.

Treasure: Each dragonkin carries 4d6 gp.

Under Attack: If the alarm is raised, the dragonkin move to #G105 to reinforce the defenders against an attack from #B21 or #K124.

#G112 Chamber of Tradebars (EL 5)

This low barrel-vaulted chamber is covered in a thick layer of dust. A row of marble pots lies in front of a row of marble vases placed on the west wall. A floating skull hovers above a metal coffer on the south wall. Staring straight at you, the skull starts to scream.

This chamber was used by the Stout Folk of Runedardath to hold tradebars acquired at regular trademoots. The Dragon Cult now uses it to hold some of their most precious treasures. Only Kelthas and his apprentices and Jorykul and his acolytes know that this chamber exists

Lighting: This room is lit by flickering torches.

Skull Sentinel: A human skull floats five feet off the ground near the center of the eastern wall. This is a permanent spell effect, the result of a skull watch* spell. It does not trigger for Kelthas, but does trigger for any other creature. If its piercing screech is activated, it alerts the Dragon Cult warriors in #G106-#109, the goblin warrior skeletons in #G110, the dragonkin in #G111 and #G113, as well as Kelthas, wherever he is.

Ghoul Glyph: An invisible ghoul glyph* occupies the five foot square on which the coffer sits. It takes effect on any creature except Kelthas that moves within 5 feet. It affects invisible creatures normally but is not triggered by those that travel past it ethereally. It cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead and nondetection can fool a ghoul glyph. Read magic allows identification of a ghoul glyph with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue can use the Search skill to find a ghoul glyph and Disable Device to thwart it. The DC in each case is 27.

Treasure: A locked metal coffer lies on the floor against the south wall, beneath the skull sentinel. The coffer contains two items seized by Kelthas ere he fled the destruction of Nabalnyth: an unused dracolich phylactery* and an unused dracolich brew*. As Kelthas is not powerful enough to create these

Commented [EB718]: Kelthas needs a secure place to store his dracolich phylactery and dracolich brew, so this works better as a treasure room already plundered by the Dragon Cult. I left the old dwarven treasure in here as well.

Commented [EB717]: This was the residence of Karri and Dugwell, but I moved Kelthas and his apprentices up to area H, which is farther from the front line.

items himself, it is critically important to his plans that they remain under the Dragon Cult's control.

The coffer also contains a unique gemstone, known as Morlin's Tear, that the Dragon Cult recovered during their explorations of the dwarfhold. This king's tear depicts shows Morlin Castle, ere its destruction, atop what is now known as Dagger Hill. Of particular interest, Morlin's Tear depicts what appears to be a flaming sky chariot emerging from a portal in the skies above the portal. Careful triangulation, requiring a successful Knowledge (architecture and engineering) check (DC 20) reveals that the implied portal appears to lie some thirty feet above the spire of Morninglow Tower (see Chapter 2, #T13). Morlin's Tear is worth 5,000 gp. The portal still exists and leads into a long-forgotten and almost inaccessible section of the dungeons of the long-ruined Morlin Castle.

In addition, Kelthas has left the dwarven treasures he found herein here as well: five carved marble pots and four carved marble vases, all superbly crafted and worth 500 gp each.

Lock: The coffer is locked with a good lock, requiring a successful Open Lock check (DC 30) to pick. Kelthas holds the only key.

Lock (good): 30 hp, hardness 15; Open Lock DC 30.

Trap: Anyone touching the coffer triggers the trap. The image created by the spell effect is always a skeletal wyrm that emerges to breathe a cone of hoarfrost.

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (alarm covering the entire room); automatic reset; spell effect (phantasmal killer, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29. Cost: 14,000 gp, 1,120 XP.

#G113 Hall of Echoing Hammers (EL 5)

This long, barrel-vaulted hall is divided only its eastern wall by a passage leading west and a long staircase leading up.

At the northern end of the room, four shackles are attached to five-foot-long chains that are embedded into the floor. In the center of the room, just south of the four shackles, is a large, shallow, black marble bowl sitting in a white marble stand.

In the center of the northern wall, someone has painted a white human skull face-on against a black shield-shaped field.

Two powerfully built, 9-foot-tall humanoids with dragon-like scales, reddish brown skin adorned with black spots, and wicked looking longspears stand guard over the shrine.

The dwarves of Clan Blackhammer and Clan Rockfist used this large chamber for clan gatherings, the instruction of young dwarves from all clans in the art of metalworking, and small-scale craftwork.

The Dragon Cultists have prepared this room for the long-hoped-for ceremony to transform Antharzyreph into a Sacred One. The shackles are intended to contain the wyrm's thrashing during his transformation and the bowl is intended to hold the *dracolich brew** to be consumed.

Lighting: This room is lit by flickering torches.

Symbol: A successful Knowledge (religion) check (DC 10) reveals that the painted skull is the symbol of Myrkul, Lord of Bones.

Staircase: The long staircase leads up to #J121.

Creatures: When not needed for patrols, two dragonkin stand guard over the ceremonial equipment.

Dragonkin^{MoF} (2): hp 38 each; see Appendix 2, page 311.

Tactics: If attacked, the dragonkin unleash a loud snakelike hiss that alerts the guards in #J121 and brings them running before moving into battle.

Treasure: Each dragonkin carries 4d6 gp.
Under Attack: The dragonkin move towards #G105 or
#[121, depending on which direction the alarm comes from.

H) Black Halls of Lowhammer

This level served the Stout Folk as general living quarters for the dwarves of Clan Blackhammer. The rooms of this level are darkly distinctive, having been hewn from a vein of black marble.

Today, Area H is falls within the territory claimed by the Cult of the Dragon, serving specifically as the lair of Kelthas and his apprentices.

#H114 Hall of Fermentation (EL 5)

This room is littered with broken bits of wood and glass, most of which has been pushed into the corners of the chamber. Two beds line the north and south walls of the chamber.

If Karri is present, read the following:

A stout, dour-looking woman with thick black curls, pale skin, and heavy jowls stands before you in jet black robes. She carries a blackened wyrm tooth dagger and a wand that looks like a thin reed wrapped in dried and blackened flesh.

If Duggwell is present, read the following:

A short, stocky man with a shaved head, pale skin, and blood red goatee stands before you in jet-black robes. He carries a blackened wyrm tooth dagger and a wand that looks like a long, slender fingerbone.

The dwarves used this chamber for the brewing of mead. The debris of their equipment lies on the floor.

Commented [EB720]: This area was omitted from the write-up in N5 – Under Illefarn. I'm guessing it was probably Jorykul's quarters, but I swapped things around to put Kelthas's quarters farthest from the front lines.

Commented [EB721]: FR11 - Dwarves Deep, page 12.

Commented [EB719]: This is one of the larger rooms, plus it does not make particular sense to post guards here, so I gave it a role more in keeping with the Dragon Cult's needs.

The Dragon Cult uses this chamber as sleeping quarters for two of Kelthas's apprentices.

Lighting: This room is lit by flickering torches.

Creatures: This chamber is home to two apprentices of
Kelthas, Karri Ilvastarr of Waterdeep and Duggwell Darkenbarr
of Loudwater who have secretly wed each other in a private
ceremony.

 $\label{eq:definition} \textit{Dragon Cult Apprentices (2): } \text{hp 10 each; see Appendix 2, } \\ \text{page 310.}$

Tactics: The two necromancers immediately cast summon undead II, each summoning a spitting felldrake zombie. They then attempt to fall back to an area with other defenders (either #1118 or #H115).

Treasure: Each of the necromancers carries 4d6 gp.
Under Attack: If an alarm is raised, both Dragon Cult
apprentices move to this room to defend the shrine of Myrkul.

#H115 Hall of the Fallen Hammer (EL 4)

A wide stone staircase leading south from the center of the room delineates this square, barrel-vaulted hall. The northern part of the floor and the stairs are carved so that the stairs resemble the handle of a double-ended hammer.

Two pairs of human-sized skeletal arms gripping rusted longswords in a two-fisted grip float above the staircase, standing guard against intruders.

This chamber was simply an ornate landing for the Stout Folk, but the Dragon Cult has made it a guard station.

Lighting: This room is lit by flickering torches. **Creature:** Two dreads stand guard on this staircase. *Dreads* (2): hp 19 each; see Appendix 2, page 311.

Tactics: The staircase provides higher ground (giving a ± 1 bonus to melee attacks) to the combatant closer to #G105. The dreads continue to withdraw, as needed, to retain the higher ground.

#H116 Hall of Arrival (EL 7 and 5)

This long, barrel-vaulted hall is hung with furs and smells of burnt flesh. A large bed is pushed against the south wall. Along the west wall stands a stout stone table covered in scrolls, books, and macabre instruments of death (saws, clamps, and the like). A giant egg is held in a stand, surrounded by various foulsmelling vials. Several stone benches are clustered around the table. The floor is covered in bits of bone and rotten flesh, suggesting the use of this room for frequent necromantic experiments.

In the center of the room is a ten-foot diameter circle of dwarven runes fashioned of inlaid black marble inset into the floor.

If Kelthas is present, read the following:

A gaunt, green-eyed, dusky-hued human of Tethyrian descent stands before you, smelling of an open grave. He wears his dark brown, almost black, hair in a thick, braided coil from the nape of his neck on down his back, leaving the rest of his shaved head adorned with mystic tattoos. He carries a darkwood quarterstaff and a dagger made from the bone white tooth of a wyrm.

If Bryn is present, read the following:

A beautiful raven-haired woman with nightranslucent pale skin and intense green eyes stands before you, clad in dark purple anglelength robes. She carries a blackened wyrm tooth dagger and a thin, gray wand.

The Stout Folk used this chamber as a guard post, as the presence of the *dwarven holdfast ring* might indicate to unusually perceptive characters.

The Dragon Cult uses this chamber as the headquarters and living quarters for Kelthas. His consort and apprentice, Bryn, also lives here.

Lighting: This room is lit by flickering torches.

Creatures: This chamber is home Kelthas the Dread and his apprentice and consort, Bryn. It is also used as a study chamber by all of the necromancer's apprentices.

Kelthas the Dread: hp 25; see Appendix 2, page 308.

Dragon Cult Apprentice: hp 10; see Appendix 2, page 310.

Tactics: If attacked, the process attempt to company to the process attempt to the process attemp

Tactics: If attacked, the necromancers attempt to *summon undead* and then attack with spells, all the while calling out in alarm. Bryn summons a spitting felldrake zombie. Kelthas summons a spiked felldrake zombie.

Under Attack: if an alarm is raised, all of Kelthas's apprentices move to this room to defend the Tome of the Dragon with their lives. Kelthas moves to wherever he can best command the Followers of the Scaly Way.

Treasure: Bryn carries 4d6 gp, and Kelthas carries 4d8 gp.
The tomes atop the table, are primarily necromantic research texts, but also include two spellbooks: the *Grimoire of Dread** and the *Tome of the Dragon**. In addition to detailed maps of areas A and B (not including #B36 or #B41), the scrolls include correspondence from various spies based in communities throughout the Shining Vale (such as Hendar the Scarred, detailed in Chapter 2). They are not signed, but might contain enough clues to reveal their authors if studied in depth and combined with a successful Knowledge (local—Sword Coast)

Commented [EB722]: City of Splendors: Who's Who in Waterdeep, page 17.

Commented [EB723]: Kelthas (CR 7) and Bryn (CR 3) is EL 7. Two *fire traps* (CR 3) is EL 5.

check (DC 15) and a successful Gather Information check (DC 15) in each of the settlements in which they originate.

The egg is an unhatched giant eagle egg, worth 2,500 gp. The formulas and components that surround it are worth 5,000 gp to a necromancer. The egg and components are consumed in the process of creating a deadborn vulture $^{\rm MM5}$. (See Mission 4: Event #10G for further details.)

Fire Trap: Both the *Grimoire of Dread** and the *Tome of the*Dragon* are protected by fire trap spells. Only Kelthas and his apprentices know the password, "Shargrailen"

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (fire trap, 7th-level wizard, 1d4+7 fire, DC 17 Reflex save half damage); Search DC 29; Disable Device DC 29.

Dwarven Holdfast Ring: The circle of runes carved into the floor is a *dwarven holdfast ring** rune circle. Kelthas is aware that this is a dwarven rune circle, but he has dismissed it as harmless and not considered the reason it might have been placed here (to defend against invaders from Kanaglym, should that city ever be overrun).

Secret Door: At the west end of the chamber, an unlocked secret door leads to a small, semicircular chamber, with a radius of 3 feet. The key is long lost.

Secret Door (Stone): Search DC 20; 60 hp, hardness 8; break DC 28 (locked).

Portal Terminus: The secret, semicircular chamber is the terminus of a one-way portal from the abandoned, subterranean city of Kanaglym, once the capital of the dwarven duchy of Hunnabar, which lies in the Underdark, beneath Dragonspear Castle.

When the Stout Folk abandoned Kanaglym, this portal was never sealed, forcing the dwarves of Runedardath to maintain a constant watch over its terminus. Fortunately, the portal is well enough hidden that chance discovery by various creatures exploring the abandoned city is rare. That said, it did happen relatively recently, as the Direlord Tribe arrived via this portal before the Followers of the Scaly Way (who are unaware that secret door or the portal terminus exists) claimed this area.

J) Black Halls of Highhammer

This level served the Stout Folk as general living quarters for the dwarves of Clan Blackhammer. The rooms of this level are darkly distinctive, having been hewn from a vein of black marble.

Today, Area J serves the Dragon Cult both as the primary means of entering the complex (#J123 through #J122 and #J121 down to Area G) and as a shrine to the Lord of Bones (#J118-#J120).

#J118 Hall of Black Hammers (EL varies)

This long, barrel-vaulted hall is adorned with frescoes that once depicted hard-working dwarves at work, shaping metal and stone into items of beauty with jet-black hammers. The original pictures have been turned into dark

parodies through the application of crude charcoal adornments, transforming the original images into vacant-eye undead.

A tall statue carved from a single piece of black marble stands at the southern end of the chamber, looming over the room. The hooded figure has a dragonskull face and bears a wicked-looking scythe with a dragon-sized bone as a handle. What first appears to be a cloak covering his entire body is actually a pair of draconic wings that wrap around the head and body, concealing everything but the face.

A pair of low, wide-mouthed braziers flank the statue, each filled with bones that stink with the stench of burnt flesh. The cloying scent of decay fills the room. Piled before the statue are a dozen sacks that appear to be filled with coins.

This chamber once served as a workshop for the Stout Folk of Clan Blackhammer. It now serves the Followers of the Scaly Way as a shrine of Myrkul, the Lord of Bones.

Lighting: This room is lit by flickering torches.

Creatures: More often than not, Dappleford, Izeley, and/or Jorykul are found here, tending the shrine of Myrkul. See #J119 and #J120 for further details

In addition, 7 Dragon Cult warrior zombies stand at attention along the east wall, awaiting orders from Jorykul. They attack only if attacked or commanded to attack by Jorykul.

Dragon Cult warrior zombies (7): hp 16 each; see Appendix 2, page 311.

Statue: A successful Knowledge religion check (DC 20) reveals that this is a somewhat heretical depiction of the Lord of Bones favored by the Followers of the Scaly Way and sect of Myrkulytes known as the Bone Wings.

Treasure! The five sacks contain various coins totaling 4,140 gp, five turquoise pieces (worth 15 gp each), thirty-six black onyxes (worth 25 gp each), two black opals (worth 1,200 gp each), three silver necklaces (worth 300 gp, 1,100 gp, 2,500 gp), and a dragonskull talisman*. This treasure has been given to the Lord of Bones as an offering to further the aims of the Dragon Cult. Kelthas intends to use it as a tithe if contact can be reestablished with Antharzyreph.

Under Attack: If an alarm is raised, all three priests of Myrkul move to this room to defend the shrine of Myrkul.

#J119 Living Quarters (EL 6)

This simple, square chamber is unremarkable except for the large bed pushed against the south wall and the large white skull painted on the east wall.

If Jorykul is present, read the following:

Commented [EB724]: Dragons of Faerûn, page 52.

Commented [EB728]: Originally, the treasure held in the temple included: 1,400 sp. 2,000 ep. 1,500 gp, 300 pp, five turquoise pieces (worth 15 gp each), six pink pearls (150 gp each), two black opals (1,200 gp each), three silver necklaces (300 gp, 1,100 gp, 2,500 gp), a +2 battleaxe and a sword, flame tongue.

Commented [EB729]: Material component for animate dead.

Commented [EB725]: I moved stuff around to better reflect the various points of entry. Area H is the farthest removed from #J123 and from #G105, so I moved Kelthas and his apprentices there. I put Jorykul and the shrine of Myrkul closer to one point of entrance (#J123), but not on the main entrance into the common areas (via #J122 and #J121) or anywhere near the more dangerous front lines with the dwarves and Direlord Tribe (#G105).

Commented [EB726]: FR11 - Dwarves Deep, page 12.

Commented [EB727]: Originally, this was the bunkroom for the remainder of Kelthas's human followers. I moved to that to area G.

A thickly built man stands before you in a black robe with a hooded cloak. You can see the outline of a suit of full plate beneath his robes and he bears a wicked-looking scythe. He wears a bone-hued skull mask that covers half his face and conceals his heritage, but the gray-hued skin with dusky purple undertones and coarseness of his black hair suggests a trace of orcish ancestry.

This chamber once served as living quarters for the dwarves of Clan Blackhammer, but now the Dragon Cult uses it for a similar purpose.

Lighting: This room is lit by flickering torches.

Creatures: This chamber is home to Jorykul, second-incommand of the Black Brew Dragon Cult cell.

Jorykul: hp 27; see Appendix 2, page 309.

Tactics: If attacked, the acolytes due their best to raise an alarm before launching into a volley of spells.

Under Attack: If the alarm is raised, Jorykul moves to area #J118 to defend the shrine of Myrkul.

#J120 Living Quarters (EL 5)

This simple, square chamber is unremarkable except for two beds pushed toe-to-toe along the south wall and the large white skull painted on the west wall.

If either Dappleford or Izeley is present, read the following:

Garbed in a black robe with a hooded cloak, a human male armed with a scythe stares at you with morbid fascination. He wears a bone-hued skull mask that covers half his face, all-butconcealing his dusky-hued Tethyrian ancestry.

This chamber once served as living quarters for the dwarves of Clan Blackhammer, but now the Dragon Cult uses it for a similar number

Lighting: This room is lit by flickering torches.

Creatures: This chamber is home to two male human acolytes of Myrkul, Dappleford Serendusk of Baldur's Gate and Izeley Veldinsparr of Westgate.

Dragon Cult Acolytes (2): hp 13 each; see Appendix 2, page 310.

Tactics: If attacked, the acolytes due their best to raise an alarm before launching into a volley of spells.

Treasure: Each Dragon Cult acolyte carries 1d10+20 gp.
Under Attack: If the alarm is raised, Dappleford and
Izeley moves to area #J118 to defend the shrine of Myrkul.

#J121 Hall of Casks (EL 5)

This square, barrel=vaulted chamber is dominated by the unrailed staircase that

descends from the center of the western wall down to another level of the dwarfhold.

Two powerfully built, 9-foot-tall humanoids with dragon-like scales, reddish brown skin adorned with black spots, and wicked looking longspears lounge against the southern wall, catching a bit of rest.

This chamber once served the Stout Folk of Clan Blackhammer as a storage area for their deservedly famous mead.

Lighting: This room is lit by flickering torches.

Staircase: The long staircase leads down to #G113.

Creatures: When not needed for patrols, two dragonkin lounge here, keeping only a loose watch but alert for sounds of combat from #G113 or #122.

Dragonkin^{MoF} (2): hp 38 each; see Appendix 2, page 311. **Tactics:** If attacked, the dragonkin unleash a loud snake-like hiss that alerts the guards in #G113 and brings them running before moving into battle.

Treasure: Each dragonkin carries 4d6 gp.

Under Attack: If the alarm is raised from #J123, the dragonkin move to area #J122 to reinforce the undead defenders. If the alarm is raised from below, the dragonkin move down to #G113 to reinforce the dragonkin based there.

#J122 Hall of Black Hammers (EL 2)

This barrel-vaulted hall has doors at either end and a door on the eastern wall. Six orc skeletons guard the northern door, standing at attention, with three on the east wall and three on the west wall.

The western wall is adorned with a greatly scarred fresco depicting a pair of black, crossed warhammers.

This hall serves as the primary corridor between the barracks of the Dragon Cult (area G) and the outside (via #I123).

Lighting: This room is lit by flickering torches.

Creatures: Six orc skeletons, under the command of Jorykul, stand guard here at the north door. They attack anyone who passes through the door to #1123 (in either direction) unless they utter the password "Shargrailer."

Orc Warrior Skeletons (6): hp 6 each; see Appendix 2, page 312.

Door: The three doors are unlocked, their keys long lost, and they open relatively easily.

Door (Stone): 60 hp, hardness 8.

Under Attack: The orc skeletons stay here if the alarm is used.

#J123 Living Quarters (EL 1)

This room is unusually damp, and the scent of rich earth fills the room. A dark green moss covers the floor of the eastern half of the

Commented [EB730]: Dragons of Faerûn, page 52.

room. A large pile of dirt and rock fills the western half of the room, to a height of five feet at the center. A rough shaft leads upward above the pile of dirt. There are several small puddles of water in small divots in pile of earth and rock.

A human skull floats near the center of the eastern wall, some five feet off the ground, staring fixedly towards the west.

This chamber once served as a living quarters for the dwarves of Clan Blackhammer, but now it functions as the primary entrance into the dwarfhold for the Followers of the Scaly Way.

Lighting: This room is lit by flickering torches.

Skull Sentinel: A human skull floats five feet off the ground near the center of the eastern wall. This is a permanent spell effect, the result of a skull watch* spell. It does not trigger for Kelthas or undead, but does trigger for any other creature. If its piercing screech is activated, it alerts the skeletons in #J122, the Myrkulytes in #J118-#J120, and the guards in #J121, as well as Kelthas, wherever he is.

Earthen Floor. The western half of the room is covered in a large pile of dirt, which slopes up to a height of five feet beneath the center of the shaft. This is considered dense rubble. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Balance and Tumble checks, and it adds 2 to the DC of Move Silently checks.

Shaft: A rough shaft (really a sinkhole widened by a burrowing dragon) leads up 15 feet from the ceiling to the slope of Mount Illefarn above. The Dragon Cultists have embedded stout logs into the walls of the shaft, forming a crude wooden ladder that can be easily climbed with a successful Climb check (DC 5).

The top of the shaft is currently covered by a camouflaged tarpaulin on the slope, affixed by heavy boulders. Both the Marsh Marauder and the Dragon Cult first entered the dwarfhold through this opening. The tarpaulin can be found by someone deliberately searching for it on the slopes of Mount Illefarn with a successful Search or Survival check (DC 20). (The latter reflects the ability to find the entrance by observing tracks in the area.)

Hazard: A patch of grave moss (see Chapter 6, page 177), placed by Kelthas the Dread before he set up the *skull watch*, covers the eastern half of the floor. If its keening wail is activated, it alerts the skeletons in #J122, the Myrkulytes in #J118-#J120, and the guards in #J121.

K) Arcrown's Quarters

This level served as the private quarters of Runedardath's arcrown, his extended family, and his royal servants.

Today, Area K is occupied by the goblins of the Direlord Tribe, overseen by Ellisin, second only to Wartsnak Direlord, in command of the tribe.

#K124 – K126 Living Quarters (EL 2 each)

This small, barrel-vaulted hall is home to a half-dozen goblins. The floors are littered with bug-ridden bedding, javelins, and discarded foodstuffs.

These three rooms served as living quarters for the arcrown's extended family. The Direlord Tribe uses them as living quarters for goblin warriors and as a series of bulwarks against an invasion by the Dragon Cult.

Lighting: These rooms are dark.

Creatures: Six goblin warriors inhabit each room. *Goblin warriors* (6): hp 5 each; see Appendix 2, page 315.

Tactics: If attacked, the goblins of #K124 and #K125, form two lines. The front line engages in melee combat, while the rear line hurls javelins. The goblins of #K126 act as messengers, running through the Direlord-held chambers to raise the alarm.

Under Attack: If the alarm is raised elsewhere, the goblins of #K124 and #K125 move to #K124 and await an attack. The goblins of #K126 head up the stairs to defend their chieftain or to reinforce the sentries in #L139.

Treasure: The goblins have 2d6 sp each.

#K127 Royal Quarters (EL 1)

This richly appointed, barrel-vaulted chamber is adorned with carvings of various fearsome and magical beasts. A raised stone platform in the center of the room is covered with oncerich rugs and furs, most of which have begun to decay.

The chamber served as the royal bedchamber of Runedardath's arcrown. Ellisin, second-in-command of the Direlord Tribe, now uses this chamber as his sleeping quarters, guarded during his absence by the females of his harem.

Lighting: These rooms are dark.

Creatures: Ellisin's three favorite goblin females, all capable warriors in their own right, are found within this room at all times. Ellisin is only found in here on rare occasions (20% chance), when he needs to get a bit of sleep.

Goblin warriors (3): hp 5 each; see Appendix 2, page 315.

Tactics: If they spot intruders, the goblins of Ellisin's harem scream the alarm and move to attack.

Under Attack: If the alarm is raised elsewhere, the goblins in #K127 move to #L134 to join the defense of their chieftain.

Treasure: The goblins have 2d6 sp each.

#K128 Royal Vault

This low, barrel-roofed vault is painted a deep red with dried blood. A skeletal stag's head, with a full set of antlers, hangs from the north wall. All manner of foul sigils have been inscribed in a ring before the skull. In the Commented [EB731]: Faiths & Avatars, page 125.

Commented [EB732]: Faiths & Avatars, page 125.

center of the ring is a leather sack, placed as if in offering.

The arcrowns of Runedardath used this secret chamber as a private vault for their personal fortune. Ellisin has transformed this room into a personal shrine of Maglubiyet.

Lighting: Every seven days, Ellisin cloaks the room in *deeper darkness* before retiring to bed.

Glyph: Immediately behind the vault door, Ellisin has inscribed a glyph of warding (blast glyph; CL 7th). It triggers unless one says "Hellfang" and is a worshiper of Maglubiyet.

Shrine: This small shrine is sacred to the Lord of the Depths and Darkness and detects as evil.

Treasure: A leather sack holds 132 gp worth of coins and a torc from the Moonshaes fashioned of gold and platinum inlaid with amethysts in a crescent pattern (worth 3,500 gp).

#K129 Living Quarters

This large, barrel-roofed vault is littered with debris, everything from from torn and moldy furs to discarded foodstuffs. A half-barrel in the corner is filled with some foul-smelling brew. A dented ladle and some cups suggest that the goblins drink from it.

This room served as living quarters for the arcrown's extended family and servants. The Direlord Tribe uses it as a common area for goblins dwelling in area K.

Creatures: While no goblins are permanently stationed here, there are often off-duty goblins relaxing in this room.

Lighting: This room is dark.

#K130-#K133 Kennels (EL 5)

The passage continues north into what was once a barrel-vaulted hall, but is now divided into three small rooms divided by stone half walls with wooden gates.

The last dwarven arcrown, Devin Ironaxe, had these unused living chambers converted into kennels for his royal hounds. The Direlord Tribe uses these three rooms as quarters for two goblin worg-riders (#K132 and #K133), who are considered elite members of the tribe, and their mounts (#K131).

Lighting: These rooms are dark.

Creatures: At any given time, two worg-riders are asleep, one per room, while the others are on duty elsewhere.

Goblin Worg-Riders (2): hp 5 each; see Appendix 2, page 315.

Worgs (2): hp 30; see Appendix 2, page 316.

 $\label{lower} \textbf{Under Attack:} \ If the alarm is raised elsewhere, the goblins andworgs in \#K131, \#K132, and \#K133 move to \#L134 to join the defense of their chieftain.$

Treasure: The goblin worg-riders have 4d6 sp each.

L) Longbeard Halls

This level served the dwarves as the primary entrance into Runedardath and the only area open to visitors. As such, it served both as a forum for the monarch to receive visiting emissaries, as well as a marketplace for trading with the outside world. The Stout Folk referred to this area as "Longbeard Halls," in reference to the frequent presence of clan elders who met here to consult, negotiate, and decide the issues of the day for both the stronghold and the kingdom.

Today, Area L is the domain of the Direlord Tribe, the area away from the "front lines" and the only means the humanoids have of getting into and out of the stronghold. Wartsnak Direlord holds court in the old throne room, #L134, commanding the disposition of his troops in the ongoing battle. The halls are never empty, as goblin couriers race to and fro to deliver orders and reports between the front lines and the command center, and troops move to relieve each other of duty.

The descriptions that follow are given as if an interloper had snuck behind the front lines and is now prowling the corridors held by the Direlord Tribe unseen. Each area with a typical inhabitant has an "under attack" section, detailing the reaction of the inhabitants when an alarm is sounded. It is common practice for both Clan Ironaxe and the Dragon Cult to feint an attack at odd hours, simply to force the Direlord Tribe to respond time and again to alarms, thus gradually weakening the urgency to which any particular alarm is responded.

The DM is encouraged to view the Direlord Tribe's territory as a dynamic, ever-changing village, not as a static unmoving deployment of troops. A roll of a 1 on 1d6 along each hallway indicates the presence of someone moving through the Direlord Tribe's territory, as indicated by the Area D (eastern half), K, & L encounter table. Each room is described with its usual inhabitants, but that should ebb and flow over the course of the day.

Area D (eastern half), K & L Encounter Table (Roll 2d4)

- Ellisin or Wartsnak (reroll for escort)
- 3 Troll (1)
- 4 Goblin worg-rider and worg (1 each)
- Goblin warrior courier (1)
- 6 Goblin warrior band (4)
- 7 Ogre (1)
- 8 Orc or goblin spellcaster (1)

#L134 Court of the Arcrown (EL 10)

The roof of this barrel-vaulted hall is gilt in gold leaf. In the center of the eastern wall of the hall is an ornately carved, black marble throne covered in dried blood and surrounded by piles of skulls. Sitting atop the throne, reeking of brimstone, is a great orc chieftain with broad bat wings, a muscular build, lupine ears, and glowing red eyes who looks to stand

Commented [EB736]: I renamed and repurposed this area, which was originally titled "Quarry Workers' Living Area," as, in my opinion, the dwarves needed some type of "front entrance." I also tried to make it more of a living, breathing village under goblinoid rule, and deploy the various forces where they would best serve. As such, I had to move around the rooms in which creatures lived out to a bit.

Commented [EB737]: FR11 - Dwarves Deep, page 3.

Commented [EB733]: Deities & Demigods (1e), page 109.

Commented [EB734]: Design credit: Heather.

Commented [EB735]: Originally this area contained 3 stone carvings of mules (worth 75 gp each), four turquoise pieces (15 gp each), and 60 gp. I redid the treasure and moved it to #K128, along with the necklace from #L146.

nearly seven feet in height and weigh over three hundred pounds, wearing a deep purple robe, rotted with decay.

Two ogre bodyguards, clad in hide armor and wielding greatclubs, flank the throne, attending the bat-winged orc. A goblin garbed in dark red velvet robes stands before the throne. Three other goblins stand along the west wall, ready to serve as couriers or attendants as their chief demands.

In the center of the room is a ten-foot diameter circle of dwarven runes fashioned of inlaid black marble inset into the floor. An open door on the north wall leads down a set of stairs. Another passage leads west from the southwest corner of the room.

The Stout Folk used this chamber as a throne room, and Wartsnak Direlord has appropriated it for a similar use.

Lighting: This room is dark.

Creatures: The normal complement of humanoids in this chamber is Wartsnak Direlord, Ellisin, two ogre bodyguards (drawn from either #D69 or #L136), and three goblin warrior couriers, although the exact numbers of those in attendance varies throughout the day.

Wartsnak Direlord: hp 42; see Appendix 2, page 312.
Ellisin: hp 24; see Appendix 2, page 312.
Ogres (2): hp 29 each; see Appendix 2, page 316.
Goblin Warriors (3): hp 5 each; see Appendix 2, page 315.

Dwarven Holdfast Ring: The circle of runes carved into the floor is a dwarven holdfast ring* rune circle. The Direlord Tribe is aware that this is a dwarven rune circle, but they have not managed to determine the exact effect or how to destroy it yet.

Treasure: Wartsnak and Ellisin have their gear, but no need for coins. The ogres have 2d6 gp each. The goblins have 2d6 sp each.

Tactics: The goblins run off immediately, in hopes of finding reinforcements. Wartsnak and the ogres move to attack. Ellisin casts *prayer* and then *summon monster IV*.

Under Attack: If the alarm is raised, Wartsnak stays here with his entourage, supplemented by goblins and worgs who join from Area K (#K126, #K127, and #K131-#K133) below.

#L135 The Crownvault

An ornately carved stone table on the north wall dominates this barrel-roofed vault, on which sit a small silver coffer and a bejeweled silver necklace. In the southeast corner of the room stands a life-sized gold statue of a halfling in a regal pose, aside from the fact his breeches are down around his ankles and his nose is rather gnome-like.

This chamber served the Stout Folk as a secret vault in which gifts to the arcrown from visiting dignitaries or gifts the arcrown was preparing to give to visiting dignitaries could be stored. It also served as a location in which additional bodyguards could be stationed if there existed a potential threat to the arcrown from a visiting dignitary but was rarely used as such. It found more use as a listening post from which the king's advisors could listen in on an audience without being seen.

The Direlord Tribe has not yet discovered this room, leaving it in the same state it was left when the Stout Folk abandoned the dwarfhold.

Lighting: This room is dark.

Listening Holes: After this room was built, the Stout Folk modified it to serve as a listening post for the arcrown's advisors. As such, in the south wall, just to the east of the door, there are a series of tiny holes. The acoustics of this room are such that any word spoken in #L134 is heard at the same volume in this room, but any noise made in this room is undetectable in #L135 (unless the door is open). A successful Search check (DC 20) is required to find the listening holes.

Treasure: This room holds a handful of treasures left behind by the dwarves. (Āfter so many Stout Folk were killed during the attack by the Black Horde, many secrets and treasures were forgotten during the subsequent abandonment of Runedardath.) The ornate silver coffer (itself worth 60 gp) is unlocked and holds the Tears of the Sea Hag (five matched teardrop-shaped emeralds, worth 500 gp apiece). The silver necklace consists of a silver chain and medallion, inlaid with tiny rubies in the shape of an axe worth 500 gp. The necklace served as the mark of office of the First Axe of the Arcrown, who served as chancellor of the dwarven court.

The long-forgotten statue, worth 2000 gp, was once legendary among dwarves and gnomes with a penchant for practical jokes, as a successful bardic knowledge check (DC 20) reveals. Weighing exactly 38 pounds (it has a hollow core), it depicts Corcytar Huntinghorn, who once bet Ulbrent Hardstone, darrath of Glorea, after a night of feasting, that any halfling rogue could steal his weight in gold from Dolblunde before the gnome duke noticed it was missing. Ulbrent accepted the challenge and promptly commissioned the less-than-respectful statue of the duke of Imristar. But, before the statue could be finished, it was stolen by the Stout Folk and brought back Runedardath, where they finished it off with the gnome nose flourish. Arcrown Torghatar fully intended to return the statue once both dukes admitted they had been well and truly bested by the Stout Folk, but such lighthearted matters were quickly forgotten once Phalorm was plunged into never-ending war, as horde after horde erupted from the North.

#L136 Antechamber of the Arcrown

This large, barrel-vaulted hall is largely empty except for two moldy piles of fur in the center of the room.

Commented [EB738]: In N5 – Under Illefarn, page 46, this room held a silver chain of office set with many precious stones worth 3,000 gp, five matched emeralds worth 500 gp each, and a gold statuette of one of the founders of Illefarn worth 5,000 gp.

Commented [EB739]: 50 gp = 1 pound. 38 pounds * 50 gp / per pound = 1900 gp. I rounded up to 2000 for the workmanship.

Commented [EB740]: A Grand History of the Realms, page 91.

Commented [EB741]: Dragon #270, page 94.

In the time of the dwarves, visiting dignitaries waited here for an audience with the arcrown. The two ogres who attend Wartsnak Direlord have claimed this chamber as their sleeping quarters.

Lighting: This room is dark.

Creatures: Two ogres reside in this chamber and are found here (10% chance) when not on patrol, relaxing (#D76), on guard duty (#L134) or gambling (#L150). Most of the time they are in

 $\label{lem:under Attack:} If they were sleeping here, the ogres leave this room for \#L135.$

#L137 Latrine

As you round the corner, the hallway ends abruptly. In the center of the floor is a small hole. There is an empty sconce on the back wall and an empty niche on the east wall.

While this area resembles a simple latrine, there is no odiferous smell.

The Stout Folk used this room as a latrine, and the Direlord Tribe have continued to use it as such.

A small hole in the floor leads down a narrow shaft (about six inches in diameter and six feet deep) to a tiny patch of green slime. The goblins are careful to burn it back when it threatens to grow out of the pit.

Lighting: This room is dark.

Hazard: A small hole in the floor leads down about six feet to a patch of green slime. No encounter level is given for this area, as the chances of the PCs actually coming into contact with the green slime are practically nil.

#L138 Hall of Dignitaries

The room before you reeks of rot and decay. A massive pile of rotting debris dominates this room. All manner of mushrooms and other fungi now grow from this odiferous heap.

The dwarves reserved this chamber for visiting dignitaries as well as merchants staying overnight within the dwarfhold. The Direlord Tribe has turned it into a garbage dump, leaving three years worth of rotten foodstuffs, broken weapons, and other debris in a large pile. Several varieties of edible (to orcs and goblins) mushrooms now grow from the pile.

#L139 Guardpost (EL 1)

Read the following outside the stronghold (presumably if the PCs follow a goblin worg-rider patrol back to the Direlord Tribe's lair:

Nestled amidst the rocks, almost invisible from even a few yards away, is a narrow defile leading into the side of Mount Illefarn.

Read the following within the defile.

The narrow defile abruptly ends at a blank rock wall.

Read the following inside the passage.

A long passage leads north from a doorway, past an alcove on the east side of the hall to a T-shaped intersection. Two goblins are on sentry duty in the alcove, along with a large steel gong.

This alcove served the dwarves as a small guardpost. The Direlord tribe uses it in similar fashion.

Lighting: This room is dark.

Creatures: Two goblin warriors stand guard here at all times. They are relieved of duty every four hours.

Goblin Warriors (2): hp 5 each; see Appendix 2, page 315.

Tactics: The goblins ring the gong if they catch wind of any intruders or if the door gong is rung. If there is a worg patrol due back, the goblins go unlock and open the door down the hall, but not until they have rung the main gong and waited for their fellows to go on alert.

Under Attack: If invaders break through the door, the goblins hurl their javelins and then fall back to join up with their fellows. If the alarm is raised inside the stronghold, these guards remain in position, on guard for an attempt to open a second flank.

Tracks: A successful Search check (DC 15) or Survival check (DC 15) shows evidence of numerous lupine and humanoid tracks leading to and from the back of the narrow defile.

Door: The door leads to the outside, on the slopes of Mount Illefarn. From the outside, the door is nigh-invisible (treat as a secret door), crafted so as to be hidden in a narrow defile that makes it hard to observe from almost any angle, unless the viewer is right on top of it. The door is barred from the inside with an iron bar. On the outside, next to the secret door, is a hidden alcove (also treat as a secret door) containing a short bit of rope. If pulled, this rope pulls a small knocker causing it to hit a small gong, in a similar alcove just inside the door. This gong is audible as far as the guard post.

Secret Door (Stone): Search DC 20; 60 hp, hardness 8; break DC 30 (barred).

Treasure: The goblins have 2d6 sp each.

#L140 Hall of Frescoes (EL 3)

A long hall stretches into the distance. At one time, beautiful frescoes of dwarves at work on their crafts adorned both walls, but now so little remains it is difficult to discern the scenes once shown.

This long corridor was used to connect the Hall of Trade with the entrance to the dwarfhold. It was notable for the elaborate

frescoes that adorned the walls of the passage, depicting dwarves at work at all manner of crafts. However, members of the Direlord Tribe have defaced the majority of the frescoes, leaving little behind to be admired today.

Lighting: This room is dark.

Creatures: The corridor is constantly patrolled by at least one worg and one goblin worg-rider. The goblin worg-rider is outfitted with a hunting horn, which he sounds if he catches wind of any intruders. He then retreats to join his nearest fellows.

Goblin Worg-Rider (1): hp 5; see Appendix 2, page 315. Worg (1): hp 30; see Appendix 2, page 316.

Treasure: The goblin worg-rider has 4d6 sp.

Under Attack: If the alarm is raised, the goblin worg-rider rousts any sleepers in #L142-#L144 and then heads towards the fighting.

#L141 Latrine

As you round the corner, the hallway ends abruptly. In the center of the floor is a small hole. There is an empty sconce on the back wall and an empty niche on the east wall.

While this area resembles a simple latrine, there is no odiferous smell.

The Stout Folk used this room as a latrine, and the Direlord Tribe have continued to use it as such.

A small hole in the floor leads down a narrow shaft (about six inches in diameter and six feet deep) to a tiny patch of green slime. The goblins are careful to burn it back when it threatens to grow out of the pit.

Lighting: This room is dark.

Hazard: A small hole in the floor leads down about six feet to a patch of green slime. No encounter level is given for this area, as the chances of the PCs actually coming into contact with the green slime are practically nil.

#L142-#L144 Vaults of Crafts (EL 1 each)

Read this description for each of the three rooms:

The door opens up into a small barrel-roofed chamber. It appears to serve as sleeping quarters for a handful of goblins.

These three chambers served the dwarves as storage vaults for goods to be sold in the Hall of Trade (#L145) or as a staging area for items purchased by the dwarves to be used elsewhere in Runedardath

The Direlord Tribe uses these three rooms as quarters for most of the goblin worg-riders, who are considered elite members of the tribe.

Lighting: This room is dark.

Creatures: At any given time, up to five worg-riders are found here, usually in two of the rooms, while the others are on

duty (#L140), on patrol, gambling (#L150), or based elsewhere (#K130-#K133).

Goblin Worg-Riders (5): hp 5 each; see Appendix 2, page

Door: The door to each chamber is unlocked (the keys long lost).

Door (Stone): Search DC 20; 60 hp, hardness 8; break DC 28 (unlocked).

Treasure: The goblin worg-riders have 4d6 sp each.
Under Attack: The goblin-worg riders move to #L145 or
#L148 to join their worgs and then head towards the battle.

#L145 Hall of Trade (EL 5)

This long, barrel-vaulted hall is now the foul den of a pack of evil-looking wolves with thick black fur, matted with blood. The floor is littered with gnawed bones and rotting animal carcasses.

This room served the dwarves as a trademoot, where traders from the outside world could come to exchange their goods for the finest examples of dwarven craftsmanship.

The Direlord Tribe uses this chamber as a worg pen, where mounts of the goblin worg-riders loll about when not on guard duty or out on patrol. The stench of rotten meat is almost unbearable, as are the gruesome, half-eaten carcasses that litter the room.

Lighting: This room is dark.

Creatures: Up to three worgs are found in this room at any one time.

Worgs (3): hp 30 each; see Appendix 2, page 316.

Tactics: If they spot intruders, the worgs immediately start howling as they move to attack, sounding the alarm for their riders.

Bones: Buried beneath the mess in the northwest corner of the room is a set of dryad bones (which resemble the bones of a slight, elf-like woman, but made of oak). These are the bones that must be buried in the dryad's grove to lay the forest haunt (see Chapter 5) to rest. The bones can be found with a successful Search check (DC 20), but any searcher is left nauseated for 2d4 rounds.

#L146 Chamber of Coins (EL varies)

This barrel-vaulted chamber is bedecked with evil-looking runes painted in blood on the walls. Three goblin females sprawl on a large sleeping mat in the center of the room.

This chamber served the dwarves as a currency market, where coins, gems, and tradebars could be exchanged as part of a larger transaction in the Hall of Trade (#L145).

Lighting: This room is dark.

Creatures: Emee's three favorite goblin females, all capable warriors in their own right, are found within this room

Commented [EB742]: Originally, this chamber was home to the trolls and included the following treasure: 400 cp, 300 sp, 55 ep, 40 gp, 3 pp, and a gold necklace worth 3,500 gp. Their treasures are revised and moved to #L152, except for the necklace, which was moved to #K129.

at all times. Emee is only found in here on rare occasions (20% chance), when he needs to get a bit of sleep, but when he is, Hellfang is found here as well.

Emee: hp 14; see Appendix 2, page 313.

Hellfang: hp 30; see Appendix 2, page 313.

Goblin warriors (3): hp 5 each; see Appendix 2, page 315.

Treasure: Emee has his gear, but no need for coins. The goblins have 2d6 sp each.

Secret Door: The secret door to #L147 is locked. The key is long lost.

Secret Door (Stone): Search DC 20; 60 hp, hardness 8; break DC 28 (locked).

Lock (good): 30 hp, hardness 15; Open Lock DC 30. Note that locks built into dungeon doors cannot be attacked separately from the door.

#L147 Trade Vault

The secret door opens to reveal a dusty vault. Four stone coffers line the west wall.

The dwarves used this chamber as a storage vault for coins, gems, and tradebars needed to facilitate trademoots. The Direlord Tribe has not yet discovered it.

Lighting: This room is dark.

Treasure: The four coffers are unlocked. Each contains a neatly stacked pile of silver tradebars, each stamped with the Dethek rune for 10. In the four coffers, there are a total of 100 tradebars, weighing 2 pounds apiece and worth 10 gp each. The coffers themselves weight 100 pounds each.

#L148 Hall of Shields (EL 4)

Up ahead, the corridor opens up into a crossroads, some thirty feet by thirty feet square. A passageway leads on, from the center of each wall.

The walls are adorned with L-shaped iron hooks, most of which sport some sort of skull or another, with bits of flesh still clinging to the bone. Most of the skulls are stag skulls, but at least a few are humanoid of indeterminate origin.

In the center of the room is a ten-foot diameter circle of dwarven runes fashioned of inlaid black marble inset into the floor. Standing atop the rune circle is a pair of evil-looking wolves with thick black fur, matted with blood.

This chamber got its name for the shields that once adorned its walls, but they were removed ere the dwarfhold was abandoned. This area marked the end of the public areas of the dwarfhold, beyond which only inhabitants of Runedardath were permitted, except by special dispensation of the arcrown. It was

also designed to serve as a rally point if invaders overran the dwarfhold.

The Direlord Tribe uses this chamber as a guardpost, as most traffic within the areas they control passes through it at some point. The hooks once used to hold shields are now used by the Direlord Tribe to display crude trophies of their foes.

Lighting: This room is dark.

Creatures: Two worgs are on guard duty here at any given

Worgs (2): hp 30 each; see Appendix 2, page 316.

Tactics: The worgs immediately begin to howl if they detect the scent of anyone they do not recognize belonging to a member of the tribe and then they attack.

Dwarven Holdfast Ring: The circle of runes carved into the floor is a *dwarven holdfast ring** rune circle. The Direlord Tribe is aware that this is a dwarven rune circle, but they have not managed to determine the exact effect or how to destroy it yet.

#L149 Hall of Feasts (EL 3)

The hallways opens up into a barrel-vaulted hall dominated by a massive stone table, now chipped and scarred. Broken chunks of carved wood and other debris litter the floor. Four orcish warriors huddle around a game of dice. Stairs along the north wall lead down into the depths A crude gong stands between the hallway and the top of the stairs.

The dwarves used this chamber for hosting feasts for visitors who were not allowed into the depths of Runedardath. At one time, this room was hung with rich tapestries and included ornately carved stone chairs, but little remains of such finery.

Lighting: This room is dark.

Creatures: Six orc warriors on guard duty are stationed here, placed so as to raise the alarm if the dwarves unexpectedly push through Area D. They are supposed to keep an eye on the stairs through the spyhole on the north wall and activate the trap if intruders start ascending the stairs, but there is only a 20% chance they are actually watching through the spyhole and not just relying on their ability to hear (with a successful Listen check). These orcs are drawn from #D67, #D68, #D76, #D77, or #D78, on rotation and should not be double-counted.

Orc Warriors (6): hp 5 each; see Appendix 2, page 315.

Trap: A spyhole is carved into the northern wall, about 5 feet west of the top of the stairs, and oriented as to reveal whomever is making their way up the steps. Next to the spyhole is a rusty chain, hanging from the ceiling. Normally the trap is disabled. Pulling the chain activates the trap, and pulling it again

deactivates the trap.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger, repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. Market Price: 5,400 gp.

Treasure: The orcs have 2d6 sp each.

Commented [EB743]: FR11 – Dwarves Deep, gatefold.

#L150 Hall of Longbeards (EL Varies)

The hallway leads into the side of a large, barrel-vaulted chamber, thick with smoke and other foul odors. A horde of humanoids stand clustered around a crudely dug pit, about five foot deep, in which some sort of vermin are fighting for sport. The humanoids are fully engrossed in the battle, nigh constantly offering new wagers.

The dwarves used this chamber for councils, where clan elders would gather to consult, negotiate, and decide the issues of the day for both the stronghold and the kingdom. The massive wooden table, carved from the heart of a shadoweir table, that once stood at the heart of conclaves has long since been destroyed, although charred remnants remain amidst the room's debris.

The Direlord Tribe uses this hall as a gambling den, where all manner of wagers can be made. A typical scene involves a dozen orcs and goblins, clustered around the rat pit where the starving vermin battle to the death.

Lighting: This room is dark.

Creatures: The exact mix of gamblers is everchanging, but a typical mix includes:

Goblin warriors (varies): hp 5 each; see Appendix 2, page 315.

Goblin Worg-Rider (varies): hp 5; see Appendix 2, page 315. Orc Warriors (varies): hp 5 each; see Appendix 2, page 315. All humanoids encountered in this room must be deducted from the counts found in the living quarters elsewhere in the territory of the Direlord Tribe.

Treasure: The goblins and orcs have an average of 2d6 sp each.

#L151 Arcrown's Forechamber (EL 7)

This room is filled with all manner of debris, including broken pieces of statuary, the remnants of once-fine wooden furniture, and old bones, picked clean of overy scrap of meat and broken so the marrow could be sucked out. The debris is pilled into two massive nests, on which rest two hideous gray-green trolls. In the center of the room, the remnants of an uncooked wild boar stand skewered by a massive spear shoved into a crack in the floor. The boar looks to have been flayed alive.

The arcrown's personal quarters encompassed this room and #L152. The outer room is now used by the trolls as a lair (and guard post). No one other than Wartsnak Direlord is permitted to pass through this room. Attempting to do so is punishable by death.

Lighting: This room is dark.

Light Rubble: Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Balance and Tumble checks.

Creatures: This chamber is home to a pair of trolls that serve Wartsnak Direlord. At least one troll is always found here, for they are personally responsible for guarding the tribe's treasure.

Trolls (2): hp 63 each; see Appendix 2, page 316.

#L152 Arcrown's Antechamber (EL 4)

Unlike the outer room, this chamber is largely free of debris. Six stone coffers of dwarven make are lined up in the middle of the room.

The arcrown's personal quarters encompassed this room and #151. The inner sanctum is now used to store the tribe's wealth, although only Wartsnak Direlord is permitted to enter this room. Anyone else found in this chamber is immediately sentenced to death. The chieftain only comes here to count the tribe's treasure or to withdraw treasure to reward an underling.

Lighting: This room is dark.

Treasure: The coffers are unlocked, but coffer #2 and #6 (counting left to right) are-trapped with a hazard. The coffers contain:

#1: 500 sp

#2: 3 fine granite carvings of dwarven craftfolk at work, worth 400 gp each

#3: 500 sp

#4: 165 sp

#5: 500 gp

Trap: Coffers #2 and #6 (counting left to right) are empty and trapped with a dangerous dungeon hazard. In both cases, the stone lid has been "glued" to the coffer with green slime. Opening the slightly stuck lid will bring the would-be thief into contact with this notorious dungeon hazard (see Chapter 6, page 177). A successful Spot check (DC 15) reveals a slight greenish discoloration to the stone along the line between the lid and the base of the coffer.

M) Aquifers

This level served the dwarves as the water supply for the dwarfhold, but Antharzyreph has transformed part of it for his own purposes.

#M153 Eastern Access Tunnel

This long, low tunnel leads east from the base of the pillar's access shaft. A short distance down the tunnel, a short branch leads northward. The ceiling, walls, and floor glisten with condensation. The floor gently slopes towards the middle of the tunnel, where periodic stone grates drawn away water into the depths. The floor would be quite slippery, if not for the gouges and scratches that appear to have been left by some great clawed beast. Overhead, a pipe embedded in the ceiling

Commented [EB744]: Originally, this chamber was home to orcs and included the following treasure: 500 sp, 450 gp, and three fine granite carvings of dwarves worth 400 gp each. Their treasures are revised and moved to #L152.

continues eastward, branching off towards the north fork as well.

The dwarves built the access tunnel (#B41D and #M153, separated by a permanent image) to reach the North and East Aquifers (#M155 and #M157) via the north and east airlocks (#M154 and #M156). Antharzyreph now uses it to access his secondary lair.

Lighting: This room is dark.

Hazard: Frequent comings and goings by Antharzyreph have imbued the walls with acidic condensation (see Chapter 6, page 176)

#M154 North Airlock

This small square room has two intricately carved, airtight doors facing each other. Both doors have a simple pull handle and no apparent lock. In the center of the floor is a stone grate.

The Stout Folk used this chamber on rare occasions when they needed to enter the North Aquifer (#M155).

Lighting: This room is dark.

Doors: The south and north doors are tied together via iron bars hidden within the ceiling and floor. The mechanical design allows either door to open freely, but only if the other door is closed. The south door also requires the room to be empty of water before it will open. When the north door is closed, a pipe beneath the floor grate opens and a hidden pump in the floor causes the water in the room to quickly drain (10 rounds) back into the North Aquifer (#M155). The edges of each door and its doorframe are intricately carved to form an airtight seal.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or locked).

#M155 North Aquifer

This large, water-filled cavern stretches beyond the limits of your vision.

If the PCs can taste the water, read the following:

The water has slight mineral taste, but is otherwise uncontaminated.

This aquifer served the dwarves as one of two water supplies. It is now the only remaining untainted aquifer. It is completely uninhabited and devoid of anything of interest.

Lighting: This room is dark.

#M156 East Airlock

This small square room has two intricately carved, airtight doors facing each other. Both doors have a simple pull handle and no apparent

lock. In the center of the floor is a stone grate.

The Stout Folk used this chamber on rare occasions when they needed to enter the East Aquifer (#M157). It now serves as a vestibule for Antharzyreph's lair.

Lighting: This room is dark.

Doors: The west and east doors are tied together via iron bars hidden within the ceiling and floor. The mechanical design allows either door to open freely, but only if the other door is closed. The west door also requires the room to be empty of water before it will open. When the east door is closed, a pipe beneath the floor grate opens and a hidden pump in the floor causes the water in the room to quickly drain (10 rounds) back into the East Aquifer (#M157). The edges of each door and its doorframe are intricately carved to form an airtight seal.

Door (Stone): 60 hp, hardness 8; break DC 28 (stuck or

Hazard: The longtime presence of Antharzyreph has imbued the walls with acidic condensation (see Chapter 6, page 176).

Alarm: Antharzyreph has cast *alarm* in the center of the floor of the east airlock on the grate. Any creature that enters the room triggers a mental *alarm*. The password to bypass the *alarm* is "pickled Redeye steak," spoken in Draconic.

#M157 East Aquifer (EL 11)

This large, water-filled cavern stretches beyond the limits of your vision.

If the PCs can taste or touch the water, read the following:

The water has thick taste that leaves your throat parched as if beyond the grave. After a moment's shock, you realize that the water is starting to burn your skin, like acid.

This aquifer served the dwarves as one of two water supplies. It is now wholly contaminated. It serves as the secret retreat of Antharzyreph.

Lighting: This room is dark.

Hazard: The extended presence of Antharzyreph has tainted the once-pure waters of the East Aquifer, transforming the water into acidic waters (see Chapter 6, page 176).

Lair Ward: The surface of the rock encasing the aquifer has been transformed into a *cavern of corruption** (see Appendix 1, page 232.

#M157A Dragon's Bed

As the bottom of the aquifer falls away, the waters become completely opaque.

This is a natural low spot in the East Aquifer.

Creature: This is the secret lair and last redoubt of the Scourge of Axe and Arrow.

Antharzyreph: hp 199; see Appendix 2, page 303.

Tactics: Assuming his primary lair (#F101) has already been discovered, Antharzyreph's secondary lair is now his last redoubt. He will fight at full size until reduced to aproximately 25% of his hit point total and then, if necessary, attempt to flee via the partially completed tunnel he has been digging (#M157C). If the dragon has time to prepare, he casts protection from good, resistance, and then darkness (centered in #F102), before attacking with the full force of his breath weapon. Antharzyreph then wades into battle, employing his breath weapon whenever it is effective, and renewing his darkness spell if the PCs counter it.

Treasure: If the dragon's treasure has been moved here from #F101 and #F103, the pile of treasure includes 2,500 gp in mixed coins, 8 blue quartz (10 gp each), 1 jade statue of an elven maiden (120 gp), 2 violet garnets called the "blood of Stonebridge" (400 gp each), the armor of Bharaun*, the cloak of Shining*, and the crown of Daurvos*. Otherwise, the dragon's hoard remains in #F101 and #F103.

#M157B Antharzyreph's Channel

On the southern edge of the cavern is a roughhewn tunnel leading south.

This rough-hewn, claw-dug channel, extending south from the southernmost tip of the East Aquifer, is approximately 10 feet in diameter. The handiwork of the Scourge of Axe and Arrow (with his claws of the badger*) leads south into the rock only to come to an abrupt end at the limit of the dragon's digging.

If the channel is continued, it will eventually emerge at the base of Mount Illefarn, on the northern slopes of the Laughing Hollow.

#M157C Pillar of Debris

In the southeastern section of the cavern is a pillar of loose debris, stacked from the aquifer floor up to the ceiling of the cavern.

The debris field is made up of the dirt excavated by Antharzyreph and placed here for the time being.

Collapse: If the Scourge of Axe and Arrow slams his body into the pillar of debris at his full move rate, it will cause the pillar to collapse (albeit somewhat slowly, since the speed is ameliorated by the water). Characters in the bury zone of a cave-in take 4d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 2d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free himself with a DC 25 Strength check.

Nonflowing Aquatic Terrain

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does.

Nonflowing Water

The aquifers (#M155 and #M157) simply require a swim speed or successful Swim checks to move through (DC 10). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater

How far you can see underwater depends on the water's clarity. Creatures can see 4d8×10 feet in the clear waters of the North Aquifer (#M155) and 1d8×10 feet in the murky waters of the East Aquifer (#M157). It's hard to find cover or concealment to hide underwater. Listen and Move Silently checks function normally underwater.

Invisibility

An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chestdeep water, or walking along the bottom.

Ranged Attacks Underwater

Thrown weapons are ineffective underwater. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Fire

Nonmagical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise.

Commented [EB745]: Dungeon Master's Guide, pages 92-93

Table: Combat Adjustments Underwater

Condition	Slashing or Bludgeoning	Tail	Movement	Off Balance?4	
Freedom of movement	normal / normal	normal / normal	normal	No	
Has a swim speed	-2 / half	normal / normal	normal	No	
Successful Swim check	-2 / half¹	-2 / half	quarter or half2	No	
Firm footing ³	-2 / half	-2 / half	half	No	
None of the above	-2 / half	-2 / half	normal	Yes	

- A creature without a freedom of movement effect or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling...
- 2. A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.
- 3. Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
- each size category larger than Medium, and half that for each size category smaller than Medium.

 4. Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Chapter 7: Further Adventures

In addition to the plot threads that tie the four missions together, there are numerous plot threads scattered through out the adventure that might lead additional adventures beyond the scope of this mini-campaign during or after the detailed missions. A variety of adventure seeds are detailed below.

Coin War

Having presumably stymied Lord Tarn Urmbrusk's plans at least once, by rescuing Lady Bronwyn, the PCs have likely earned the enduring enmity of Daggerford's resident moneylender. As the PCs continue to rise in prominence, their heroic deeds might make a gallant member of their band a popular choice to be handfasted with Lady Bronwyn, if and when she returns to the duchy. Likewise, the presence of such heroes may indirectly hamper Lord Urmbrusk's efforts to squeeze the young duke into accepting his influence.

Using his contacts as a Knight of the Shield and a careful outlay of coins, Lord Tarn begins a campaign to undermine the PCs' heroics while attempting to lure them far away from the duchy. Rumormongers in his indirect employ twist the nature of the PCs' heroics while dangling rumors of far-off treasures that might lure the PCs away from the Shining Vale permanently.

If this carrot and stick approach fails to remove the PCs from the duchy, Lord Tarn begins hiring foes to attack them. Such assaults might take the form of a band of brigands lurking in ambush outside the town walls or an assassin in the night in town.

Over time, folks may begin to whisper that Beshaba is toying with the PCs. If and when the PCs begin to realize that the have acquired a deeppocketed foe, they may come to suspect the hidden hand of Lord Tarn. Any investigation they launch might take an unexpected turn if they uncover hints of Lord Tarn's complicity in the deaths of Lord Merovy and Duke Pwyll.

Crypt of the Worm

If the PCs discover the hidden hand of Torleth Mindulspeer (see Chapter 4) manipulating the lizardfolk of the Lizard Marsh into war with the Duchy of Daggerford, they may seek to confront the proprietor of Torleth's Treasures at his place of business in Gillian's Hill.

If threatened in any way, Torleth will attempt to flee into the depths of the Crypt of the Worm via the secret portal in his shop. If the PCs pursue, they may well find themselves trapped within the ancient tomb, forced to battle monstrous inhabitants of the Underdark that have come up from the depths to lair within, while Torleth employs another hidden portal to escape into the Sword Hills, where the Wormridden await his commands. If the PCs do not manage to track him down and defeat him, Torleth is sure to resurface eventually with another plot to bring down civilization in the region.

Hammer of Daurvos

At the founding of Phalorm, the regalia of Torghatar included the armor of Bharaun*, the cloak of Shining*, the crown of Daurvos*, and the hammer of Daurvos. In the Year of the Cultured Rake (579 DR), duergar assassins killed Torghatar, Phalorm's first dwarven king, while he on his way to answer a false call for aid in the vicinity of present-day Ironford in the Dessarin river valley. While the rest of the regalia were recovered, the hammer of Daurvos disappeared during the confusion. (Like the crown of Daurvos*, the hammer of Daurvos is likely an item of legacy, although its exact properties are left for the DM to detail.)

Assuming that the PCs recover the rest of the regalia of Torghatar during Mission 4, Korin Ironaxe might request that they seek out the long-lost hammer of Daurvos and restore it to the Stout Folk of Runedardath. A good place to start would be in the vicinity of Ironford, where the Ghost Dwarves (the ghost of Torghatar and his bodyguard) are said to still ride the land, coming to the aid of travellers along the River Dessarin who come under attack by brigands, ghouls, or goblinkin. The Ghost Dwarves appear as shining white translucent figures in plate armor, on horseback and armed with great two-handed war axes as long as spears. They strike silently but viciously at orc-kin and other evil creatures only, and the bite of their phantom weapons are said to visit the effects of magical fear and repulsion on their targets.

Morlin Castle

The dungeons of Morlin Castle have long lain hidden beneath Castle Daggerford, forgotten by all save the dukes of Daggerford and a handful of sages. Assuming the PCs recover Morlin's Tear (see area #C112 in Chapter 6), they may deduce that Castle Daggerford was not the first such keep to be built on the strategic high ground overlooking Dagger Ford. They may also deduce the presence of a portal in the sky above Castle Daggerford that leads down into the dungeons of Morlin Castle.

Any open attempt to explore the dungeons of Morlin Castle must be done with the duke's permission. As the duke and his court wizard are well aware of the family legends suggesting that a vampire haunts the depths below Castle Daggerford, Pwyll is very unlikely to allow any such exploration, which might stir up long-quiescent threats, but the PCs might well fail to ask permission or ignore his refusal. If they determine that Kizidathil* has been hidden in the depths, Kelson "Darktreader" Floshin might well assist them in making their way into the depths.

Quest for the Fallen Kings

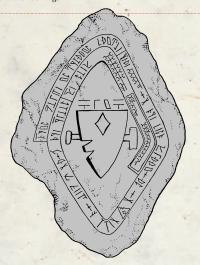
Amidst the ruins of Runedardath (see area #E93 in Chapter 6) lies a curious account of the possible fate of several missing

Commented [EB746]: FR11 – Dwarves Deep, page 54.

Commented [EB747]: FR11 - Dwarves Deep, page 56, A Grand History of the Realms, page 92, Lost Empires of Faerûn, page 138.

Commented [EB748]: City of Splendors: Waterdeep, pages 41, 59, 117-118, Dungeon #127, page 63. Dungeon #128, pages 83, 93.

kings inscribed on an ancient runestone. (See the Fallen Kings sidebar in Chapter 1) The PCs might seek to retrace the steps of the dwarven prospector by finding a way down to the River Gloaming and then following its course through the Underdark. A good place to begin would be the Hall of Grand Hunts (#25 on the Environs of Daggerford map), where the clergy of Haela Brightaxe have gathered countless maps of long-forgotten dwarven delvings.



Revenge of the Wyrm

If Antharzyreph (see Chapter 6) survives, but is driven out of Runedardath by the PCs, the dragon flies off to the west, vowing revenge. The Bane of Illefarn has correctly identified that the town of Daggerford is the linchpin of civilization in the Shining Vale, without which the region would quickly revert to wilderness, and thus the greatest obstacle to his establishing a safe and secure lair. In revenge for the the loss of his lair and in hopes of removing the greatest threat to establishing a new home, Antharzyreph attacks and plunders Castle Daggerford ere the PCs can return to town.

When the PCs reach Daggerford, the find the town largely abandoned, its inhahitants forced to flee. Antharzyreph has claimed Castle Daggerford as his lair, and a flight of black dragon wyrmlings patrol the skies. The duke and surviving members of the ducal court are trapped in the catacombs below, unable to escape or lead the citizens of the duchy in this time of woe, leaving only the PCs to rescue Daggerford from its newly ensconced draconic lord.

Ruins of Tavaray

During their first foray into to Lizard Marsh, the PCs discover remnants of an ancient road and a wayfarer's rune pointing the way forward to the long-lost city of Tavaray (see Mission #1: Event #10). With this reference as a starting point, PCs who have earned the good will of the lizardfolk tribes (e.g. by killing the Marsh Marauder during Mission #4) might be able to discover the ruined city, now buried beneath the waters of the Lizard Marsh and haunted by all manner of predators, including Murhautha (CE old female black dragon), the long-slumbering mother of Antharzyreph (see Chapter 6).

Characters who have acquired the anulet of ceratosaur calling* might employ it to good effect in the Lizard Marsh or trade it to the lizardfolk in exchange for their assistance.

The Vanishing Bard

Having completed his research reconstructing the "Voices of the Lost" song-poem, Deldrach Longarrow invites the PCs to his debut performance in the Lucky Lady taproom. As word spreads of the planned performance, the Lucky Lady quickly fills with patrons, including a fair number of elves and halfelves, eager to hear an echo of lost Illefarm.

Deldrach's performance is flawless and his rendition is perfectly true to the original, causing the *portal* to activate, to the surprise of both the performer and everyone present. Deldrach suddenly vanishes, and the performance is abruptly over. Very quickly the Lucky Lady descends into chaos, as the Fair Folk in attendance assume that some enemy of the elves has abducted the bard. Astute PCs might choose to pick up the Deldrach's abandoned notes (which include detailed pronunciation instructions for those who do not speak Seldruin) and attempt to duplicate his actions.

Anyone attempting to read the transliteration of "Voices of the Lost" must make a Perform (singing) check (DC 10) for every 5 minutes of reading. A failed check means the reader takes an extra 5 minutes to finish this segment of the poem. The fate of Deldrach is left to the DM to decide, but the PCs should move quickly if there is to be any hope of rescuing him before he gets to the most dangerous portal stones. (Deldrach quickly figures out what happened, but he becomes determined to follow the portal system to its end, at any cost.)

Up the Unicorn Run

Duke Pwyll "Greatshout" Daggerford (see Chapter 2) hires the PCs to discover the fate of his elder brother, Lord Merovy, who vanished while adventuring along the Unicorn Run in the Year of the Bow (1354 DR). In addition, the duke seeks the return of two family heirlooms lost with his brother: the bulwark of Calandor* and the unicorn ring of Irithar. Unbeknownst to the duke, Lord Merovy was murdered along the banks of the Unicorn Run by bullyblades in the employ of Lord Tarn Urmbrusk (see Chapter 2), and Tarn holds arrogantly hold the two proofs-of-death in his family's vaults beneath Daggerford.

Commented [EB749]: Dragon #69, page 13.

Commented [EB750]: http://www.wizards.com/dnd/ /article.asp?x=fr/pg20010425b

Appendix 1: Craft and Magic

Craft Items

Black Dragon Blood Elixir

Price (Item Level): 700 gp (3rd)
Weight: 1/2 lb.

A black dragon blood elixir is a concoction brewed from the concentrated blood of a black dragon. A black dragon blood elixir grants the drinker a +2 enhancement bonus to Strength, as well as darkvision, 120 ft. You can consume a black dragon blood elixir as a full-round action (which provokes attacks of opportunity), and its effects last for 10 minutes. These effects are extraordinary, not magical.

Requirement: Dragoncrafter bra feat; Dragon Part: dragon blood (1 gallon); Skill: Craft (alchemy) DC 25.

Black Dragon Brew

Black dragon brew is a potent poison akin to arsenic, first developed by the drow of House Freth in Menzoberranzan as a byproduct of their (eventually successful) effort to create the first venom oozebat.

Its creation requires water transformed via a corrupt water spell-like ability (e.g. black dragon, venom ooze), ochre jelly essence, and green slime

Type: Ingested, Fort DC 17; Initial Damage 1d6 Con; Secondary Damage 2d6 Con; Craft (poisonmaking) DC 20; Price 250 gp; Trap CR Modifier —

Bow, Elvencraft

One of the biggest problems facing any archer is deciding what to do when a foe gets within melee reach. Does one stand fast and take the consequences (which can prove painful if not deadly), fall back (not always practical), or drop the bow and draw a melee weapon (inconvenient at best). Elf bowyers have made the choice somewhat less difficult by crafting bows that can stand up to melee combat. Thanks to elven ingenuity, these weapons work just as well as melee weapons as they do as ranged weapons.

An elvencraft bow is thicker and heavier than a normal bow. An elvencraft shortbow functions as a club when wielded as a melee weapon. An elvencraft longbow functions as a quarterstaff when wielded as a melee weapon. The wielder incurs no penalty on attack rolls when using an elvencraft bow as a melee weapon.

A character wielding an elvencraft bow can freely interchange melee and ranged attacks during the same round. When wielding an elvencraft bow, the user threatens the squares around him no matter how he last used the weapon.

Magical enhancements to an elvencraft bow only affect its use as a bow. Enhancements to the melee capabilities of the weapon must be added separately.

An elvencraft bow costs 300 gp more than a normal bow.

Dragonfang Dagger

Price (Item Level): 602 gp (3rd)

Weight: 1 lb.

Dragonfang daggers are masterwork daggers crafted from the claws and teeth of a dragon. In addition to the +1 nonmagical enhancement bonus on attack rolls granted by its masterwork quality, a dragonfang dagger deals 1 point of energy damage on each successful hit. The type of energy is the same as that of the dragon's breath weapon. If a dragon doesn't have a breath weapon that deals acid, cold, electricity, fire, or sonic damage, dragonfang weapons made from its remains do not deal any extra damage. This damage is treated as an extraordinary (and thus nonmagical) feature of the weapon. It doesn't stack with any other energy damage (of the same type) dealt by the weapon.

A single tooth or claw from a Small (or larger) dragon can be crafted into a dragonfang dagger. A single dragon's body can provide enough material for up to twelve dragonfang daggers. Requirement: Dragoncrafter Pra feat; Dragon Part: dragon

tooth or claw; Skill: Craft (weaponsmithing) DC 25.

Dwarvencraft Items

While masterwork weapons are available from any skilled craftsman, the dwarves have perfected their skills to an almost magical degree. They possess secrets of smithing and weapon engineering that outstrip cultures that are less challenged by both their natural environment and competition for its limited resources. While many dwarf weaponsmiths and armorers are capable of crafting masterwork items, as normal, dwarf smiths have created another category of quality that goes beyond masterwork. Appropriately, such items are generally referred to as dwarvencraft items.

Dwarvencraft items are always of masterwork quality. Only items crafted primarily of metal or stone are available in dwarvencraft quality. An item must be declared a dwarvencraft item at the time of its creation; items cannot be upgraded to dwarvencraft quality once finished. Dwarvencraft items are crafted using the rules for masterwork crafting on page 71 of the Player's Handbook. The dwarvencraft component of an item has a Craft DC of 22. Prices for dwarvencraft items include the cost for masterwork quality.

A dwarvencraft item is stronger and harder than a comparable masterwork item. A dwarvencraft item's hardness increases by 2, and it gains an additional 10 hit points. In addition, it gains a +2 bonus on all saving throws. All of these

Commented [EB759]: Draconomicon (3e), pages 117-118.

Commented [EB760]: 300 (dragoncraft price) +300 (masterwork) +2 (dagger) = 602

Commented [EB751]: Draconomicon, page 105.

Commented [EB752]: Inspiration for this poison came from the original description in N5 – Under Illefarn, pages 34, 45, the description of the venom ooze corrupt water ability (which is akin to that of a black dragon, with the addition of poison) in Drow of the Underdark, page 148, and the alternate black dragon ability subtle taint in Dragon Magic, page 127.

Commented [EB753]: Dungeon Master's Guide, page 297, Dragon Magic, page 127.

Commented [EB754]: Drow of the Underdark, page 149.

Commented [EB755]: Drow of the Underdark, pages 148-149.

Commented [EB756]: This pays homage to the original description in *N5 – Under Illefarn*, pages 34, 45.

Commented [EB761]: Draconomicon, page 105.

Commented [EB762]: Races of Stone, page 159.

Commented [EB757]: Compare to dark reaver powder and similar poisons in the *Dungeon Master's Guide*, page 297. Additional details follow the format in *Complete Adventurer*, pages 97-98.

Commented [EB758]: Races of the Wild, page 166.

effects stack with the similar bonuses for magic items if the dwarvencraft item is made magical.

A dwarvencraft weapon costs 600 gp more than a standard weapon of its type. Dwarvencraft armor and shields cost 300 gp more than standard armor and shields.

Items of Legacy

Items of legacy are a unique type of magic item that grow in power along with the owner. The rules for such items are fully detailed in Weapons of Legacy.

Crown of Daurvos

Price (Item Level): Varies (varies) (Initially 4,000 gp [8th]) Body Slot: Head

Caster Level: Varies (initially 8th)

Aura: Varies (initially Moderate; [DC 17] transmutation)

Activation: Varies (initially —)

Weight: 3 lb.

This gold crown is studded with diamonds, rubies, and fire opals.

Nonlegacy Game Statistics: +2 circlet of Charisma.

Omen: The jewels that adorn the crown grow dark and cracked when worn by a non-dwarf, but return to their normal appearance when worn by a creature with the dwarf subtype. They gleam and sparkle when worn by a dwarf with the Ironstar Bloodline feat (see Appendix 2). Only a creature with the dwarf subtype can take advantage of the crown's legacy properties as outlined below.

History

In the Year of the Majestic Mace (207 DR), the pitifully few remnants of the Ironstar clan, driven out of their holds by orcs, fled south from their fallen kingdom, down the west bank of the Dessarin, harried by trolls and orcs. They were led by their arrown (king), Daurvos Frostbeard, an old and wounded warrior-lord who had lost his sons in the savage fighting when Ironstar Mountain was taken by the orcs.

Daurvos continually led the young dwarven youths, his great-grandchildren among them, in rearguard skirmishes to protect his people. His daughter Tammas Forkbeard led the dwarven wives and infants on to the south.

On the Stone Bridge, Daurvos fell to orc-blades, and was ridden over as the orcs routed his shocked companions and swept south after his kin. After they had gone, the mortally wounded arcrown crawled to the very top of the Bridge, and cried aloud to Moradin to protect the Ironstar people out of his mercy, as there were none now left in the Realms to do so. And with that plea the old arcrown fell from the Bridge, dead, into the waters below. (DC 20; Fall of Daurvos)

There was a flash of red light, and a clang as of metal struck, that smote the ears and reverberated like the tolling of a great bell for some minutes. Looking back, orcs and fleeing

dwarves alike saw a great dwarflike figure, fully 20 feet high, standing upon the height of the arch outlined in red flames.

The dwarf upon the bridge had eyes like leaping red flames and a sweeping beard, and he bore a red-glowing hammer in one bare hand. He swung the hammer in a circle above his head, faster and faster, and then hurled himself down from the Bridge like a meteor, to land hissing in the water below.

There his light faded, and he rose from the waters bearing the limp body of Daurvos like a doll in one hand. Cradling it carefully against him, the armored dwarf wept, silent tears streaming down his face, and as he wept, he ran towards the orcs. Muttering in fear, they turned to meet him as one, and he charged into their midst without a word.

At that, Tammas Forkbeard rallied her people to fight, and led a charge back at the band of orcs, to aid the newcomer. But even as she reached them, she saw that the lone dwarf among them was smiting right and left tirelessly, ignoring the blades of the orcs, and they were falling like rain around him. Soon the last of them fell at the feet of Tammas, from a blow of that awful hapmer.

As Tammas looked at the dwarf, the sign of a hammer and anvil appeared in outlines of fire upon the breastplate of his armor, and she knelt in the midst of her thanks, recognizing that this was indeed Moradin.

But the Soul Forger merely held over her his hammer, sternly pointing south. She scrambled up and led her people on. And all that day, as orcs rode after them, Moradin strode at their back. The dwarf who towered 20 feet tall smote down all who threatened the last of the Ironstars, slaying orcs as a farmer threshes wheat, until no more came, and the dwarves came to Ironford at sunset, and could go no further.

Then a flash and clangor came once more, and the survivors of the Ironstar clan were alone again. On the turf where the god had stood they found the hammer and crown of Daurvos, but his body was gone. It was this crown that the first of the dwarven kings of Dardath, Illefarn, and Phalorm wore, and it was to the Realm of Three Crowns that the last of the Ironstars went. (DC 25; Hammer of Moradin)

In the Year of the Trials Arcane (523), dwarves, elves, gnomes, halflings, and humans united to form Phalorm, the Realm of Three Crowns, under the leadership of three kings: the dwarven king of Dardath, the elven king of Ardeep, and the human king of Delimbiyran. As part of the ceremony consecrating the newly established kingdom, Corellon Larethian, Lathander, and Moradin collectively blessed the crowns of the re-crowned kings at the conclusion of the Council of Axe and Arrow. (DC 30; Ceremony of Axe and Arrow)

Legacy Rituals

Three rituals are required to unlock all the abilities of the *crown* of *Daurvos*.

Fall of Daurvos: You must pray to Moradin from atop the Stone Bridge the spans the River Dessarin and then survive a

Commented [EB763]: FR11 - Dwarves Deep, pages 53-54, N5 - Dwarves Deep, pages 44-45. Note, I renamed the *crown of Devin* (last bearer) to the *crown of Daurvos* (oldest known bearer and heretofore undetailed item.) The powers are largely drawn from the latter source, but updated to fashion an item of legacy.

Commented [EB764]: FR11 – Dwarves Deep, page 54.

Commented [EB765]: Weapons of Legacy, page 186. See Table 4-7.

jump into the waters below. Cost: 1,500 gp. Feat Granted: Least Legacy No. (Crown of Daurvos).

Hammer of Moradin: You must travel to a fallen dwarfhold and defeat in a Gruumsh-blooded Mos orc in personal combat, with a Challenge Rating equal to your level or higher, striking the deathblow with a warhammer of at least masterwork quality crafted by a dwarf. Cost: 11,500 gp. Feat Granted: Lesser Legacy Most. (Crown of Daurross).

Ceremony of Axe and Arrow: You must stand upon the southern slopes of Mount Illefarn, overlooking the Laughing Hollow, and be simultaneously blessed by a dwarven cleric of Moradin, an elven cleric of Corellon Larethian, and a human cleric of Lathander. Cost: 39,000 gp. Feat Granted: Greater Legacy Wol. (Crown of Daurvos).

Wearer Requirements

Dwarven clerics and sorcerers benefit most from the *crown of Daurvos*, but any dwarf descended from Clan Ironstar capable of casting *comprehend languages* might find it a useful tool.

Crown of Daurvos Wearer Requirements

Dwarf subtype

Ironstar Bloodline (see Appe

Ironstar Bloodline (see Appendix 2)
Ability to cast comprehend languages

Legacy Item Abilities

All the following are legacy item abilities of the *crown of Daurvos* and can be used as described only by an owner who is wearing the crown.

Tongues of Fallen Kingdom (Su): At 5th level, you continually understand all spoken and written languages, as if continually affected by the comprehend languages spell (CL 5th).

Crown of Fallen Kingdoms: At 7th level, the crown of Daurvos grants a +2 enhancement bonus to Wisdom. At 10th level, it grants a +4 enhancement bonus (cumulative) to

Whispers of the Proud Peoples (Sp): At 8th level, once per day on command, you can use *detect thoughts* as the spell (CL 5th). The save DC is 13, or 12 + your Charisma modifier, whichever is higher.

Blood of the Soul Forger (Su): At 11th level, the *crown of Daurvos* grants fire resistance 5.

Forgeblast (Sp): At 13th level and higher, three times per day on command, you can use *fireball* as the spell (CL 11th). The save DC is 14 or 13 + your Charisma modifier, whichever is higher

Curtain of Fire (Sp): At 16th level, two times per day, when you issue the command word and gesture with the item, you cause it to conjure a curtain of shimmering violet fire, as the wall of fire spell. (CL 13th)

Shield of Arvandor. At 17th level, once per day, by calling on Corellon Larethian (command word), you can use protection from arrows, as the spell. Sparks of the Soul (Sp): At 18th level, two times per day, by calling on Lathander (command word), you cause the crown to emit shimmering, multicolored beams of light with a variety of effects, as the *prismatic spray* spell (CL 17th). The save DC is 20, or 17 + your Charisma modifier, whichever is higher.

Fist of the All-Father At 20th level, two times per day, by calling on Moradin (command word), you can use *summon monster VII* as the spell to summon a Huge earth elemental (CL 17th).

Crown of Daurvos

Wearer Level	Attack Roll Penalty	Hit Point Loss	Spell Slot Loss	Abilities
5th		_		Tongues of Fallen Kingdoms
6th	-	2	1st	
7th	-	2	-	Crown of Fallen Kingdoms (+2 Cha, +2 Wis)
8th	-1	= .	2nd	Whispers of the Proud Peoples
9th	_	2	-	
10th	_	- · · · · ·	3rd	Crown of Fallen Kingdoms (+4 Cha, +2 Wis)
11th	- 1776	-	\$ -	Blood of the Soul Forger
12th	_		4th	
13th	- 1 2	2		Forgeblast
14th	- 1	- 17	5th	
15th		2	<u></u>	
16th	-	_	6th	Curtain of Fire
17th	-	_	-	Shield of Arvandor
18th			-7th	Sparks of the Soul
19th	*_	2	-	
20th	-	<i>)</i>	8th	Fist of the All- Father

Lair Wards

Lair wards are a special kind of wondrous item that dragons often use to protect their lairs or hoards. They are identical to certain kinds of wondrous architecture used in humanoid-built strongholds and dungeons, as detailed in the Stronghold Builder's Guidebook. Essentially, lair wards are immobile (or practically immobile) magic items, and they follow all the normal rules for the use of magic items. See the Stronghold Builder's Guidebook for information on creating these items and determining the market price for new items.

Commented [EB778]: Ability Menu H, *Weapons of Legacy*, page 202.

Commented [EB766]: Weapons of Legacy, pages 14-

Commented [EB767]: Monster Manual V, pages 64-65.

Commented [EB779]: Ability Menu H, Weapons of Legacy, page 202.

Commented [EB768]: Weapons of Legacy, page 15.

Commented [EB769]: Weapons of Legacy, page 14.

Commented [EB770]: The crown would be truer to the original design if you replaced *crown of Fallen Kingdoms* bonuses to Charisma and Wisdom with *crown of protection +1/+2/+3*, but I think this works better thematically.

Commented [EB771]: Ability Menu A, *Weapons of Legacy*, page 189.

Commented [EB772]: Ability Menu B, *Weapons of Legacy*, page 191.

Commented [EB773]: Ability Menu A, Weapons of Legacy, page 189.

Commented [EB774]: Ability Menu E, *Weapons of Legacy*, page 196.

Commented [EB775]: Ability Menu E, *Weapons of Legacy*, page 196.

Commented [EB780]: Draconomicon, page 84.

Commented [EB776]: Ability Menu F, Weapons of Legacy, page 198.

Commented [EB777]: Ability Menu A, Weapons of Legacy, page 190. Note, this power really shouldn't be included, but I wanted a third power consistent with Corellon Larethian thematically, and at this point an ability off Menu A is pretty worthless.

Most lair wards affect an area defined as a "single cavern."
This need not be an actual cavern; such an effect wards an area
of approximately 400 square feet.

Disabling a Lair Ward: As a stationary magic item, a lair ward is essentially identical to a magic trap (even though some have beneficial rather than harmful effects). A character with the trapfinding ability (including rogues and characters affected by a find traps spell) can use Search to find lair wards and Disable Device to deactivate them. The DC for both checks is 25 + the spell level of the highest–level spell used in the lair ward's construction. A successful Disable Device check suppresses the ward's magical properties for 1d4 rounds, just as if the character had cast dispel magic on it. If the character beats the DC by 10 or more, she suppresses its magical properties for 1d4 minutes instead.

Cavern of Corruption

All water within this cavern is stagnant, making it become still, foul, and unable to support animal life (as if by a black dragon's spell-like ability).

Any liquid containing water that enters a *cavern of* corruption immediately acquires this property. Potions brought within a *cavern of corruption* must make a Will save (DC 19) or become fouled (and non-magical).

Water that leaves a *cavern of corruption* becomes a foul poison known as as black dragon brew* (see Appendix 1, page 229) until it evaporates or is heavily diluted (20:1).

Faint necromancy; CL 3rd; Craft Wondrous Item, corrupt water (as a black dragon's spell-like ability); Price 1,500 gp.

Magic Items

Acrobat Boots

Price (Item Level): 900 gp (4th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint; (DC 16) transmutation
Activation: — and swift (command)

Weight: 1 lb.

Multiple brass buckles run from the ankle to the top of the calf on these

finely crafted, black leather boots.

A pair of *acrobat boots* grants you a +2 competence bonus on Tumble checks. This is a continuous effect and requires no activation.

In addition, these boots have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you an enhancement bonus to your speed for 1 round.

1 charge: +10-foot enhancement bonus.

2 charges: +15-foot enhancement bonus.

3 charges: +20-foot enhancement bonus.

Prerequisites: Craft Wondrous Item, cat's grace, longstrider. Cost to Create: 450 gp, 36 XP, 1 day.

Amulet of Ceratosaur Calling

Price (Item Level): 59,400 gp (18th) (original), 3,564 gp (8th) (now)

Body Slot: Throat

Caster Level: 11th

Aura: Moderate; (DC 21) conjuration

Activation: Swift (command)

Weight: -

This amulet is a ceratosaur's eyetooth hung from a leather lanyard.

Effect: The amulet can be commanded to attract a ceratosaur (see Appendix 2, page 276), if the character is in a region in which such creatures dwell. Such ceratosaurs are friendly and obey, to the best of their ability, the one who summoned them for up to six rounds before wandering away.

A newly created anulet of ceratosaur calling has 50 charges. This item has 3 remaining charges.

Prerequisites: Craft Wondrous Item, summon nature's ally VI. Cost to Create: 29,700 gp, 2,376 XP, 60 days.

Anvil of the Blacksmith

Price (Item Level): 2,055 gp (6th)

Body Slot: -

Caster Level: 6th

Aura: Moderate; (DC 13) transmutation

Activation: -

Weight: 160 lb.

Effect: This masterwork tool gives the user a +10 competence bonus on Craft (blacksmithing) checks.

Prerequisites: Craft Wondrous Item, creator must be at least

Cost to Create: 1,000 (plus 55 gp for masterwork anvil), 80 XP, 2 days.

Arcanist's Gloves

Price (Item Level): 500 gp (3rd)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: -

These sleek blue gloves bear tiny golden stars across the knuckles.

When you activate arcanist's gloves, you add 2 to the caster level of the next 1st-level arcane spell you cast before the end of your turn.

Arcanist's gloves function two times per day.

Prerequisites: Craft Wondrous Item, fox's cunning.

Cost to Create: 250 gp, 20 XP, 1 day.

Commented [EB784]: 6 (spell level) x 11 (CL) * 1,800 (command word) * 0.5 (50 charges) = 59,400 gp. 3/50 * 59,400 = 3,564 gp.

Commented [EB785]: Referenced in *Races of Faerûn*, page 19, but not detailed. This was the original write-up by Tom Costa.

Commented [EB781]: Minimum CL is 3rd. That suggests an adult black dragon, whose frightful presence requires a DC 19 Will save.

Commented [EB786]: Compare to hammer of the weaponsmith and tongs of the armorer in Magic of Faerûn. Note the hammer of the weaponsmith and knife of the bowyer give a circumstance bonus, while the tongs of the armorer give a competence bonus; all should probably be competence bonuses. Also note that the hammer and knife are masterwork tools, while the tongs are not. I decided not to note the anvil is a masterwork anvil (how could it be?). Weight and price of the anvil is derived from Aurora's Whole Realms Catalogue plus 50 gp to make it magic-ready/masterwork.

Commented [EB782]: 500 (immovable object) * 1 (spell level) * 3 (caster level) = 1,500. Stronghold Builder's Guidebook, page 70, and Draconomicon, page 84.

Commented [EB783]: Magic Item Compendium, page 67.

Armor of Bharaun

Price (Item Level): 12,500 gp (13th)
Body Slot: Body
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration

Activation: — Weight: 50 lb.

This darksteel full plate is silvery in hue when polished, but its exposed surfaces have a deep, gleaming purple luster.

The armor of Bharaun is +1 axeblock darksteel full plate.

Lore: Characters can gain the following pieces of information about the *armor of Bharaun* by making Knowledge (arcana) or Knowledge (history) checks.

DC 20: The armor of Bharaun is considered part of the regalia of Torghatar, along with the cloak of Shining*, the crown of Daurvos*. and the hammer of Daurvos.

DC 30: The last survivors of Clan Ironstar, who settled amidst the Stout Folk of Dardath after the fall of Ironstar Mountain and a perilous flight southward across the Stone Bridge, crafted the armor of Bharaun for Dardath's first crown prince, Bharaun, son of Tammas "Forkbeard" Ironstar.

Effect: Armor with the axeblock property magically turns away slashing weapons, such as axes and most swords. The armor of Bharaun grants the wearer damage reduction 5/bludgeoning or piercing.

Armor made from darksteel grants acid resistance 2.

Prerequisites: Craft Magic Arms and Armor, stoneskin.

Cost to Create: 4,500 gp (plus 3,500 for darksteel full plate),

XP, 9 days.

Boots of the Mountain King

Price (Item Level): 1,500 gp (5th)
Body Slot: Feet
Caster Level: 7th
Aura: Moderate; (DC 18) abjuration
Activation:

Weight: 1 lb.

These iron-shod red leather boots appear rugged and worn.

Boots of the mountain king are oft-employed by elite dwarven warriors.

Effect: While wearing *boots of the mountain king*, you can move more easily than usual over rough and difficult terrain.

These boots allow you to ignore increased movement costs and skill check DC increases for light and dense rubble. In addition, you can move up stairs and slopes at normal speed and run or charge downhill without making a Balance check (DMG 89). These boots require no activation.

Prerequisites: Craft Wondrous Item, freedom of movement. Cost to Create: 750 gp, 60 XP, 2 days.

Boots of the Woodland King

Price (Item Level): 18,500 gp (14th)

Body Slot: Feet Caster Level: 8th

Aura: Moderate; (DC 19) transmutation

Activation: -Weight: 1 lb.

These soft leather boots are dyed with the image a garland of laurel above a set of panpipes.

Effect: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Move Silently checks.

They also add a +4 enhancement bonus to the wearer's Dexterity score.

Both boots must be worn for the magic to be effective.

Prerequisites: Craft Wondrous Item, cat's grace, creator must
an elf

Cost to Create: 9,250 gp, 740 XP, 19 days.

Brute Ring

Price (Item Level): 2,300 gp (6th)

Body Slot: Ring

Caster Level: 12th

Aura: Strong; (DC 21) transmutation

Activation: Standard (command)

Weight: -

This silver ring is set with a sapphire carved in the form of a crude fist.

A brute ring allows you to push another creature away from you with pure force. When you activate the ring, a blast of force issues forth, making a bull rush attack against a single creature up to 30 feet from you. You can use either the ring's check modifier (+5) or your own bull rush check modifier, whichever is higher. As a force effect, this ability affects incorporeal creatures.

A brute ring functions two times per day.

Prerequisites: Forge Ring, telekinesis. Cost to Create: 1,150 gp, 92 XP, 3 days.

Bulwark of Calandor

Price (Item Level): 11,170 gp (13th)

Body Slot: — (held)

Caster Level: 7th

Aura: Moderate; (DC 18) abjuration and necromancy

Activation: — and Immediate (mental)

Weight: 15 lb.

This sturdy shield emblazoned with a stylized silver dragon on a blue field clutching a dagger in its claws is reinforced with plates and rivets and its surface appears serrated, sporting hundreds of tiny, knifelike edges. It is no heavier than normal.

Commented [EB791]: Dungeon Master's Guide, page 250, Magic Item Compendium, page 234.

Commented [EB787]: 9,000 (+1 enchantment +2 (axeblock)) +2,000 (darksteel, includes mwk) +1500 (full plate) = 12,500 gp.

Commented [EB792]: 2,500 (cloak of elvenkind) + 4,000 (+2 Dex) +12,000 (+2 to +4 Dex)

Commented [EB793]: Higher caster level of *gloves of Dexterity +4* and *boots of elvenkind*.

Commented [EB794]: 15 + 8/2 = 19. (Arguably, half caster level of *boots of elvenkind* is 15 + 5/2 = 18.)

Commented [EB788]: Magic Item Compendium, page

Commented [EB789]: Magic of Faerûn, page 178.

Commented [EB795]: *Magic Item Compendium*, page 83.

Commented [EB790]: Magic Item Compendium, page

Commented [EB796]: 170 (mwk heavy shield) +9,000 (+3 shield) +2,000 = 11,170

The bulwark of Calandor is the traditional shield of the heir to the duke of Daggerford (and before that, the heir to the duke of Calandor).

Lore: Characters can gain the following pieces of information about the *bulwark of Calandor* by making Knowledge (arcana) or Knowledge (history) checks.

DC 15: The heir to the ducal throne of Daggerford, and Calandor before that, has traditionally carried the bulwark of Calandor into battle.

DC 20: The bulwark of Calandor vanished in the High Forest after the death of Lord Merovy in the Year of the Bow (1354 DR).

Effect: The bulwark of Calandor is a +1 axeblock MIC heartening MIC heavy steel shield.

An axeblock shield magically turns away slashing weapons, such as axes and most swords. While wearing the bulwark of Calandor, you gain damage reduction 5/ bludgeoning or piercing.

When activated, a *heartening* shield grants you 5 temporary hit points, which last up to 5 minutes. These temporary hit points don't stack with temporary hit points from any other source.

The heartening property functions two times per day.

Prerequisites: Craft Magic Arms and Armor, false life, stoneskin.

Cost to Create: 5,500 (plus 170 for masterwork heavy steel shield), 440 XP, 11 days.

Claw of Maglubiyet [Relic]

Price (Item Level): 1,500 gp (5th)

Body Slot: Throat

Caster Level: 7th

Aura: Faint; (DC 19) conjuration (calling) [evil]

Activation: -

Weight: 1 lb.

A lupine claw dangles from a bloodstained leather cord.

While worn, a *claw of Maglubiyet* allows you to speak Infernal and Worg and your caster level for all conjuration (calling) spells is increased by 2, if you are lawful evil, neutral evil, or chaotic evil. These are continuous effects and require no activation.

Relic Power: If you have established the proper divine connection, a claw of Maglubiyet allows you to demand a task from a called barghest taking up to one day per caster level without payment for its services. You must have previously called the barghest with a lesser planar ally spell or similar divine conjuration (calling) spell.

To use the relic power, you must worship Maglubiyet and either sacrifice a 4th-level divine spell slot or have the True Believerh^{IIC} feat (see Appendix 2) and be at least 7 HD.

Lore: According to legend, the four claws of Maglubiyet known to exist were created when the Lord of the Depths and Darkness encountered the first barghest. Maglubiyet demanded the creature bow down before him, but, instead, the barghest attempted to tear out his throat. In retaliation, Maglubiyet cut off

the creature's four paws, promising to return them only after its spawn had faithfully served the goblin race for 1,001 years (Knowledge [religion] DC 20).

Prerequisites: Craft Wondrous Item, Sanctify Relichic, tongues, lesser planar ally.

Cost to Create: 750 gp, 60 XP, 2 days.

Claws of the Badger

Price (Item Level): 4,800 gp (9th)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 17) transmutation

Activation: -

Weight 1 lb.

These gloves are made from badger skin and fitted with sharp steel claws on the end of each finger.

Once per day, you can cast soften earth and stone.

In addition, you can burrow through earth and loose rock (but not solid stone) with a speed of 30 feet (or 20 feet if you wear medium or heavy armor, or if you carry a medium or heavy load) for a total of 3 minutes per day.

When moving through such hard materials you leave behind a usable tunnel about half as wide as your normal space. Prerequisites: Craft Wondrous Item, burrow*, soften earth and

Cost to Create: 2,400 gp, 192 XP, 5 days.

Cloak of Shining

Price (Item Level): 2,500 gp (7th)

Body Slot: Shoulders

Caster Level: 3rd

Aura: Faint; (DC 12) illusion

Activation: -

Weight: 1 lb.

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color, except for the moonstone clasp engraved with the sigil of a crossed arrow and axe.

The *cloak of Shining* is a *cloak of elvenkind* of great historical import to the Stout Folk.

Lore: Characters can gain the following pieces of information about the *cloak of shining* by making Knowledge (arcana) or Knowledge (history) checks.

DC 20: The cloak of Shining was given to Arcrown
Torghatar of Dardath by Laranlor Ruardh "Lightshiver"
Aloevan and is considered part of the regalia of Torghatar, along
with the armor of Bharaun*, the crown of Daurvos*, and the hammer
of Daurvos.

Effect: When worn with the hood drawn up around the head, the *cloak of Shining* gives the wearer a +5 competence bonus on Hide checks. When worn by a dwarf, the *cloak of Shining* gives

Commented [EB804]: Magic Item Compendium, page 222

Commented [EB805]: 7 (caster level) * 4 (spell level) * 50 = 1,400

Commented [EB806]: A broom of flying, which also gives a movement mode the PC couldn't do without the magic item, costs 17,000 gp, which seems to be calculated as 9 (CL) * 5 (SL) * 9/24 (hours of use) * 1,000 gp = 16,875 gp. Note that 9 hours is the expected duration of the overland flight spell with CL 9th.

That gives me: 3 (CL) * 2 (SL) * 1,000 = 6,000 gp, for the burrow capability, which seems high.

A different way: 3 (CL) * 2 (SL) * 2,000 (use-activated) * 1/5 (1/day) = 2,400 gp for the burrow-capability.

Doubling that gives the soften earth and stone capability.

Commented [EB797]: Magic Item Compendium, page

Commented [EB807]: Patterned after aberrant sphere in Magic Item Compendium, page 149.

Commented [EB798]: Magic Item Compendium, page 12.

Commented [EB808]: Compare to *claw gloves, Magic Item Compendium,* page 199.

Commented [EB809]: See definition of squeezing, *Dungeon Master's Guide*, page 29-30.

Commented [EB799]: Pricing this is hard. A +2 increase in caster level is similar to boots of big stepping. But that also gives you a 4th level spell 3x/day for 6,000 which is a low price. Additional languages are akin to a pearly of speech, which gives 1 language and command 1/day for 600 gp. The latter should cost about 360 gp, meaning the language should cost about 240 gp. So, I decided to go for 1,500 for +2 caster level and 2 languages

Commented [EB800]: Patterned after *aberrant sphere* in *Magic Item Compendium*, page 149.

Commented [EB801]: Compare to claw gloves, Magic Item Compendium, page 199.

Commented [EB810]: A Grand History of the Realms, page 91.

Commented [EB802]: Magic Item Compendium, page 222.

Commented [EB803]: Deities & Demigods (1e), page

a +2 circumstance bonus to Diplomacy checks with elves (with the exception of the drow).

Prerequisites: Craft Wondrous Item, invisibility, creator must be an elf.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Cloak of the North

Price (Item Level): 400 gp (2nd)

Body Slot: Shoulders

Caster Level: 1st

Aura: Faint; (DC 16) transmutation

Activation: -

Weight: 1 lb.

This leather cloak is fashioned from the pelt of a red tiger and trimmed with the white fur of a hoar fox.

The wearer of this cloak is protected by an endure elements spell.

Prerequisites: Craft Wondrous Item, endure elements.

Cost to Create: 200 gp, 16 XP, 1 day.

Collars of Companionship

Price (Item Level): 10,800 gp (13th)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 17) transmutation [air]

Activation: Swift (command)

Weight: -

This is an identical pair of silver torcs, each engraved with images of various animals (bears, boars, wolves, etc.)

This pair of magically linked collars is intended to be worn by a nature-oriented character (e.g. druid, ranger) and his animal companion, an arcane spellcaster (e.g. sorcerer, wizard) and his familiar, or a paladin and his mount. When two creatures are linked (empathically or not), a pair of collars of companionship gives them the ability to communicate at will in messages of 25 words or less at a range of up to 3 miles. If the animal does not normally speak, the collars of companionship give the ability to speak in this fashion with his or her master.

Prerequisites: Craft Wondrous Item, speak with animals, whispering wind.

Cost to Create: 5,400 gp, 432 XP, 11 days.

Crystal Ball of Clarity

Price (Item Level): 1,500 gp (5th)

Body Slot: — (held)

Caster Level: 5th Aura: Faint; (DC 18) divination

Activation: Full-round (command)

Weight: 7 lb.

This is a crystal sphere, about six inches in diameter.

This is a common form of scrying device, considered to be a lesser version of a *crystal ball*. A character can use the device to either see or hear up to 600 feet away into a familiar or obvious place, as with the spell *clairaudience/clairvoyance*.

Prerequisites: Craft Wondrous Item,

clairaudience/clairvoyance.

Cost to Create: 750 gp, 60 XP, 2 days

Crystal of Illumination

Price (Item Level): 100 gp (1st) (least); 400 gp (2nd) (lesser); 1,000 gp (4th) (greater)

Body Slot: - (weapon crystal)

Caster Level: 5th

Aura: Faint; (DC 17) evocation

Activation: Swift (command)

Weight: -

This faceted, yellow crystal glows as if a small spark burns within it.

Activating a crystal of illumination causes your weapon to glow.

Least: The weapon sheds bright illumination in a 5-foot

radius and shadowy illumination for 5 feet beyond that.....

 ${\bf Lesser:} \ The weapon sheds bright illumination in a 20-foot radius and shadowy illumination for 20 feet beyond that.$

Greater: The weapon sheds bright illumination in a 60-foot radius and shadowy illumination for 60 feet beyond that.

Prerequisites: Craft Magic Arms and Armor, daylight.

Cost to Create: 50 gp, 4 XP, 1 day (least); 200 gp, 16 XP, 1 day (lesser); 500 gp, 40 XP, 1 day (greater).

Dawnmister -

Price (Item Level): 4,310 gp (9th)

Body Slot: - (held)

Caster Level: 12th

Aura: Strong; (DC 21) evocation

Activation: Standard (command)

Weight: 4 lb.

Crafted by the clergy of Lathander, a dawnmister is a +1 everbright light mace that also functions as an aspergillum.

An everbright weapon can flash with a brilliant light twice per day at your command. When it is activated, all creatures within 20 feet of you are blinded for 1 round (Reflex DC 14 negates).

An everbright weapon is also immune to acid damage and rusting effects.

A dawnmister can hold up to 3 pints (3 flasks) of holy water. By shaking the dawnmister as a standard action, you can sprinkle one flask of holy water on a target within melee reach. This action is a ranged touch attack (which does not provoke an attack of opportunity).

Prerequisites: Craft Magic Arms and Armor, searing light.

Commented [EB811]: 1 (caster level) * 1 (spell level) * 2,000 = 2,000. Since the spell duration s 24 hours, this is basically a 1/day spell effect, which suggests 2,000 / 5 = 400

Commented [EB812]: A broom of flying, which also gives a movement mode the PC couldn't do without the magic item, costs 17,000 gp, which seems to be calculated as 9 (CL) * 5 (SL) * 9/24 (hours of use) * 1,000 gp = 16,875 gp. Note that 9 hours is the expected duration of the overland flight spell with CL 9th.

That gives me: 3 (CL) * 2 (SL) * 1,000 = 6,000 gp, for the burrow capability, which seems high.

A different way: 3 (CL) * 2 (SL) * 2,000 (use-activated) * 1/5 (1/day) = 2,400 gp for the burrow-capability.

Doubling that gives the soften earth and stone capability.

Commented [EB818]: Magic Item Compendium, page 64.

Commented [EB813]: Design Credit: Alex.

Commented [EB814]: 3 (caster level) * 2 (spell level) * 1,800 = 10,800.

Commented [EB819]: 300 (mwk) +5 (light mace) +5 (aspergillum) +2000 (+1 weapon), +2,000 (everbright) = 4.310.

Commented [EB820]: Forgotten Realms Campaign Setting (3e), page 95.

Commented [EB815]: 7 (caster level) * 4 (spell level) * 50 = 1 400

Commented [EB816]: I can't quite figure out how the price for an ordinary crystal ball (with unlimited scrying) was determined. My base calculation would be 4 * 10 (caster level) * 1,800 (command word activated) * 2 = 144,000. Even if the CL was 7 (all that's required), it would be 4 * 7 * 1,800 * 2 = 100,800.

For this item, this is safe, but probably too high. 3*5 (CL) *1,800 (command word) *2*1/5=10,800 gp.

Given that a crystal ball capable of scrying 1/day should cost 42,000/5 = 8,400 gp, I'm still too high.

Then I looked at the *aberrant sphere*, *hammersphere*, and *radiant sphere*, all in the Magic Item Compendium, and they seem to be following a formula of roughly CL * SL * 100.

That would give me: 1,500 gp. So that's where I set the price.

Commented [EB817]: Patterned after aberrant sphere in Magic Item Compendium, page 149.

Cost to Create: 2,000 gp (plus 310 for masterwork aspergillum / light mace), 160 XP, 4 days.

Dracolich Brew

Price (Item Level): 5,000 gp (9th)

Body Slot: -

Caster Level: 11th

Aura: Moderate; (DC 20) necromancy

Activation: Standard (manipulation)

Weight: 1 lb.

This ingested poison (Fortitude DC 25; 2d6 Con/2d6 Con) is created specifically for a dragon who wishes to become a dracolich. It automatically slays the dragon for which it is prepared (no save allowed).

Prerequisites: Brew Potion, Knowledge (arcana) 14 ranks. Cost to Create: 2,500 gp, 200 XP, 5 days.

Dracolich Phylactery

Price (Item Level): 50,000 gp plus value of gem (18th)
Body Slot: —

Caster Level: 13th

Aura: Strong; (DC 22) necromancy

Activation: Standard (manipulation)

Weight: 1 lb.

A dracolich's phylactery is crafted from a solid, inanimate object of at least 2,000 gp value. Gemstones, particularly ruby, pearl, carbuncle, and jet, are commonly used for the phylactery, since a phylactery must be able to resist decay.

When a dracolich first dies, and any time its physical form is destroyed thereafter, its spirit instantly retreats to its phylactery regardless of the distance between that and its body. A dim light within the phylactery indicates the presence of the spirit. While so contained, the spirit cannot take any actions except to possess a suitable corpse; it cannot be contacted or attacked by magic. The spirit can remain in the phylactery indefinitely.

Prerequisites: Craft Wondrous Item, control undead.

Cost to Create: 25,000 gp (plus gem worth at least 2,000 gp),
2,000 XP, 50 days.

Dragonskull Talisman

Price (Item Level): 4,000 gp (8th)
Body Slot: Throat
Caster Level: 3rd

Aura: Strong; (DC 22) necromancy

Activation: Standard (command)

Weight: 1 lb.

This metal amulet is shaped like a dragon's skull.

If the wearer of a *dragonskull talisman* speaks the command word, he and up to two other creatures touching the talisman are

protected by a *hide from undead* spell for the next 30 minutes. (The protection only lasts as long as the creatures are in contact with the amulet.)

The Cult of the Dragon creates these amulets to allow nonspellcasting members to bypass minor undead guardians within their strongholds.

Prerequisites: Craft Wondrous Item, hide from undead. Cost to Create: 2,000 gp, 160 XP, 4 days.

Dryadkissed Chainmail

Price (Item Level): 14,650 gp (14th)

Body Slot: Body

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: Standard (command)

Weight: 18 lb.

This suit of chainmail is made of very fine mithral links. It has a coppery green patina that varies subtly in hue, making it resemble autumn leanes.

Dryadkissed armor is a +1 feycraft woodwalk elven chain.

Effect: This extremely light chainmail is made of very fine mithral links. Speed while wearing dryadkissed chainmail is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 15%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor.

If you have the woodland stride class feature (or unfettered stride class feature), you can activate armor with the *woodwalk* property to step into a tree and exit from another, as if affected by the tree stride spell. The *woodwalk* property functions three times pre day, and the effect lasts for 1 round.

They delicate beauty of *dryadkissed armor* makes the wearer feel more confident, granting him a +1 bonus on Bluff checks made to deceive another creature with words. This bonus does not apply to any other use of the Bluff skill, such as for feinting.

Hardness 16. Hit Points 30.

Prerequisites: Craft Magic Arms and Armor, tree stride, creator must be fey or under a fey creature's magical influence. Cost to Create: 10,000 gp (plus 4,650 for feycraft elven

Elixir of Shouting

chain), 360 XP, 9 days.

Price (Item Level): 1,400 gp (5th)

Body Slot: -

Caster Level: 7th

Aura: Moderate; (DC 19) evocation [sonic]

Activation: Standard (manipulation)

Weight: 1 lb.

This strange elixir bestows upon the drinker the ability to shout (as the spell). If unused, this ability dissipates 1 hour after the liquid is consumed.

Commented [EB821]: Draconomicon, page 120.

Commented [EB824]: 1,000 (+1 enchantment) +9,000 (woodwalk) +500 (feycraft) +4,150 (elven chain) = 14,650 gp.

Commented [EB825]: 20 lb. reduced by 10%.

Commented [EB822]: Draconomicon, page 120.

Commented [EB826]: Dungeon Master's Guide 2, pages 274-275.

Commented [EB827]: Magic Item Compendium, page 15

Commented [EB828]: 20% reduced to 15% by feycraft.

Commented [EB829]: 15 (mithral) +2 (+1 armor) -1 (feycraft). Note enhancement bonuses to armor do seem to add to hardness and hit points, unlike shields and weapons. It's not mentioned in the DMG, pages 216-217, but it is mentioned in the PHB, page 165.

Commented [EB830]: 5*5 (see Table 9-8 in PHB) -5 (feycraft) +10 (+1 armor). As far as I can tell from PHB, page 158, 166, mithral does not change the hit points of chainmail

Commented [EB823]: Magic of Faerûn, page 157.

Commented [EB831]: Patterned on the elixirs in the Dungeon Master's Guide and the Magic Item Compendium.

Commented [EB832]: 7 (caster level) * 4 (spell level) * 50 = 1,400

Prerequisites: Craft Wondrous Item, shout. Cost to Create: 700 gp, 56 XP, 2 days.

Elixir of Greatshout

Price (Item Level): 6,000 gp (10th)

Body Slot: -

Caster Level: 15th

Aura: Strong; (DC 23) evocation [sonic] Activation: Standard (manipulation)

Weight: 1 lb.

This strange elixir bestows upon the drinker the ability to *greater shout* (as the spell). If unused, this ability dissipates 1 hour after the liquid is consumed.

Prerequisites: Craft Wondrous Item, greater shout. Cost to Create: 3,000 gp, 240 XP, 6 days.

Eternal Wand of Magic Missile

Price (Item Level): 820 gp (4th)

Body Slot: - (held)

Caster Level: 1st

Aura: Faint; (DC 15) evocation [force]

Activation: Standard (command)

Weight: -

This long, tapered wand ends with a pink crystal containing red swirls.

An eternal wand of magic missile holds a single arcane spell. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regardless of whether the spell appears on his class spell list.

An eternal wand functions two times per day.

Prerequisites: Craft Wand, Craft Wondrous Item, magic
missile.

Cost to Create: 410 gp, 32 XP, 1 day.

Eternal Wand of Ray of Frost

Price (Item Level): 460 gp (3rd)

Body Slot: — (held)

Caster Level: 1st

Aura: Faint; (DC 15) evocation [cold]

Activation: Standard (command)

Weight: -

This long, tapered wand ends with a pink crystal containing red swirls.

An eternal wand of ray of frost holds a single arcane spell. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regardless of whether the spell appears on his class spell list.

An eternal wand functions two times per day.

Prerequisites: Craft Wand, Craft Wondrous Item, ray of frost.

Cost to Create: 230 gp, 18 XP, 1 day.

Faith Token of Dumathoin

Price (Item Level): 300 gp (2nd)

Body Slot: Throat

Caster Level: 1st

Aura: Faint; (DC 15) conjuration and divination

Activation: Standard (command)

Weight: -

This small piece of jewelry looks like a simple metal necklace with a small gem engraved with a holy symbol of Dumathoin. When activated, a faith token of Dumathoin grows warm to the touch.

A faith token of Dumathoin is a minor magic item attuned to the Keeper of Secrets Under the Mountain. This token bears a pair of orisons related to Dumathoin's portfolio.

Lore: Characters can gain the following pieces of information about a *faith token of Dumathoin* by making Knowledge (religion) checks.

DC 10: Faith lokens of Dumathoin are usually given as gifts to exceptional members of a church or to someone who has performed a significant but not life-saving service.

DC 15: In the church of Dumathoin, it is customary for a bearer to hide a faith token beneath the earth when he no longer has need of it, trusting that the Keeper of Secrets Under the Mountain will lead another worshiper to find it, when the time is right

Prerequisite: A faith token of Dumathoin only works for a worshiper of the Keeper of Secrets Under the Mountain.

Activation: Faith tokens of Dumathoin are command word activated, requiring a the bearer to whisper "By the secrets under the mountain."

Effect: A faith token of Dumathoin can cast create water 1/day and know direction 1/day.

Prerequisites: Craft Wondrous Item, create water, know direction.

Cost to Create: 150 gp, 12 XP, 1 day.

Faith Token of Mielikki

Price (Item Level): 300 gp (2nd)

Body Slot: Throat Caster Level: 1st

Caster Level: 1st Aura: Faint; (DC 15) divination

Activation: Standard (command)

Weight: -

This small piece of jewelry looks like a simple wooden amulet hung from a leather cord and carved from oak in the form of a unicorn head. When activated, a faith token of Mielikki glows with an amber light.

A faith token of Mielikki is a minor magic item attuned to the Forest Queen. This token bears a pair of orisons related to Mielikki's portfolio.

Commented [EB837]: Inspired by variants listed in *Champions of Valor*, pages 64-65.

Commented [EB834]: 15 (caster level) * 8 (spell

Commented [EB833]: Patterned on the elixirs in the *Dungeon Master's Guide* and the *Magic Item Compendium*.

Commented [EB835]: Magic Item Compendium, pages

Commented [EB836]: Magic Item Compendium, pages 159-160.

Lore: Characters can gain the following pieces of information about a faith token of Mielikki by making Knowledge (religion) checks.

DC 10: Faith tokens of Mielikki are usually given as gifts to exceptional members of a church or to someone who has performed a significant but not life-saving service.

DC 15: In the church of Mielikki, it is customary for a bearer to hide a faith token at the base of an oak tree when he no longer has need of it, trusting that the Forest Queen will lead another worshiper to find it, when the time is right.

Prerequisite: A *faith token of Mielikki* only works for a worshiper of the Forest Queen.

Activation: Faith tokens of Mielikki are command word activated, requiring a the bearer to whisper, "Guide me Our Lady of the Forest."

Effect: A faith token of Mielikki can cast detect poison 1/day and know direction 1/day.

 $\label{lem:precequisites: Craft Wondrous Item, detect poison, know direction.$

Cost to Create: 150 gp, 12 XP, 1 day.

Foesplitter Axe

Price (Item Level): 7,480 gp (11th)

Body Slot: - (held)

Caster Level: 10th

Aura: Moderate; (DC 13) transmutation

Activation: -

Weight: 6 lb.

Crafted by the shield dwarves of the North, a *foesplitter axe* is a +1 *keen battleaxe* with a steel haft (hardness 10, 25 hp).

Prerequisites: Craft Magic Arms and Armor, keen edge, shield dwarf

Cost to Create: 4,000 gp (plus 310 for masterwork battleaxe with steel haft), 320 XP, 8 days.

Gloves of Object Reading

Price (Item Level): 3,000 gp (7th)

Body Slot: Hands

CasterLevel: 3rd

Aura: Faint; (DC 16) divination

Activation: -

Weight: -

The palms and fingertips of these white lace gloves are threaded with platinum.

While wearing these gloves and handling an inanimate object, you can learn details about that object's previous owner through the psychic impressions it has accumulated. The amount of information revealed depends on how long you study the object.

1st minute: Last owner's race.

2nd minute: Last owner's gender.

3rd minute: Last owner's age.

4th minute: Last owner's alignment.

5th minute: How last owner gained and lost the object. 6th+ minute: Next-to-last owner's race, and so on.

Gloves of object reading will not identify casual users as owners. (Anyone who uses an object to attack someone or something is not thereafter considered a casual user.)

An object without any previous owners, or without any owners in the past ten years, reveals no information. If you employ these gloves additional times on the same object, the information yielded is the same as the first time.

Prerequisites: Craft Wondrous Item, scrying or object

Cost to Create: 1,500 gp, 120 XP, 3 days.

Gorget of Swallows

Price (Item Level): 61,200 gp (13th)

Body Slot: Throat

Caster Level: 17th

Aura: Strong; (DC 19) transmutation

Activation: Standard (mental)

Weight: 5 lb.

This shiny steel collar is embossed with images of swallows in flight, bursting forth from an ornate glass vial.

A *gorget of swallows* is a steel collar designed to be worn around the neck.

Once per day, as a swift action, a *gorget of swallows* allows the wearer to emulate the effect of the last potion or elixir swallowed.

A gorget of swallows has no effect if no potion or elixir has been swallowed since donning the gorget of swallows or since the wearer has been subject to an antimagic field or a successful dispel magic.

Prerequisites: Craft Wondrous Item, quick potion^{sc}, Rary's mnemonic enhancer.

Cost to Create: 30,600 gp, 2,448 XP, 62 days.

Grimoire of Dread

Price (Item Level): 3,400 gp (8th)

Body Slot: — (held)

Weight: 6 lb.

The tome is a thick stack of 100 bone pages bound together inside a cover made of cured white dragon hide. A stylized sigil, loosely suggestive of a wyrm skull, adorns the cover.

The *Grimoire of Dread* is a great book inherited by Kelthas the Dread after the death of his former master at the claws of Jalanvaloss.

The tome contains the following spells:

0—amanuensis*, arcane mark, dancing lights, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance

Commented [EB841]: 17 (caster level) * 9 (spell level) * 1/5 * 2,000 = 61,200 gp. Essentially, a gorget of swallows is a wondrous item with an undetermined spell effect of any level usable 1/day. Theoretically, an elixir could be created by Craft Wondrous Item to emulate a 9th level spell cast by a 17th level caster, usable 1/day for 61,200 gp, so I went with that price.

Commented [EB838]: Races of Faerûn, page 172.

Commented [EB839]: The "shield dwarf" requirement impacts the price, according to the original requirement. You could make this without being a shield dwarf, but then it would cost 8,310 gp (4,000 plus 310 to create).

Commented [EB842]: Spell Compendium, page 164.

Commented [EB840]: Magic Item Compendium, page 172.

Commented [EB843]: 3,100 (50 gp * 62 pages of spells) +200 (dragonhide cover) +100 (100 pages of bone) = 3,400 gp.

Commented [EB844]: 2 (dragonhide) +4 (100 pages of bone)

1—color spray, shield, shocking grasp, summon undead I*
2—death armor*, flaming sphere, ghoul glyph*, summon

undead II*

3—dragonskin*, lightning bolt, protection from energy,
skull watch*, summon undead III*, water breathing

4-dragon breath*, fire trap, phantasmal killer, summon undead TV^*

The Grimoire of Dread is usually protected by a fire trap spell.

Hardness 4; hp 6.

Hammer of the Weaponsmith

Price (Item Level): 2,055 gp (6th)

Body Slot: - (held)

Caster Level: 6th

Aura: Moderate; (DC 13) transmutation

Activation: -

Weight: 8 lb.

This masterwork tool gives the user a +10 circumstance bonus on Craft (weaponsmithing) checks.

*Prerequisites: Craft Wondrous Item, creator must be at least

6th level.

Cost to Create: 1,145 gp, 80 XP, 2 days.

Kiira (Lore Gem)

Price (Item Level): 7,500 gp (11th)

Body Slot: Head

Caster Level: 11th

Aura: Moderate; (DC 20) divination

Activation: - and full-round (mental)

Weight: -

This oval purple gem is flat on one side. Images of strange runes seem to materialize and dissipate within it.

These smooth hemispherical precious stones are known by their elven name, which means "lore gem." A lore gem affixes to your forehead and can be easily removed (requiring a standard action either way). While it is worn, you can better focus your mind and memory, gaining a +2 competence bonus on Knowledge checks, though you must spend a full round in contemplation to gain this bonus. This is a continuous effect and requires no activation.

Additionally, a *lore gem* acts as a spellbook, allowing a wizard (or any other spellcaster who requires a spellbook) to record spells into and prepare spells directly from the *lore gem*. The gem holds up to thirty spells of any levels, and recording a new spell into a *lore gem* requires the normal amount of time and expense. You can also erase an existing spell as a standard action. A newly created *lore gem* is empty of spells, but a *lore gem* recovered as treasure might have spells recorded within, at the DM's option. If so, the value of the item should increase as if it were a spellbook.

Prerequisites: Craft Wondrous Item, legend lore, secret page. Cost to Create: 3,750 gp, 300 XP, 8 days.

Kizidathil / Lesser Fiendslayer Crystal

Price (Item Level): 18,315 gp (15th) and 3,000 (7th)

Body Slot: — (held) and — (weapon crystal)
Caster Level: 12th and 9th

Aura: Strong; (DC 21) conjuration and transmutation

Activation: — and — Weight: 4 lb. and —

This finely made longsword is inscribed with elven runes and has a bright blue sapphire embedded in the pommel.

Kizidathil (literally "devil-bane" in Elven) is a +1 evil outsider fiercebane of the literally and removable weapon augment crystal, a lesser fiendslayer crystal out it has been centuries since it was last removed and was believed to be part of the sword by most of its past bearers.

Lore: Characters can gain the following pieces of information about *Kizidathil* by making Knowledge (arcana) or Knowledge (history) checks.

DC 15: Filvendor "Lightfoot" Floshin (see Chapter 1), son of Lord Elorfindar Floshin, wielded Kizidathil until the Year of the Snow Winds [1335 DR). Filvendor supposedly left Kizidathil of his own volition with a barbarian tribe of the High Moor after slaying a remorhaz and recovering a more powerful blade (which may have overwhelmed his ego and forced him to abandon his family's traditional blade). Nearly two decades later, Kizidathil was recovered by his son, Kelson "Darktreader" Floshin, who used it to great effect during the Dragonspear War, only to have it disappear after his return to Daggerford. The current location of Kizidathil is unknown.

DC 20: Kizidathil was forged by an famed Eaerlanni weaponsmith in the Year of Thorns (856 DR), following a series of dark portents, but it proved insufficient to hold back the tide of demons that overwhelmed Myth Glaurach in the Year of the Curse (1882 DR). It was borne south to Ardeep Forest, along with a tide of Eaerlanni refugees from the City of Scrolls who then refounded the Realm of the Deepening Moon. Kizidathil passed into the possession of House Floshin and wielded by a succession of Floshin scions.

Effect: This +1 longsword excels at attacking evil outsiders. Its effective enhancement bonus against evil outsiders is +3 and it deals +2d6 damage on a successful hit against them. Whenever it strikes an evil outsider, it begins to emit a low, eager hum, as if it were actually feeding off the victim's lifeblood. Kizidathil glows when an evil outsider comes within 60 feet, even if the bearer cannot see or detect it. In addition, the weapon deals +1d10 extra damage on every successful critical hit against evil bane outsiders.

Commented [EB849]: Spawn of Dragonspear.

Commented [EB850]: 18,000 (+3 weapon) +315 (mwk longsword).

Commented [EB845]: 4 (dragonhide) +0 (100 pages of bone) = 4.

Commented [EB846]: 2 (dragonhide) +4 (100 pages of bone) = 6.

Commented [EB847]: Races of Faerûn, page 173.

Commented [EB851]: Spawn of Dragonspear, page 84.

Commented [EB852]: Magic Item Compendium, page 35

Commented [EB853]: Magic Item Compendium, page 65.

Commented [EB848]: Magic of Faerûn, page 162, Magic Item Compendium, pages 114-115.

Commented [EB854]: According to N5 – Under Illefarn, page 12, he vanished "some twenty years ago" (roughly 1337 DR). According to Spawn of Dragonspear, page 7, set in 1354 DR, he disappeared 20 years ago. I went with 1335 DR, as the year name seems to correspond with him battling an ice worm on the High Moor (rather far south for the breed), 19 years ago, as noted in Spawn of Dragonspear, page 84, 140, 149.

Commented [EB855]: A Grand History of the Realms, page 104.

Commented [EB856]: A Grand History of the Realms, page 92.

 $\begin{tabular}{ll} \textbf{Commented [EB857]:} A \textit{ Grand History of the Realms,} \\ \textbf{page 108.} \end{tabular}$

Commented [EB858]: Spawn of Dragonspear, page 111.

The lesser fiendslayer crystal embedded in the hilt deals an extra 1d6 points of damage to evil outsiders and ensures the weapon is treated as good-aligned for the purpose of overcoming damage reduction.

Prerequisites (Kizidathil): Craft Magic Arms and Armor, summon monster I.

Cost to Create (Kizidathil): 9,000 gp (plus 315 for masterwork longsword), 720 XP, 18 days.

Prerequisites (lesser fiendslayer crystal): Craft Magic Arms and Armor, align weapon, good alignment.

Cost to Create (lesser fiendslayer crystal): 1,500 gp, 120 XP, 3 lays.

Lawflame

Price (Item Level): 52,535 gp (18th)

Body Slot: — (held)

Caster Level: 12th

Aura: Moderate; (DC 13) evocation

Activation: - and Standard (command)

Weight: 6 lb.

This ancient-looking, steel bastard sword is etched with ancient elven runes. A fire opal, set at the base of the hilt, seemingly contains a tiny, perpetually dancing flame.

Lawflame is the traditional sword of the dukes of Daggerford. Forged for the first duke of Calandor as a symbol of his rule, Lawflame proudly upholds the rule of law and the role of the Lawkeeper races in the Shining Vale.

Lore: Characters can gain the following pieces of information about *Lawflame* by making Knowledge (arcana) or Knowledge (history) checks.

DC 15: Sir Elorfindar Floshin gave Lawflame to the first duke of Daggerford.

DC 20: Lawflame was crafted and used by the moon elves of Ardeep during the Realm of Three Crowns.

Effect: Lawflame is a +1 flaming burst bastard sword. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

AL LG; Int 15, Wis 10, Cha 15; Speaks Common (Calant dialect), Dwarven, Elven; 60 ft. darkvision and hearing; Ego score 13.

Lesser Powers: Lawflame can detect magic at will.

Greater Powers: Lawflame can detect evil at will and use clairvoyance three times per day.

Personality: Lawflame holds itself to a strict moral code and expects its wielder to live up to the same sense of moral purpose. The sword is quick to anger when faced with injustices against the weak or oppressed.

Prerequisites: Craft Magic Arms and Armor, scorching ray and flame blade, flame strike, or fireball.

Cost to Create: 26,100 (plus 335 for masterwork bastard sword), 2,088 XP, 6 days.

Necklace of Copper Dragon Scales

Price (Item Level): 570 gp (3rd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) abjuration

Activation: Swift (command)
Weight: 1 lb.

Six coin-sized copper dragon scales adorn this simple brown cord.

Upon touching one of the six scales, that make up this necklace and uttering a command word, you gain resistance to acid 5 for 1 hour. Once all six scales are used, the necklace becomes dull and loses its magic.

Prerequisites: Craft Wondrous Item, resist energy. Cost to Create: 285 gp, 22 XP, 1 day.

Quietstrike

Price (Item Level): 19,710 gp (15th)

Body Slot: - (held)

Caster Level: 15th

Aura: Strong; (DC 22) illusion

Activation: - and Swift (command)

Weight: 2 lb.

This finely wrought short sword is made of a dull black material, and its edges seem indistinct. The hilt inset with a jet gemstone.

Quietstrike is an assassin's blade, forged by the Church of Shar. (The symbol of Shar is engraved in the underside of the jet gemstone embedded in the hilt, but can only be revealed by removing the gem, which can be popped in and out with care.) The sword is now in the hands of a former adventurer, Fulbar Hardcheese. The tavernkeeper of the Happy Cow (#F41) guards his prized blade against efforts by agents of the Lady of Loss to reclaim this potent weapon.

Lore: Characters can gain the following pieces of information about *Quietstrike* by making Knowledge (arcana) or Knowledge (history) checks.

DC 10: Quietstrike was recovered by Fulbar Hardcheese, tavernkeeper of the Happy Cow tavern in Daggerford, during his adventuring career.

DC 15: *Quietstrike* is said to hang proudly in Fulbar's private quarters in Hardcheese House (#L1).

DC 20: While a member of the Company of Six Swords, Fulbar recovered Quietstrike from the ruins of Brightoaks (see Chapter 1), an estate owned by the royal House of Man at which King Davyd, Delimbiyran's last monarch, met his death.

DC 25: Quietstrike once belonged to Arthun Lemast, "the Shadeblade", a member of the band of Sharran assassins known as the Hand of Loss and was used to strike the killing blow that beheaded Delimbiyran's last king.

Commented [EB861]: Magic Item Compendium, page

Commented [EB859]: N5 - Under Illefarn, page 15.

Commented [EB860]: 20,400 (magic price of flame tongue, not including masterwork longsword) +5,000 (intelligent item line 4 in Table 7-30 in DMG, page 269) +3,600 (detect magic) +7,200 (detect evil) +16,000 (clairvoyance) = 52,200 gp.

Commented [EB862]: N5 – Under Illefarn, pages 18-19, Volo's Guide to the Sword Coast, page 217.

Commented [EB863]: 7,000 (magic price of +1 shadowstrike short sword, not including masterwork longsword) +2,000 (intelligent item line 2 in Table 7-30 in DMG, page 269) +5,000 (10 ranks in Search) +5,400 (khelben's suspended silence, compare to major image) = 19,400 gp.

Commented [EB864]: Forgotten Realms Campaign Setting (3e), page 300. Jet is said to symbolize mourning and sorrow in wealthy cities.

Effect: Quietstrike is a +1 shadowstrike MIC short sword. A shadowstrike weapon can reach through your own shadow to catch foes off guard. Once per day, you can activate the property to add 5 feet to the weapon's reach for a single attack. The target is denied its Dexterity bonus to AC for this attack.

AL N; Int 13, Wis 10, Cha 13; Empathy; 60 ft. vision and hearing; Ego score 6. The possessor feels tinges of excitment from *Quietstrike* when the sword spots something hidden and urges to move in a particular direction to investigate.

Lesser Powers: Quietstrike has 10 ranks in Search, giving it Search +11. Quietstrike can cast Khelben's suspended silence* on other objects 1/day. The effect triggers when the sword's wielder speaks the command word, "Quietstrike."

Personality: Quietstrike has the personality of a hunting cat, finding fulfillment in the stalking of prey or the uncovering of a secret long hidden. The sword casts Khelben's suspended silence at dawn each day and then uses it against the clothing of likely spellcasters.

Prerequisites: Craft Magic Arms and Armor, shadow conjuration.

Cost to Create: 9,700 (plus 310 for masterwork short sword), 776 XP, 20 days.

Restful Crystal

Weight: -

Price (Item Level): 500 gp (3rd)
Body Slot: — (armor crystal)
Caster Level: 5th
Aura: Faint; (DC 17) enchantment
Activation: —

This silver clasp is decorated with sparkling crystals shaped like stars.

A restful crystal is a great boon to any warrior who must stay always at the ready. Sleeping in armor that has this augment crystal attached does not make you fatigued.

Prerequisites: Craft Magic Arms and Armor, sleep. Cost to Create; 250 gp, 20 XP, 1 day.

Ring of Adamantine Touch

Price (Item Level): 6,000 gp (10th)
Body Slot: Ring
Caster Level: 12th
Aura: Strong; (DC 21) transmutation
Activation: —
Weight: —

Three strips of adamantine form this simple band. The inner strip has a brushed metal finish, while the outer strips are polished to a shine.

While you wear this ring, your melee attacks (whether natural or with a weapon) are treated as adamantine for the purpose of overcoming damage reduction.

Prerequisites: Forge Ring, touch of adamantine BOED.

Cost to Create: 3,000 gp, 240 XP, 6 days.

Ring of Dragons

Price (Item Level): 25,000 gp (15th)

Body Slot: Ring

Caster Level: 15th

Aura: Strong; (DC 15) divination, evocation, and illusion
Activation: —, Swift (mental), and Standard (command)
Weight: —.

This brass ring looks like a snake or dragon biting its own tail.

Rings of dragons are created by the Cult of the Dragon and are greatly prized by those in its higher organization tiers. The Dragon Cult has made about seventy of these rings. The wearer can use the following abilities:

- Verbally (as with tongues) or telepathically (as with Rary's telepathic bond) communicate with any dragon within line of sight.
- Produce a silent image of a dragon once per day within 60 feet. This dragon resembles any dragon the wearer has personally seen. (This ability is typically used as a recognition symbol or diversion.)
- Transmit a call to a named dracolich or evil dragon.
 The target knows the wearer's location and can home in on the call if he chooses to respond, although no compulsion to do so exists. The call remains active until the ring is removed, the wearer dismisses the call, or the wearer dies.

Prerequisites: Forge Ring, detect thoughts, sending, silent image, tongues.

Cost to Create: 12,500 gp, 1,000 XP, 25 days.

Ring of Reduction

Price (Item Level): 20,000 gp (15th)

Body Slot: Ring

Caster Level: 9th

Aura: Moderate; (DC 15) transmutation

Activation: Standard (command)

Weight: —

On command, this ring reduces the wearer's size as described in the spell reduce person, except that any intelligent creature can be affected, not just humanoids. This reduces the wearer to the next smaller size category. A reduced creature gains a +2 size bonus to Dexterity, a -2 size penalty to Strength, and the size modifiers to attack rolls and Armor Class appropriate to its new size. The wearer remains small until he removes the ring or commands it to restore him to his proper size.

Prerequisites: Forge Ring, reduce person, permanency. Cost to Create: 10,000 gp, 800 XP, 20 days.

Rod of Bodily Restoration

Price (Item Level): 3,100 gp (8th)

Commented [EB865]: Magic Item Compendium, page

Commented [EB870]: Lost Empires of Faerûn, page 129.

Commented [EB866]: 1 (+1 short sword) +1 (approximate value of shadowstrike ability) +2 (2 Lesser Powers) +1 (+1 Int bonus) +1 (+1 Cha bonus) = 6.

Commented [EB867]: Magic Item Compendium, page 118.

Commented [EB871]: Lords of Madness, page 130.

Commented [EB868]: Magic Item Compendium, page 121

Commented [EB872]: *Magic Item Compendium*, page 173.

Commented [EB869]: Book of Exalted Deeds, page

Body Slot: — (held)
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Standard (command and manipulation)
Weight: 4 lb.

Dawn motifs are worked into this leather-wrapped rod.

A rod of bodily restoration allows you to heal physical ability damage. To use the rod, you must touch the target to be affected (or merely hold the rod, if affecting yourself). The rod has 3 charges, which are renewed each day at dawn. Spending 1 or more charges heals damage to one or more of the target's physical ability scores.

Children of the Earthmother

Members of the Council of Mages of the Moonshae kingdom of Callidyrr, composed primarily of the Ffolk (Tethyrian humans) and a few half-elves, call upon the blended traditions of druidic and wizardly magic. In return for their devotion to the Earthmother, they are allowed to summon minions directly from her servants. Arcane hierophants of the Earthmother summon monsters from the custom list given below.

Creature	Template	Alignment	CR				
Summon Monster I							
Badger	Celestial	NG	1/2				
Hawk	Celestial	NG	1/3				
Porpoise*	Celestial	NG	1/2				
Summon Monster II							
Hound, mastiff ^{RoF}	Celestial	NG	1				
Wolf	Celestial	NG	1				
Summon Monster III							
Bear, black	Celestial	NG	2				
Elemental, small (any)	None	N	1				
Summon Monster IV							
Dire wolf	Celestial	NG	4				
Giant eagle	Celestial	NG	4				
Summon Monster V							
Elemental, medium (any)	None	N	3 -				
Unicorn	Celestial	CG	4				
Summon Monster VI							
Elemental, large (any)	None	N	5				
Whale, orca*	Celestial	NG	7				
Summon Monster VII							
Elemental, huge (any)	None	N	7				
Whale, baleen*	Celestial	NG	8				
Summon Monster VIII							
Elemental, greater (any)	None	N	9				
Legendary wolf ^{MM2}	Celestial	NG	9				
Whale, cachalot*	Celestial	NG	9				
Summon Monster IX							
Celestial Charger	Celestial	CG	13				
Elemental, elder (any)	None	N	11				
* May be summoned only into an aquatic or watery							
environment.							

1 charge: Heal 4 points of Str, Dex, or Con damage (your choice), or 2 points of damage to all three ability scores.

2 charges: Heal 6 points of Str, Dex, or Con damage (your choice), or 3 points of damage to all three ability scores.

3 charges: Heal 8 points of Str, Dex, or Con damage (your choice), or 4 points of damage to all three ability scores.

Prerequisites: Craft Rod, lesser restoration.

Cost to Create: 1,550 gp, 124 XP, 4 days.

Runestaff of the Earthmother

Price (Item Level): 22,600 gp (15th)

Body Slot: — (held)

Caster Level: 12th

Aura: Strong; (DC 21) conjuration

Activation: As spell used

Weight: 5 lb.

This carved oaken staff is adorned with graven images of a leviathan, a unicorn, and a pack of wolves.

A runestaff of the Earthmother allows you to cast any of the following spells (each once per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher. All summon monster spells must draw from the variant Children of the Earthmother summoning list (see sidebar).

- summon monster IV
- summon monster V
- summon monster VI

Prerequisites: Craft Staff, summon monster IV, summon monster V, summon monster VI

Cost to Create: 11,300 gp, 904 XP, 23 days.

Scales of the Sacred Grove

Price (Item Level): 12,300 gp (13th)

Body Slot: Body

Caster Level: 13th

Aura: Strong; (DC 21) transmutation

Activation:

Weight: 50 lb.

Fashioned from the scaled hide of a great green wyrm, this armor's coloration shifts among varying hues of emerald green, forest green, and moss green.

Scales of the Sacred Grove is +1 beastskin green dragonhide full plate.

Lore: Characters can gain the following pieces of information about the scales of the Sacred Grove by making Knowledge (arcana) or Knowledge (history) checks.

DC 20: Scales of the Sacred Grove are created by druids of the Moonshae Isles from the hides of green dragons who have attacked the sacred groves of the Earthmother.

DC 30: In centuries past, it is said that a great green wyrm whose name has been forgotten defied the typical grasping,

Commented [EB875]: 6*6*400 +5*5*200 +4*4*200 = 14,400 +5,000 +3,200 = 22,600 gp

Commented [EB876]: *Unearthed Arcana*, pages 136-139.

Commented [EB873]: Races of Faerûn, page 174.

Commented [EB877]: 9,000 (+1 enchantment +2 (beastskin)) +3,300 (dragonhide full plate) = 12,300 gp.

Commented [EB878]: Magic Item Compendium, page

Commented [EB879]: Magic Item Compendium, page

Commented [EB874]: Monster Manual II, page 136-137.

cruel nature of her kind and pledged herself to the defense of the forests of the Moonshaes. After centuries of service to the Earthmother, the dragon died defending Llyrath Forest from the depradations of Kazgoroth the Beast. These powerful suits of armor are said to be created in her memory, each one incorporating a single scale from the legendary Defender of Llyrath.

Effect: Scales of the Sacred Grove is made of dragonhide, rather than metal, but is otherwise identical to full plate.

Whenever you use wild shape, you can expend one additional daily use of that ability to transform the scales of the Sacred Grove along with you, rather than simply allowing the armor to merge with your body. When you do so, the armor transforms into a suit of armor of the same type, fitted for your new form. The armor's weight changes to match your new size (and shape, if you assume a form with a different body shape).

If you are proficient with this suit of armor in your natural form, then you are proficient with the transformed version as well, regardless of what shape you take.

Prerequisites: Craft Magic Arms and Armor, ironwood.

Cost to Create: 4,500 gp (plus 3,300 for green dragonhide plate), 360 XP, 9 days.

Sending Stones

Price (Item Level): 15,000 gp (14th)

Body Slot: — (held)
Caster Level: 7th

Aura: Moderate; (DC 17) evocation

Activation: Standard (command)

Weight: 1 lb.

These two rocks resemble lumps of unworked stone.

Sending stones are commonly used for long-distance communication between two locales.

Effects: Once per day, each *stone* in a pair can send a message (as the *sending* spell) to the bearer of the other stone. If the *stone*'s mate is not in a creature's possession, no message is sent and the user knows the communication has failed. If either *stone* in the pair is destroyed, the mate becomes useless.

Prerequisites: Craft Wondrous Item, sending. Cost to Create: 7,500 gp, 600 XP, 15 days.

Shieldsmasher Maul

Price (Item Level): 8,315 gp (12th)

Body Slot: — (held)

Caster Level: 5th

Aura: Faint; (DC 17) transmutation

Activation: —

Weight: 20 lb.

Crafted by the followers of Dumathoin, a shieldsmasher maul is a +1 sundering mau maul FRCS. (A maul is a two-handed warhammer of enormous size, favored by dwarves.)

A sundering weapon allows you to attack as if you have the Improved Sunder feat, and it deals an extra 1d6 points of damage on a sunder attempt.

Prerequisites: Craft Magic Arms and Armor, Improved Sunder, weapon of impact^{5C}.

Cost to Create: $4{,}000$ gp (plus 315 for masterwork maul), 320 XP, 8 days.

Silkslick Belt

Price (Item Level): 2,000 gp (6th)

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: - and swift (mental)

Weight: -

This belt is crafted from a thousand strands of silk, which are dyed the color of midnight.

A silkslick belt is a boon to burglars and contortionists, but also to anyone who wants to avoid being caught in a tight spot. You can attempt an Escape Artist check to escape from a grapple or pin as a move action (rather than as a standard action). This is a continuous effect and requires no activation.

In addition, once per day, you can activate a silkslick belt to gain a +10 competence bonus on the next Escape Artist check you begin before the end of your next turn.

Prerequisites: Craft Wondrous Item, grease. Cost to Create: 1,000 gp, 80 XP, 2 days.

Skill Shard

Price (Item Level): 50 gp (1/2) (normal); 300 gp (2nd) (greater)

Body Slot: — (held)

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: Swift (command)

Weight: -

This tiny fragment of cast-off crystal glows with a minuscule bit of power.

When held, a skill shard telepathically whispers its command word into your mind. When you activate it, you gain a competence bonus on your next check with a specific skill, chosen during the item's creation. The check must begin before the end of your turn and must be completed within 10 minutes. A skill shard disintegrates when used.

Normal: +2 competence bonus.

Greater: +5 competence bonus.

Prerequisites: Craft Wondrous Item, specified skill 2 ranks (lesser) or 5 ranks (greater).

Cost to Create: 25 gp, 1 XP, 1 day (lesser); 150 gp, 6 XP, 1 day (greater).

Commented [EB880]: FR2 - The Moonshaes, pages 37,

Commented [EB881]: FR2 - The Moonshaes, pages 27-

Commented [EB886]: Spell Compendium, page 237.

Commented [EB887]: Magic Item Compendium, page

Commented [EB882]: Magic of Faerûn, page 165.

Commented [EB883]: 9,950 (50 gp * 199 pages of spells) +1,000 (Resistant [minor]) +200 (dragonhide cover) +150 (300 pages of vellum) +8,700 (value of information)

Commented [EB888]: Magic Item Compendium, page

Commented [EB884]: *Magic Item Compendium*, page 44.

Commented [EB885]: Forgotten Realms Campaign Setting (3e), page 98.

Swordbow

Price (Item Level): 6,375 gp (10th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Free (command)
Weight: 3 lb.*

The limbs of this bow appear to be made of sharpened metal, as if the bow had been crafted from two thin, flexible swords.

This +1 longbow changes into a +1 longsword (or vice versa) when activated. You can interchange bow and sword attacks as part of the same full attack action.

In sword form, the weapon features a bowlike grip and a pommel that resembles the curving tip of a bow. In bow form, the weapon is made of metal, and each limb of the bow resembles a sword blade.

Prerequisites: Craft Magic Arms and Armor, shrink item, elf.

Cost to Create: 3,000 gp (plus 375 gp for masterwork longbow), 240 XP, 6 days.

Thorn Pouch

Price (Item Level): 4,400 (9th)
Body Slot: —
Caster Level: 9th
Aura: Moderate; (DC 19) conjuration
Activation: Swift (manipulation)
Weight: 1 lb.

This greenish sack is sticky with sap.

A thorn pouch allows you to bring forth several types of magical plant effects for offensive and defensive purposes. A pouch has 5 charges, which are renewed each day at dawn. Spending 1 or more charges when you place your hand within the bag allows you to draw forth a single thorn that has one of the following effects (each as the spell of the same name, but with a duration of 9 rounds):

- 1 charge: Entangle.
- 3 charges: Spike growth.
- 5 charges: Wall of thorns.

To use a thorn after drawing it forth, you drop it into your own space or any adjacent square (a free action). After 1 round, the thorn produces the desired effect. If you don't drop a thorn within 1 round after drawing it, it disappears with no effect.

Prerequisites: Craft Wondrous Item, entangle, spike growth, wall of thorns.

Cost to Create: 2,200 gp, 176 XP, 5 days.

Thunderbolt of Talos

Price (Item Level): 200 gp (2nd) (least), 800 gp (3rd) (lesser), 1,800 gp (5th) (greater) Body Slot: — (held) Caster Level: 2nd (least), 4th (lesser), 6th (greater)

Aura: Faint (least, lesser), Moderate (greater); (DC 16) evocation (least), (DC 17) evocation (lesser), (DC 18) evocation (greater),

Activation: Standard (manipulation)

This crimson-hued javelin is inscribed with the lightning bolt symbol of Talos.

This javelin becomes becomes a thunderbolt when thrown. The hurler must succeed at a range touch attack to hit. Whether the thunderbolt hits or not, it is consumed in the attack.

Least: A least thunderbolt of Talos inflicts 1d6 points of electrical damage and 1d6 points of sonic damage.

Lesser: A lesser thunderbolt of Talos inflicts 2d6 points of electrical damage and 2d6 points of sonic damage.

 $\label{eq:Greater:Agreater thunderbolt of Talos} \textbf{S} ade points of electrical damage and 3de points of sonic damage.}$

Prerequisites: Born of the Three Thunders CARC, Craft Magic Arms and Armor, lightning bolt.

Cost to Create: 100 gp, 8 XP, 1 day (least); 400 gp, 32 XP, 1 day (lesser); 900 gp, 72 XP, 2 days (greater).

Tome of the Dragon

Price (Item Level): 20,000 gp (15th)

Body Slot: — (held)

Caster Level: 6th

Aura: Moderate; (DC 11) abjuration

Activation: Standard (command)

Weight: 8 lb.

The tome is a thick stack of 300 vellum pages bound together inside a cover made of cured red dragon hide. The symbol of the Cult of the Dragon appears in gilt on the front cover.

The Cult of the Dragon possesses a sacred book, written by Sammaster First-Speaker himself, entitled *Tome of the Dragon*. The Cult has made several copies of the original, and most cells have their own copy kept in the possession of its Wearers of the Purple. All members of the Cult are expected to guard their cell's copy of the *Tome of the Dragon* with their lives, if necessary.

Effect: The tome (the original and presumably the copies) contains details on all the insane archmage's research in creating dracoliches. It also holds the complete text of his prophecies regarding the fate of Toril, the reign of the undead dragons, and the role of the Cult in administering the new world order. The tome details the process that must be followed to turn a dragon into a dracolich.

The tome contains the following spells:

- 0-disrupt undead, touch of fatigue
- 1-cause fear, chill touch, ray of enfeeblement
- 2—blindness/deafness, command undead, false life, ghoul touch, scare, spectral hand

Commented [EB889]: Magic Item Compendium, page 61.

Commented [EB893]: Complete Arcane, page 76.

Commented [EB890]: Magic Item Compendium, page

Commented [EB894]: Lords of Darkness, page 23, 25.

Commented [EB895]: 9,950 (50 gp * 199 pages of spells) +1,000 (Resistant [minor]) +200 (dragonhide cover) +150 (300 pages of vellum) +8,700 (value of information)

Commented [EB891]: Compare to javelin of lightning, Dungeon Master's Guide, pages 226-227.

Commented [EB892]: Least: 1 * 2 * 50 * 2 = 200 gp. Lesser: 2 * 4 * 50 * 2 = 800 gp. Greater: 3 * 6 * 50 * 2 = 1,800 gp

3—gentle repose, halt undead, ray of exhaustion, vampiric touch

 $4-aggravate\ dracorage^{DoF}$, animate dead, bestow curse, contagion, enervation, fear

5—blight, magic jar, symbol of pain, waves of fatigue
6—circle of death, create undead, eyebite, symbol of fear,
undeath to death

 $7-control\ undead, finger\ of\ death,\ symbol\ of\ weakness,$ waves of exhaustion

8—clone, create greater undead, horrid wilting, symbol of death

9—astral projection, energy drain, soul bind, wail of the

The book is written in a cipher invented by Sammaster, requiring a Decipher Script (DC 30) check to decrypt. The solution to the code is one of the Cult's most closely guarded secrets, and only the Wearers of the Purple are permitted to learn it.

Hardness 4; hp 11.

Resistant (Minor): The *Tome of the Dragon* has resistance 5 against acid, cold, electricity, and fire attacks.

Prerequisites: Craft Wondrous Item, endure elements.

Cost to Create 500 gp (plus 350 gp for tome and 19,900 gp for spell materials), 40 XP, 43 days.

Wink Brooch

Price (Item Level): 600 gp (3rd)
Body Slot: Throat
Caster Level: 3rd
Aura: Faint; (DC 16) enchantment
Activation: Swift (mental)
Weight: —

The ruby set at the head of this straight pin twinkles like the eye of a gnome with a secret.

Many a diplomat wears a *wink brooch* to court to gain an edge in conversation. When activated, this brooch grants you a +2 competence bonus on a single Bluff or Diplomacy check attempted before the end of your turn.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, charm person.

Cost to Create: 300 gp, 24 XP, 1 day.

Magic Item Sets

Vesture of Moradin

The *vesture of Moradin* is a set of hallowed items that allow you to craft armor and weapons of great artistry and to serve the Soul Forger.

The *vesture of Moradin* are most useful if you are cleric of Moradin, since they enhance your ability to cast divine spells

closely associated with his faith. However, any character can appreciate the benefits of at least some of the items in this set.

Lore

Characters who have ranks in Knowledge (arcana), or who have the bardic knowledge ability, can research the *vesture of Moradin* to learn more about these items. When a character succeeds on a check, the following lore is revealed, including the information from lower DCs.

DC 15: The first vesture of Moradiu was crafted by Jangarak "Stonekiller" Trueforger of High Shanatar, a powerful high priest who led the church of Moradin during the Giant Wars circa -5.360 DR to -5.330 DR.

DC 20: The vesture of Moradin is commonly adopted by leaders of the Hammers of Moradin, a holy order of Moradin with chapters in nearly every dwarven stronghold and members drawn from every dwarven clan. Composed mainly of clerics, paladins, and knights [H12], the Hammers have historically served both as commanders of dwarven armies and as an elite strike force skilled in dealing with anything from large groups of orcs to great wyrms to malevolent fiends from the Lower Planes. The order is dedicated to the defense of existing dwarven holdings and the carving out of new dwarven territories. Individual chapters have a great deal of local autonomy but, in times of great crisis, a Grand Council (the reigning monarchs and senior Hammers of the affected region) assemble to plot strategy and divine Moradin's will.

DC 25: The Thunder Blessing in the Year of Thunder [1306 DR]) has reversed the centuries-long decline of the Stout Folk. The Hammers of Moradin have begun to replenish their numbers, prompting many more champions of the Soul Forger to seek out long-lost pieces of the vesture of Moradin.

DC 30: A check result of 30 or higher reveals the location of another piece of the set. Use this to drive further adventure and direct the PCs toward some location or story you would like them to explore.

Collection Benefits

Wearing two pieces of the *vesture of Moradin* improves your ability to crafts magic armor and weapons. Wearing the whole set also improves your ability to cast spells associated with the Soul Forger.

A character wearing all of the *vesture of Moradin* is enveloped with a faint white radiance, a manifestation commonly associated with the favor of Moradin.

2 Pieces: You gain a +2 circumstance bonus on Craft (armorsmithing) and Craft (weaponsmithing).

4 Pieces: You gain +1 caster level on divine spells included in the domains of Craft, Dwarf, Earth, Good, Law, and Protection, whether or not you have access to those domains.

Commented [EB900]: Lost Empires of Faerûn, page 114.

Commented [EB901]: Faiths & Pantheons web enhancement, page 8. Demihuman Deities, page 81.

Commented [EB902]: Player's Handbook II, page 24-30.

Commented [EB896]: Magic of Faerûn, pages 173-174.

 $\label{eq:commented [EB897]: 1,000 (minor [resistant]) / 2 = 500 gp. 100 gp * 199 = 19,900 gp for spell materials. 200 (dragonhide cover) +150 (300 pages of vellum).}$

Commented [EB898]: 1 (Resistant [minor]) +42 (42 spells).

Commented [EB899]: *Magic Item Compendium*, page 148.

Commented [EB903]: *Faiths & Pantheons* web enhancement, page 13.

Table A-1: Vesture of Moradin

Vesture of Moradin Pieces and Abilities

Ability Piece Body Slot Price (Level) Everbright Helm of Moradin Head 4,000 gp (8th) Acid resistance 5 Faith Token of Moradin 300 gp (2nd) Cast resistance 2/day. Throat Hammersphere 1,500 (5th) Cast spiritual weapon 1/day - (held) Mantle of Moradin Shoulders 2,500 gp (7th) +5 on Hide checks

Vesture of Moradin Collection Benefits

Pieces Worn

+2 circumstance bonus on Craft (armorsmithing) and Craft (weaponsmithing) 2 pieces

4 pieces +1 caster level on spells from the domains of Craft, Dwarf, Earth, Good, Law, and Protection

Everbright Helm of Moradin

Price (Item Level): 4,000 gp (8th)

Body Slot: Head Caster Level: 3rd

Aura: Faint; (DC 15) abjuration

Activation: -Weight: 1 lb.

This ornate helm inscribed with the image of a hammer and anvil is as bright and shiny as polished silver.

Clerics of Moradin fashion everbright helms of Moradin as part of their priestly vestments.

Effect: An everbright helm of Moradin never tarnishes and is immune to acid and rust attacks. The wearer gains acid resistance 5.

Prerequisites: Craft Wondrous Item, resistance. Cost to Create: 2,000 gp, 160 XP, 4 days.

Faith Token of Moradin

Price (Item Level): 300 gp (2nd)

Body Slot: Throat Caster Level: 1st

Aura: Faint: (DC 15) abjuration

Activation: Standard (command)

Weight: -

This small piece of jewelry looks like a simple metal necklace with a small charm stamped or carved with a holy symbol of Moradin

A faith token of Moradin is a minor magic item attuned to the Soul Forger. This token bears a single orison related to Moradin's portfolio.

Lore: Characters can gain the following pieces of information about the faith token of Moradin by making Knowledge (religion) checks.

DC 10: Faith tokens of Moradin are usually given as gifts to exceptional members of a church or to someone who has performed a significant but not life-saving service.

DC 15: In the church of Moradin, it is customary for a bearer to give a faith token to another follower of the Soul Forger when he no longer has need of it or finds someone who needs it

Prerequisite: A faith token of Moradin only works for a worshiper of the Soul Forger.

Activation: Faith tokens of Moradin are command word activated, requiring a the bearer to whisper "By the blood of

Effect: A faith token of Moradin can cast resistance 2/day. When activated, a faith token of Moradin grows warm to the

Prerequisites: Craft Wondrous Item, resistance. Cost to Create: 150 gp, 12 XP, 1 day.

Hammersphere

Price (Item Level): 1,500 gp (5th)

Body Slot: - (held)

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: Standard (command)

Weight: 1/2 lb.

This sphere is 4 inches in diameter, made of silver, and covered in small rubies. The hammer-and-anvil symbol of the Moradin is etched into it

Hammerspheres are crafted by dwarven clerics of Moradin.

Effect: Once per day, when held aloft and activated, the sphere conjures forth a giant hammer. This hammer functions as a spiritual weapon except that it deals 3d6 points of damage on a successful hit. You do not have to concentrate on the hammer or keep the sphere aloft while it attacks.

Prerequisites: Craft Wondrous Item, greater magic weapon, spiritual weapon.

Cost to Create: 750 gp, 60 XP, 2 days.

Mantle of Moradin

Price (Item Level): 2,500 gp (7th)

Body Slot: Shoulders

Caster Level: 3rd

Commented [EB904]: Demihuman Deities, page 81, Magic of Faerûn, page 137.

Commented [EB905]: Magic Item Compendium, page

Commented [EB907]: Magic Item Compendium, pages 161-162, Arms & Equipment Guide, page 133.

Commented [EB906]: Champions of Valor, pages 64-

Commented [EB908]: Demihuman Deities, page 81, Magic of Faerûn, page 136.

Commented [EB909]: Compare to cloak of elvenkind (2,500) and armor property cost (1,500).

Aura: Faint; (DC 11) illusion Activation: Standard (command) Weight: 25 lb.

This blue-black garment is a flowing, shining robe of woven electrum wire treated with blueshine.

Typically worn by priests of Moradin, a mantle of Moradin is immune to tarnishing and acid and rust attacks, but does not convey any such protection to the bearer. When worn, it gives the wearer a +5 competence bonus on Hide checks.

Prerequisites: Craft Wondrous Item, 5 ranks in Craft armorsmithing).

Cost to Create: 1,250 gp, 100 XP, 3 days.

Minor Artifacts

Ghost Throne of Man

Body Slot: —
Caster Level: 18th
Aura: Strong; (DC 24) transmutation
Activation: Standard (mental)
Weight: — (incorporeal) (originally 1,000 lb.)

The ghost of a throne, carved in the shape of a groveling wyrm atop a circular base, with its snarling head on the base forming a footrest, its four legs supporting the throne, its back forming the seat of the throne, its wings sweeping upward and together to form the arms and back of the chair, and its great tail circumscribing the circular base.

Lore: The Ghost Throne of Man, also known as the Throne of Elembar and the Shining Throne of Delimbiyran, dates back to the founding of the Kingdom of Elembar in the Year of the Risen Towers (146 DR). It was adopted in turn by House Snowsword of Delimbiyran as the royal throne of Delimbiyran in the Year of Trials Arcane (523 DR), and the renamed House of Man reaffirmed its ceremonial role in the Year of the Ensorcelled Kings (616 DR). The arcane energies imbued in the Throne of Man prevented its complete destruction in the Year of Doom (714 DR) by shunting a magical echo of its form to the Border Ethereal, where it now survives as the Ghost Throne.

The Shining Throne was originally fashioned of highly polished and intricately carved dlarun, a bone-white metal resembling ivory with a distinctive greenish sheen in candlelight, dug from clay along the banks of the River Delimbiyr. Intricately sculpted, the Shining Throne resembled a groveling wyrm atop a circular base. If one were to stretch one's hands through the carved dragon's mouth into the belly of the beast one could reach a hidden roque stone-wee employed by magic-using monarchs and court wizards in conjunction with a semjump we spell, its existence a secret traditionally passed on only to the heir to the throne and his mage royal.

Effect: As presently constituted, the Ghost Throne of Man has no physical form, either on the Ethereal Plane or the Prime

Material Plane. All that survives is an incorporeal outline of the Shining Throne, magically tied to the rubble-filled, ruined hall that was once the seat of Delimbiyran's royalty. Nevertheless, anyone who "seats" himself or herself atop the Ghost Throne, whether via the Ethereal Plane or the Prime Material Plane (after clearing away the rubble that currently occupies the space in the latter case), can call upon the Ghost Throne's powers by silent act of will as often as desired, much as the ruling monarchs of Delimbiyran did centuries ago.

Originally, whoever sat on the Shining Throne could temporarily shift both the throne and their body onto the Ethereal Plane in a fashion akin to an ethereal jaunt. Since the transformation of the Ghost Throne, its occupant can voluntarily shift to the Ethereal Plane from the Prime Material Plane or vica versa in a fashion more akin to a magical portal. Likewise, the occupant of the royal seat of Delimbiyran could envelop the throne in an antilife shell whenever and for as long as desired. Although the Ghost Throne has not been occupied for centuries, this power is remains in effect thanks to the magical chaos that engulfed and transformed it. Currently, this property effectively bars any living creature from claiming the throne, but the antilife shell could be lowered (and thus returned to its normal operation) by clever employment of a golem, homunculus, servitor creature from another plane, or undead minion. A third defensive property of the Shining Throne gave its current occupant the ability to leave a permanent image in their stead upon vacating the throne. This image always faded once another person occupied the seat of power. In its current incarnation, the Ghost Throne masks its current occupant in the guise of some long-dead holder of the Shining Throne (akin to the effects of an alter self spell). The identity of the false visage is not under the control of the current occupant and is selected randomly each time the throne is reoccupied. Note that this roster of false images does include the visage of the current occupant, so it is possible that one might be cloaked in an illusion of oneself!

In its original form, the Shining Throne also gave its occupant additional mental powers, including the ability to detect scrying, and to detect thoughts at will. These powers have faded, but a lingering echo of them enables the occupant of the Ghost Throne to cast legend lore on any object handled while sitting on the throne or with regards to any former occupant of the throne whose name or visage is familiar to the current occupant of the throne. (The latter is more probable than one might otherwise expect given the false visage behavior discussed above.)

Finally, the Shining Throne was imbued with certain offensive enchantments wieldable by the occupant, including the ability to create a black blade of disaster to unleash a prismatic spray from an open hand (at most one such attack per round), and to cast forth a barrage of magic missiles. These abilities remain unchanged within the Ghost Throne, but would-be occupants are often forced to face the black blade of disaster before occupying the seat of power (40% chance per attempt to sit on the throne).

Commented [EB914]: Forgotten Realms Campaign Setting (3e), pages 59-61.

Commented [EB910]: References: Cormanthyr: Empire of Elves, p. 70; Cult of the Dragon, p. 44; Dragon #234, p. 34; Dragon #270, pp. 92-95; "Dungeon of the Hark" – Adventurer's Guild scenario; FR11 – Dwarves Deep, pp. 56-57; Fall of Myth Drannor, p. 40; Magic of Faerûn, p. 89, The North: The Wilderness, p. 7, 47, 49; Demihuman Deities, pp. 69-70, 127-128, 177; Prayers from the Faithful, p. 34; FR5 – The Savage Frontier, pp. 27, 46; Volo's Guide to All things Magical, p. 56.

Commented [EB911]: Although the highest level spell is conjuration (creation), the primary aspect of the Ghost Throne is the etherealness of the throne, and ethereal jaunt (and etherealness) are transmutation spells.

Commented [EB915]: Spell Compendium, page 29.

Commented [EB912]: Magic of Faerûn, pages 176-

Commented [EB913]: Magic of Faerûn, page 96.

Portal Networks

Voices of the Lost

"Song paths" are portal networks (usually a circular chain of portals) activated by song. One of Illefarn's most famous song paths was called "Voices of the Lost" after the song that activated it. Created in '1517 DR, it was not deactivated when the kingdom was abandoned circa -1100 DR. The Illefarni noble in charge of disenchanting this song path could not bear to carry out his orders, and instead he simply took with him all available copies of the poetic work that activated the portal system so that no one but the elves would make use of the portals. He further separated all copies of the poem into smaller parts, so no whole version of it remained in existence, then scattered them across various elven libraries. After his actions, the "Voices of the Lost" song path fell into disuse for centuries, all but forgotten.

Description

Written by a master bard late in Illefarn's history, "Voices of the Lost" is uncomfortably prophetic, a characteristic typical of this realm's finest artistic efforts. In "Voices of the Lost," a human wanderer finds a broad, weathered stone in a field on which elven runes can barely be seen. He reads of an elven kingdom in a primeval forest that once rose where the stone lay, a kingdom of such grandeur that the wanderer is staggered and awed by the story. That night, the wanderer falls asleep on the stone and has a magic dream in which he journeys into the distant past to speak with the elves of this kingdom and tell them of their fate. The wanderer hopes to prevent the fall of this realm, but the elves already know their fate and have elected not to stop it. The wanderer, amazed and frustrated, travels even further back in time, meeting coronals (kings) and mages all the way back to the realm's founding, but all of the elves questioned have at least an inkling of what is to come, and they accept it without question.

By the song's end, the wanderer realizes that the elves, rather than attempting to prevent the death of their civilization, elected instead to manage the life of their kingdom so that it reflected the best of their ideals at all times, even at its end. The elves avoided the excesses in magic and temperament that doomed other cultures before and after them, adhering to their better nature to the end and rejecting hatred and bitterness at the natural cycles of growth and death. At the kingdom's end, its people scatter and plant the seeds for later kingdoms that will rise to even greater achievements, influencing history, civilization, and people on a gigantic scale. The wanderer awakens, a sad but wise man, and follows the example of the Fair Folk of Illefarn in living his life well while also ensuring the world will be a better place long after he dies and his name is forgotten.

Portal Network

The song path created to accompany "Voices of the Lost" follows the path of the River Delimbiyr by means of a chain of one-way portals. Each portal is tied to a large circular block of polished

marble about 9 feet across and encircled with carved Hamarfae script. The fourth *portal* stone, which sits atop the Shining Falls, is unlike the others, dating back to a much earlier era.

Activating each portal requires an individual to stand upon a portal stone while singing a particular set of stanzas from "Voices of the Lost" in Seldruin, an ancient elven tongue long associated with elven high magic. Once the set of stanzas associated with the portal are completed, the singer and any other living creatures in contact with the stone are then sent to the next portal.

Locations

Currently, the "Voices of the Lost" song path links six locations in a one-way chain, although originally it included seven locations, forming a loop. The song path's remaining portal stones span the length of the River Delimbiyr, which serves as a metaphor for the passage of time, starting with the kingdom late in its history, tracing its history back to its origins, before jumping ahead in time to the anticipated fall of the realm. The entire cycle using the portals took about six hours on the average, counting periods of silence for reflection and rest.

1. Aelinthaldaarnar

The portal system for "Voices of the Lost" originally began in Aelinthaldaar, capital of Illefarn. The first portal stone, known as Aelinthaldaarnar (literally "Stone of Aelinthaldaar") originally lay in a broad meadow from which no trace of the buildings of the city could be seen.

Long after Aelinthaldaar had been abandoned, the broken remains of the first portal stone were built into the streets of Waterdeep's Sea Ward. This portal stone no longer functions, although a few pieces might be recognizable thanks to the faint, fragmentary Hamarfae inscription.

The first set of stanzas of "Voices of the Lost" (taking about 15 minutes to recite) recounts the wanderer's discovery of the stone at night. In addition to singing the initial stanzas, the wanderer needed to fall asleep atop the stone to trigger the portal. Now these stanzas serve as a nonessential introduction to the second set of stanzas.

2. Delimbiyr'ter'ael

When the song path was created, the second *portal* stone lay in the flood plain of the River Delimbiyr, covered each year by the spring floods. It lay near a crossing known as Delimbiyr'ter'ael (literally: "Shining Whetstone") to the Fair Folk (a term that has long since fallen out of use but referred to the image of the river as a shining dagger that was sharpened over the rocks of the ford).

The second portal stone of the "Voices of the Lost" song path is now the hearthstone of the Lady Luck tavern (#C1) in the town of Daggerford, once a two-story warehouse built on a flat stretch of exposed bedrock. The elven inscriptions are now worn and barely recognizable and simply considered part of the character of the place.

Commented [EB917]: Forgotten Realms Campaign Setting, page 85.

Commented [EB916]: Lost Empires of Faerûn, pages 57-58,

http://www.wizards.com/dnd/article.asp?x=fr/pg20010 228b

There are numerous minor Realmslore issues with the original article. I have updated it to make more consisten with other Realmslore. I also fixed the portal's operation to be more consistent with the description of portals in the Forgotten Realms Campaign Setting (3e) and the Spell Compendium.

Commented [EB918]: Forgotten Realms Campaign Setting, page 85.

The second set of stanzas of "Voices of the Lost" (taking about 15 minutes to recite) describes a realm in decline, late in the arc of Illefam's history, slowly marching to its inevitable end. The river is broad and shallow here, representing the dwindling numbers of the Fair Folk, scattered across territories far too large to hold.

3. Alukerymiilor

When the song path was created, the third "Voices of the Lost" portal stone lay atop a hill just east of the confluence of the River Delimbiyr and the Ulbanlur (now known as the Highmoorflow or Hark River). Known to the Fair Folk as Alukerymiilor (literally, "Place of the Water Swords"), the stone overlooked the steep cascades of the Ulbanlur, whose waters poured down into the placid waters of the River Delimbiyr to create an everturbulent pool.

Alukerymiilor was later the site of a castle known as Floodmeet, built to defend the eastern reaches of Athalantar, Kingdom of the Stag. The castle has long since fallen into ruins, but the area is still known as Floodmeet, for the spring floods that inundate the northern bank of the River Delimbiyr. The third stone now lies, partially buried, amidst the broken, overgrown walls of the ruined castle, leading some to erroneously conclude that Floodmeet was once an elven fortification. Human and halfling farmers to the west on the north bank of the River Delimbiyr might well observe the unexpected arrival of travelers at the long-forgotten portal terminus across the river and react with some amount of alarm

The third set of stanzas of "Voices of the Lost" (taking about 30 minutes to recount) describes the chaos of the Crown Wars and the mingling with the various Lawkeeper races that came in their wake.

4. Delimbiyr'alushtas

When the song path was created, the fourth "Voices of the Lost" portal stone was set atop a flat-topped outcropping of bedrock that thrust up through the top of the Shining Falls, known to the Fair Folk as Delimbiyr alushtas (literally "Shining Rain"). Although inscribed with the same Hamarfae script that adorns the other portal stones, the actual inscription is slightly different. The use of this rock as a portal stone predates the rest of the song path, as it had been established as the nexus of a portal network in the early days of Sharrven that crisscrosses the upper Delimbiv Vale.

At the time of the song path's creation, this portal stone actually lay within the boundaries of the dwarven realm of Ammarindar, not too far from the entrance to the Royal Caverns of Splendarrmorm. The portal stone lies atop a small, rocky, shrub-covered island in the middle of the top of the horseshoe falls, near the drop-off. Anyone standing on the island is engulfed in perpetual spray but afforded an amazing few of the falls, the Graypeaks, and the High Forest. The Stout Folk permitted this portal stone's inclusion in the Illefarni song path, given that its use as an elven portal stone predated the

establishment of their realm and because it provided a convenient means for exchanging emissaries on those rare occasions when Ammarindar's acrown and Illefarn's coronal needed to communicate.

In the Year of the Curse (882 DR), lingering horrors unleashed by the Netherese of Ascalhorn overran Ammarindar, causing the dwarven realm to collapse. Although the Harpers managed to trap the leaders of the demonic horde within the newly renamed Hellgate Keep with powerful wards in the Year of the Fell Firebrake (886 DR), their lesser minions continued to terrorize the Delimbiyr Vale. In the Year of the Burning Tree (890 DR), the demons began digging tunnels to reach the mines of Ammarinda, an effort proved successful in the Year of the Frozen Flower (1221 DR). For over a century, the Royal Caverns of Splendarrmornn have been the domain of a triumvirate of liches whose phylacteries remain in the possession of the demonic leaders of Hellgate Keep. The Circle of Splendarrmornn, as the fallen Ascalhi wizards call themselves, command a legion of ghouls, ghasts and other lesser undead as well as a tribe of tanarukka barbarians, on behalf of their demonic masters. These troops command the banks of the River Delimbiyr, from the edge of the High Forest to the western Graypeaks up to 100 miles north and south of the Royal Caverns of Splendarrmornn.

The Shining Falls lie at the heart of this territory, making the fourth portal stone quite dangerous to visit. The Circle of Splendarrmornn are well aware that the portal terminus exists and have left a skull watch* (CL 18th) in place to alert them to interlopers, an invisible ghoul glyph* (CL 18th) atop the center of the stone to temporarily detain such visitors, and prepared a teleportation circle (made permanent with a permanency spell) in the depths of the Royal Caverns to allow them to readily dispatch troops to the area. Five rounds after the PCs arrive, a warband consisting of a flameskullLEOF, 4 tanarrukMOF axeblades (CE male tanarruk barbarian 2) and 2 ghasts arrive via the teleportation circle, intent on killing the intruders and bringing their corpses back to the Royal Caverns for reanimation. The members of the warband have no means of leaving the island until the liches have them brought back, so, assuming the PCs prevail in battle, they should have enough time to escape before a more powerful undead spellcaster (a lesser lich or a spectral wizardMoF) comes to check on the warband's success

The fourth set of stanzas of "Voices of the Lost" (taking about 60 minutes to recount) describes the grandeur of the ancient realms of the Fair Folk at their height and takes the form of an ongoing dialog between two great coronals.

5. Aerendelnar

When the song path was created, the fifth "Voices of the Lost" portal stone lay on the west bank of the fast-moving River Delimbiyr, just north of the Eaerlanni port city of Aerendell, in a small glade known as Aerendelnar (literally "Stone of Rushing Waters"). The glade is cloaked in elven wards that muffle the ambient noise (giving a +10 circumstance bonus on Move

Commented [EB924]: A Grand History of the Realms, page 108.

Commented [EB919]: It's problematic that the original article talks about there being rapids here, whereas the River Delimbiyr has always been described as navigable from its mouth past Loudwater to the Shining Falls. (See FR5 – The Savage Frontier, page 46, for example.) I think this can be finessed by having the Hark River have the rapids, as its waters pour down into the placid River Delimbiyr.

Commented [EB925]: A Grand History of the Realms, page 109.

Commented [EB920]: FR11 – Dwarves Deep, page 56.

Commented [EB926]: A Grand History of the Realms, page 109.

Commented [EB927]: A Grand History of the Realms, page 125.

Commented [EB921]: Dragon #228, page 31.

Commented [EB928]: The original write-up had this area claimed by Zhentarim from Llorkh. However, that write-up was probably 1372 DR, post fall of Hellgate Keep. Back in 1357 DR, the Royal Caverns would still have been as described in FR11 – Dwarves Deep, page 52.

Commented [EB922]: The timing of this stone's placement is problematic, as "late in Illefarn's history" would suggest a date near to Illefarn's end which could be –1100 DR, when the capital was raised and the Retreat ordered, or 206 DR, the date of the last coronal's murder, or 342 DR, the date of the last Council of Illefarn. All such dates post-date the founding of Ammarindar, in-4160 DR, by thousands of years, but predate its fall in 882 DR. As such, I've made the stone date back to the era of Sharrven (founded -7600 DR) or Eaerlann (founded -4700 DR).

Commented [EB923]: FR11 – Dwarves Deep, page 52.

Commented [EB929]: The "elven port" is detailed in FR5 - The Savage Frontier, page 51, The North: The Wilderness, page 8, and Silver Marches, page

Commented [EB930]: Email with Ed Greenwood.

Silently checks), allowing the sound of the rushing waters to echo through the glade.

As the most accessible Eaerlanni ruin, the remains of Aerendel have been picked over for centuries by adventurers, and what treasures that remain are well hidden. The ruins of Aerendel and its immediate environs (including Aerendelnar) are now home to various predatory monsters and incidental marauders (including wild griffons and tanarukka warbands). For a decade or more, the most dangerous inhabitants of Aerendel have been a pride of dirlagraum (displacer beastshM), led by a monstrous displacer beast pack lordMM. It is not uncommon for two or more dirlagrauns to be found hunting in the glade of Aerendelnar, as many creatures of the forest come down to the river bank here to drink, unaware that the lingering enchantments make it harder to hear approaching predators.

The fifth set of stanzas of "Voices of the Lost" (taking about 30 minutes to recount) recounts the energy and laughter of Illefarn in its early years, when the Fair Folk were still expanding their realms.

6. Aulannar

When the song path was created, the sixth "Voices of the Lost" portal stone lay near the headwaters of the River Aulantrar(also known as the Deepingstream) on a small island in the middle of the riverbed, known as Aulannar (literally "Deepingstone"), high up in the Nether Mountains.

The River Aulantrar has changed its course over the centuries, leaving the portal stone in a now-dry stone-strewn valley some six hundred feet from the river's new course. This territory is now the domain of the wicked spawn of a fey guardian of the mountain and a demon from Hellgate Keep. A twisted mountain guardian known as the Demoread (LE female half-fiend oread^{FF}) now protects this mountain valley with cruel zeal. Although she is unaware that the stone with elven script is a portal terminus, she is quick to attack anyone who arrives in the heart of her domain.

The sixth set of stanzas of "Voices of the Lost" (taking about 30 minutes to recount) recounts the founding of Illefarm and the feelings of hope and laughter that accompanied it.

7. Faedrannor

When the song path was created, the seventh "Voices of the Lost" portal stone lay at the mouth of the River Delimbiyr, atop a small outcropping of rock in what was then Delimbiyr estuary, a scattering of now-vanished bare islets. Later known as Mystra's Dance, so named for the first altar of Mystra established by the Illuskan settlers of Tavaray, the Fair Folk called this place of ancient magic Faedrannor (literally "One Song").

After the rapid topographic changes in the Year of the Deep Bay (302 DR), this portal stone now lies some twenty-five feet below the waves and 150 feet offshore, buried beneath a thick layer of mud. Anyone arriving on the portal stone must be able to breathe underwater or quickly swim to shore. Once ashore, the singer and his compatriots find themselves in the

heart of the seaside territory claimed by the Crashing Thunder tribe of lizardfolk (see Chapter 2), who are notoriously hostile to interlopers.

The last set of stanzas of "Voices of the Lost" (taking about 30 minutes to recount) recounts the foretold final days of Illefarn, when the ancient elven realm would finally fade away. Originally, reciting these verses would take the singer back to the first portal stone in Aelinthaldaar, but now they have no effect, leaving the singer stranded beneath the waters of the Sea of Swords.

Rune Circles

Rune circles (fully detailed in *Races of Stone*, pages 167-168) are special places infused with magical power. They might grant spellcasters additional power and proficiency with their spells, make warriors faster or stronger, or cause any number of other powerful effects. Dwarves, gnomes, and other creatures with strong ties to the earth or a tradition of runecraft create rune circles. While they resemble wondrous magic items in many ways, important differences exist between rune circles and traditional magic items, and rune circles should be treated more as environmental elements than as magic items.

Dwarven Holdfast Ring

Price (Item Level): 20,000 gp (15th)

Caster Level: 11th

Aura: Moderate; (DC 20) abjuration (good) and enchantment
Activation: Stand within circle

Dwarven cities are built to be defensible, with numerous fallback positions designed to let a few stout dwarf warriors hold off large numbers of enemy forces. A key part of these plans involves strategically placed rune circles that increase the defender's martial abilities and help them resist magical attacks.

Any dwarf who stands within this 10-foot-radius circle gains a +2 morale bonus on attack rolls. Dwarves within the circle also gain a +2 deflection bonus to Armor Class against attacks made by evil creatures and a +2 resistance bonus on saves against effects created by evil creatures. Furthermore, the circle protects dwarves within from mental control just like a protection from evil spell.

These bonuses activate instantly as soon as a dwarf steps into the circle, and they are lost immediately upon leaving.

Prerequisites: Craft Rune Circle^{Ros}, heroism, magic circle against evil.

Cost to Create: 10,000 gp, 800 XP, 20 days.

Healing Circle

Price (Item Level): 50,000 gp (18th)

Caster Level: 18th

Aura: Strong; (DC 20) conjuration (healing)

Activation: Stand within circle

Commented [EB931]: The Sword that Never Sleeps, page 294.

Commented [EB935]: Races of Stone, pages 167-168.

Commented [EB932]: In the original write-up, this was the lair of a devil. That write-up seemed to assume that devils lived in Hellgate Keep, not demons. Either way, it was probably dated circa 1372 DR, not 1357 DR, so I can change it without contradicting canon.

Commented [EB933]: Volo's Guide to the North, page

Commented [EB936]: Races of Stone, page 169.

Commented [EB937]: Races of Stone, page 137.

Commented [EB934]: Dragon #228, page 37.

Commented [EB938]: Races of Stone, page 169.

The energy of life flows through this rune circle and into any spellcaster using healing magic within its boundaries. Many powerful churches use this powerful rune circle to improve their healing spells. Rune circles built in this manner are often made to blend seamlessly with the rest of the temple's décor. Any creature standing within this 10-foot-radius circle casts all conjuration (healing) spells as if they were improved by the Maximize Spell metamagic feat. Already maximized spells and spell-like abilities are unaffected, as are spells from magic items. Spells so maximized are still prepared and cast at their unmodified level.

Prerequisites: Craft Rune Circle Ros, Maximize Spell, mass cure light wounds.

Cost to Create: 25,000 gp, 2,000 XP, 50 days.

Preservation Ring

Price (Item Level): 5,000 gp (9th)

Caster Level: 5th

Aura: Faint; (DC 15) transmutation **Activation:** Place item within circle

Any food or drink placed within a preservation ring does not spoil, rot, or otherwise become contaminated. Any poisons present in or added to food or drink while it is within a preservation ring are neutralized. Unholy water and similar food and drink of significance placed in a preservation ring are permanently spoiled, but the spell has no effect on creatures of any type, nor upon magic potions. Once removed from a preservation ring, food and drink continues to age normally.

Prerequisites: Craft Rune Circle Ros, purify food and drink. Cost to Create: 2,500 gp, 200 XP, 5 days.

Spells

Amanuensis

Transmutation

Level: Cleric 0, sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: Object or objects with writing
Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand.

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a spia snake sigil). If the target contains normal and magical writing

(such as a letter with *explosive runes*), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

Block Crossroads

Transmutation

Level: Druid 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One portal

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You temporarily cause a crossroads and backroad to cease functioning for the duration of the spell. The spell itself has no effect upon the crossroads guardian, but guardians with hostile attitudes toward the caster generally view having their crossroad blocked as a personal affront and may well attack.

Bite of the Wearboar^{SC}

Transmutation

Level: Druid 4, sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You
Duration: 1 round/level

You shake your head, and your face reshapes itself into the visage of a boar. As this happens, your body becomes bulkier, and your shoulders and back bristle with hair.

You gain a +4 enhancement bonus to Strength, a +6 enhancement bonus to Constitution, and a +8 enhancement bonus to natural armor. Your face becomes that of a boar, and you gain a bite attack that deals 1d8 points of damage (or 1d6 points if you are Small) + 1-1/2 times your Str modifier. You also gain the benefit

Commented [EB939]: Races of Stone, page 137.

Commented [EB940]: 5 (CL) * $\frac{1}{2}$ * 2,000 = 5,000. That seems about right. I wanted to make this about the cheapest rune circle you could imagine, and Craft Rune Circle requires CL 5th.

Note: purify food and drink affects 1 cubic foot per level. If you assume a height of 1 inch and CL 5th, that equates to 5 cubic feet * 12 inches / foot = 60 square feet. The surface area of a 10 foot radius circle is approximately 314 square feet or 5 times that. But for calculating circle rune costs, you divide by 4, so it's correct if you think of it as having to do it 5 times.

Commented [EB943]: http://www.wizards.com/default.asp?x=dnd/fey/20030711a

Commented [EB941]: Races of Stone, page 137.

Commented [EB942]: Spell Compendium, page 9.

Commented [EB944]: Spell Compendium, page 28.

of the Blind-Fight feat. If your base attack bonus is +6 or higher, you do not gain any additional attacks.

Material Component: Four boar bristles.

Burrow

Transmutation Level: Druid 2, ranger 2 Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched
Duration: 1 minute/level

freshly turned earth fills the air.

Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You invoke the spell and your hands glow with a yellow aura, the aura lengthening and forming into translucent mole hands. The smell of

The subject can burrow through earth and loose rock (but not solid stone) with a speed of 30 feet (or 20 feet if it wears medium or heavy armor, or if it carries a medium or heavy load).

Arcane Focus: A claw from a burrowing creature.

Create Crossroads and Backroads MoF

Conjuration (Creation)

Level: Druid 7

Components: V, S, DF, XP

Casting Time: One day Range: Touch

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You form two *crossroads* and a *backroad* that links them. The *crossroads* are vertical, rectangular areas of up to 50 square feet each. You must have personally visited the end *crossroads* location in order to create the *backroad*.

The spell summons a *crossroads* guardian and establishes a *crossroads* at each end.

The crossroads guardians always start with a Helpful attitude toward their creator.

The procedure requires your complete dedication and attention for a full day, preparing and nurturing the site, typically naturalizing it and removing signs of civilization.

XP Cost: 3,500 XP.

Dawn^{SC}

Abjuration

Level: Druid 0, ranger 1

Components: V

Casting Time: 1 swift action

Range: 15 ft.

Target: All creatures in a 15-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

With a cry similar to a rooster's you cast the spell. For a moment you feel as if you had just awakened from a comfortable nap, but as the feeling fades, those around you begin to stir.

All sleeping creatures in the affected area awaken. Those who are unconscious because of nonlethal damage wake up and are staggered. This spell does not affect dying creatures.

Death Armor SC

Necromancy

Level: Sorcerer/wizard 2 Components: V, S, M, F Casting Time: 1 standard action

Range: Personal Target: You

Duration: 1 round/level

You smear yourself with white paste, drawing a skull on your bare flesh. Immediately, a wreath of black flames crackles to life around you.

The black flames created by this spell injure creatures that contact them. Any creature striking you with its body or handheld weapons takes 1d4 points of damage +1 point per two caster levels (maximum +10). If the creature has spell resistance, it applies to the damage. Weapons with reach, such as longspears, do not endanger their users in this way.

Material Component: Paste made from ground bones. Focus: An onyx worth 50 gp.

Delfen's Wareward

Abjuration

Level: Sorcerer/ wizard 4

Components: V, S, F

Casting Time: 1 minute Range: Personal or Touch

Duration: 1 hour/level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

This spell has two uses, depending on whether the target is yourself or another creature.

Personal: You name up to 1 creature (Intelligence 3 or greater) per level. You select up to 1 magic item carried on your person per level. If you are wounded or if a selected magic item is removed from your person, every named creature within 1 mile of your person (as well as yourself) is alerted by a mental alarm. Everyone so alerted notes a single mental "ping" that awakens him or her from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Commented [EB945]: Spell Compendium, page 41.

Commented [EB948]: Spell Compendium, page 60.

Commented [EB946]: Magic of Faerûn, page 86.

Commented [EB949]: Inspired by brief note in *Volo's Guide to the Sword Coast*, page 216.

Commented [EB947]: Spell Compendium, page 59.

Creature: Your spell targets single creature (Intelligence 3 or greater) touched by you. You select up to 1 magic item per level carried by the target and known to you. If the target creature is wounded or if a selected magic item is removed from their person and if you are within 1 mile of their person, you are notified by a mental alarm. You note a single mental "ping" that awakens you, from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Arcane Focus: A tiny bell and a piece of very fine silver

Detect Crossroads MoF

Divination

Level: Bard 0, druid 0

Components: V, S

Casting Time: 1 action

Range: 60 ft. or 1 mile (see text)

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can see fey crossroads within 60 feet, if your visibility isn't blocked. A crossroads appears to you as a blue-hued, x-shaped shadow upon the ground. You recognize the crossroads for what it is, and won't be fooled by a false or illusory one. Detect crossroads gives you no information on where the backroad leads.

If the nearest *crossroads* is less than a mile away, but blocked visually from you either by distance or barriers, you can still sense its general direction.

Each round, you can turn to detect in a new direction.

Dragon Breath^{SC}

Evocation [Good or Evil]

Level: Cleric 5, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal Target: You

Duration: 1 round/level

Using magic to mimic a dragon's breath, you spew forth a gout of energy.

You gain the ability to breathe a gout of energy as a standard action that mimics a dragon's breath. Once you've used the breath attack, you must wait 1d4 rounds before doing so again. When you cast dragon breath, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then the spell gains the evil descriptor. If you choose a metallic dragon, then it gains the good descriptor. Particulars for the breath weapons of each of the true dragons are provided below.

Chromatic Dragons

Black: 30-ft. line of acid, 1d8/2 caster levels (maximum 10d8);

Blue: 30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8); Reflex half.

Green: 15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8); Reflex half.

Red: 15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8);

White: 15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8); Reflex half.

Metallic Dragons

Brass: 15-ft. cone of sleep, lasts 1d6 rounds; Will negates.
Bronze: 30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8); Reflex half.

Copper: 15-ft. cone of slow, lasts 1d6 rounds; Will negates.
Gold: 15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8);
Reflex half.

Silver: 15-ft. cone of paralysis, lasts 1d6 rounds; Fort negates.

Arcane Material Component: A dragonscale of the appropriate color.

Dragonskin SC

Transmutation

Level: Sorcerer/wizard 3

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You say nothing, but make the motions in the prescribed pattern and hold the dragon's scale aloft. Your flesh erupts with hard, colorful scales

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to natural armor equal to +1 per two levels (to a maximum of +5 at 10th level), as well as energy resistance 10 against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

Material Component: A dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

Earthen Grace SC

Abjuration [Earth]

Level: Druid 2, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Commented [EB950]: Magic of Faerûn, pages 88-89.

Commented [EB952]: Spell Compendium, page 73.

Commented [EB951]: Spell Compendium, page 73.

Commented [EB953]: Spell Compendium, page 76.

Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You sprinkle the spell's component on your target, causing its skin to momentarily take on the speckled gray look of granite. The smell of dust hangs heavily in the air.

You grant the subject an affinity for earth and stone. Any damage the subject takes from a stone or earthen source counts as nonlethal damage for the duration of the spell. Natural attacks by creatures made of earth or stone (such as stone golems), natural attacks by creatures of the earth subtype, and attacks by stone weapons (such as a stone hammer or a sling stone) instead deal nonlethal damage, as does falling damage when the subject lands on rock or earth. When the nonlethal damage the subject has taken (from any source) equals the subject's current hit points, the spell ends, and any further damage from a stone or earthen source causes damage normally.

Material Component: A chunk of granite.

Earthen Grasp^{SC}

Transmutation [Earth]
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Animated earthen arm
Duration: 2 rounds/level
Saving Throw: None
Spell Resistance: Yes

You raise your arm above your hand, your fingers flexed like talons. Nearby, an arm made of earth but as large as a person erupts from the ground, its hand grasping at the air.

You bring forth from the ground an arm made of dense, compacted earth or soil that can grapple your foes. You can cause the arm to rise only out of earth, mud, grass, or sand, and the spell fails if you attempt to cast it in an area with the wrong materials (including stone).

Treat the arm as a Medium creature, with a base attack bonus equal to your caster level and a Strength of 14 +2 per three caster levels (16 at 3rd level, 18 at 6th level, and so on). The arm doesn't move from the square it appears in, but can make one grapple attempt per round against any creature in its square or any adjacent square. Doing so does not provoke attacks of opportunity. If the arm can target multiple creatures, you choose one. If you are unable to choose a target, the arm attacks a random creature within reach (possibly including your allies). Each round when it successfully pins a target, the hand deals lethal damage equal to 1d6 points + its Str modifier.

The earthen arm has AC 15, hardness 4, and 3 hit points per caster level. If reduced to 0 or fewer hit points, it crumbles to dust.

Material Component: A miniature hand sculpted from clay.

Entangling Staff^{SC}

Transmutation

Level: Druid 3, sorcerer/wizard 4

Components: V, S, F Casting Time: 1 swift action

Range: Quarterstaff touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless)

Rapping your staff with a knuckle, you cause it to sprout wriggling vines that grab and lash at the air.

Each time you successfully strike a foe with the staff (a normal melee attack), you deal normal damage and can attempt to start a grapple as a free action without provoking attacks of opportunity. This grapple attempt does not require a separate touch attack. You gain a +8 bonus on grapple checks you cause by striking a foe with the entangling staff. You can attempt to grapple creatures up to one size category larger than you.

If your grapple check succeeds, your quarterstaff's vines constrict your foe, dealing 2d6 points of damage (you can choose to deal nonlethal damage instead of normal damage if you wish). You then have two choices:

Release: You release your opponent from the grapple. Some vines remain clinging to your foe, leaving it entangled for the duration of the spell. You can attack different enemies in later rounds with the staff, potentially grappling and constricting or entangling them.

Maintain: You maintain your hold. In subsequent rounds, you deal constriction damage with a successful grapple check. You can then choose to release or maintain the hold again.

Focus: A quarterstaff.

Eradicate Earth^{SC}

Abjuration [Earth]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You grasp the stone firmly and point your fist outward. You feel the stone vanish, and a huge, silent explosion ripples through the air.

Commented [EB955]: Spell Compendium, page 83.

Commented [EB954]: Spell Compendium, page 76.

Commented [EB956]: Spell Compendium, page 84.

A shock wave radiates from you, seismically damaging all nearby creatures that have the earth subtype. Any such creature that is within the area of the spell takes 1d8 points of damage per caster level (maximum 10d8).

Material Component: A small stone

Fireburst^{SC}

Evocation [Fire]
Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous Saving Throw: Reflex half Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Fist of Stone SC

Transmutation [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M
Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

The complicated gestures of the spell end with a punch of your fist, which now has the texture and look of stone.

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for the purposes of attack rolls, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 points of damage + your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks in that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty, or a -2 penalty if you have the Multiattack feat (MM 304), as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would nor- mally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Ghoul Glyph SC

Necromancy

Level: Hunger 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Object touched

Duration: Permanent until Discharged

Saving Throw: Fortitude partial

Spell Resistance: Yes

The faint, green glow of the glyph flares to life. A sickly green light fills the room, illuminating the paralyzed forms of its victims, and bringing with it the stench of death.

You inscribe a glyph, approximately 1 foot across, that paralyzes any living creature of Large or smaller size that comes within 5 feet of the glyph. You can scribe the glyph to be visible as faintly glowing lines, or invisible. You can inscribe a *ghoul glyph* on a portable object, but if the object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *ghoul glyph* are stringent. It takes effect on any creature except yourself that moves within 5 feet. It affects invisible creatures normally but is not triggered by those that travel past it ethereally. Only a single *ghoul glyph* can be inscribed in a 5-foot square.

Ghoul glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled.

Mislead and nondetection can fool a shoul slyph.

Read magic allows identification of a ghoul glyph with a successful DC 13 Spellcraft check, if the glyph is noticed before it is activated. A rogue can use the Search skill to find a ghoul glyph and Disable Device to thwart it. The DC in each case is 27.

When a glyph is activated, the target is paralyzed for 1d6+2 rounds. Additionally, if the target fails a Fortitude save, the paralyzed subject exudes a carrion stench that causes distress in all creatures within a 10-foot radius. Those in the radius, including the target, must make a Fortitude save or take a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the paralysis effect wears off.

Material Component: You trace the glyph with earth from a ghoul's lair.

Investiture of the Spined Devil [19H

Transmutation [Evil, Investiture]
Level: Blackguard 1,cleric 2, sorcerer/wizard 2

Commented [EB957]: Spell Compendium, page 93.

Commented [EB959]: Spell Compendium, page 105.

Commented [EB958]: Spell Compendium, page 94.

Commented [EB960]: *Tyrants of the Nine Hells*, page 106.

Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One living creature
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The air stinks of sulfur and brimstone as you use the essence of a spinagon to imbue a creature with the power of Baator.

You cause a creature to suddenly bristle with spines. The subject can snap its body forward to unleash a volley of up to three spines as a standard action (make a separate attack roll for each spine). The spines each deal 1d6 points of damage plus the subject's Strength modifier. This attack has a range of 60 feet with no range increment. The spines can be directed against different targets if desired, but all targets must be within 30 feet of one another. The subject can launch up to fifteen spines per casting of this spell.

In addition, the subject gains resistance to fire 5. This resistance stacks with the resistance granted by other evil investiture spells (but not with multiple castings of *investiture of the spined devil*).

While this spell is in effect, magic weapons with the evil outsider bane special ability have full effect against the subject of the investiture.

After the spell's duration expires (or if it is dispelled or ended through some other means), the subject is fatigued for 1

Material Component: A fist-sized chunk of brimstone.

Khelben's Suspended Silence SC

Illusion (Glamer)
Level: Sorcerer/wizard 3
Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One object

Duration: 24 hours or until discharged, then 6 rounds; see text

Saving Throw: None (object) Spell Resistance: No (object)

You sprinkle the object with a handful of gem dust, and the last words of your spell fade like they are being dragged into a hole. Then the normal sounds of the world reestablish themselves, but the spell within is set to be unleashed later.

When you touch the object and give the command word you designate, the object becomes the subject of a *silence* spell. The effect of the *silence* spell moves with the object and lasts for 6 rounds.

 ${\it Material~Component:}~A~feather~and~a~handful~of~gem~dust \\ worth~50~gp.$

One with the LandSC

Transmutation

Level: Druid 2, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Personal Target: You

Duration: 1 hour/level

You cast the spell and are bathed in a golden-green light from above. As it fades, you feel in touch with your natural surroundings.

You forge a strong link with nature that gives you greater insight into your environment. You gain a +2 competence bonus on Handle Animal, Hide, Move Silently, Search, Survival, and wild empathy checks.

Naturewatch^{SC}

Necromancy

Level: Druid 0, ranger 1, Initiate of Chauntea 0

Components: S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped emanation

Duration: 10 minutes/level **Saving Throw:** None

Spell Resistance: No

Reaching out with your heart, you seek knowledge of the health of plants and animals in the area.

This spell is similar to deathwatch (PH 217), but it functions only on animals and plants. In addition, it also allows you to determine a variety of other mundane information about the animals and plants (whether or not the plants are dehydrated, the animals are malnourished, and so forth).

Rosemantle PGtF

Abjuration

Level: Initiate of Lathander 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cause the target to glow with a soft, faint, rosy radiance equal to candlelight. This glow grants the subject a sacred bonus equal to +1 per caster level (maximum +10) on saving throws against effects that work by causing pain (such as Nybor's gentle reminder), effects that would cause the target to become sickened or nauseated, and fear effects.

Commented [EB962]: Spell Compendium, page 149.

Commented [EB963]: Spell Compendium, page 149.

Commented [EB961]: Spell Compendium, pages 6, 216.

Commented [EB964]: Player's Guide to Faerûn, pages 109-110.

Sense of the Dragon SC

Transmutation

Level: Sorcerer/wizard 3 Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As you finish casting the spell on yourself, a mild ringing arises inside your head that changes pitch depending on the locations of objects and creatures around you.

The subject gains augmented nonvisual senses out to a distance of 30 feet. The subject does not need to make Spot or Listen checks to pinpoint the location of a creature within 30 feet, provided that it has line of effect to that creature.

Any opponent the subject cannot see still has total concealment against the recipient of this spell, and the subject still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of the subject, and the recipient of this spell is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Sense of the dragon can be made permanent with a permanency spell in regard to yourself for a cost of 1,500 XP.

Material Component: A worn dragon scale.

Shield of Lathander PGtF

Abjuration

Level: Initiate of Lathander 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The touched creature gains damage reduction 15/- for 1 round.

Skull Watch SC

Necromancy

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: One humanoid skull
Duration: Permanent
Saving Throw: See text

Spell Resistance: No

You lift the skull into the air and it floats gently out of your grasp, its eye sockets locked on a distant point.

The skull affected by a *skull watch* spell floats gently 5 feet off the ground, facing a direction you choose. It monitors an area 20 feet wide by 90 feet long, though walls and other opaque barriers can curtail this area. If any Tiny or larger living creature enters the area guarded by the skull, it emits a piercing shriek that can be heard up to a quarter mile away. Every creature within 60 feet of the skull when it shrieks must make a Fortitude save or be deafened for 1d6 rounds. Whether or not you can hear this audible alarm, you instantly become aware that the effect has been triggered, provided you are on the same plane as it is. The alarm resets 1d4 rounds later.

When you cast the spell, you can specify creatures that will not trigger the alarm. The skull can be moved from its original position by anyone who can get to it without entering its monitored area. The skull has AC 12, hardness 1, and 1 hit point per caster level. You are not magically made aware of the skull's destruction if it has not been triggered.

Focus: The humanoid skull upon which the spell is cast.

Summon Undead ISC

Conjuration (Summoning) [Evil]

Level: Blackguard 1, cleric 1,sorcerer/wizard 1

Components: V, S, F/DF Casting Time: 1 round

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

Effect: One summoned creature

Duration: 1 round/level **Saving Throw:** None

Spell Resistance: No

The undead you summon appear in a burst of smoke and fog. The vapor swiftly dissipates, but you can't shake the impression of screaming faces in the cloud's tendrils.

This spell functions like $summon\ monster\ I$ (PH 285), except that you summon an undead creature.

Summon undead I conjures one of the creatures from the 1st-level list in the accompanying sidebar. You choose which creature to summon, and you can change that choice each time you cast the spell. Summoned undead do not count toward the total Hit Dice of undead that you can control with animate dead or the other command undead abilities. No undead creature you summon can have more Hit Dice than your caster level +1.

Focus: A tiny bag, a small (not lit) candle, and a carved bone from any humanoid.

Summon Undead II^{SC}

Conjuration (Summoning) [Evil]

Level: Blackguard 2, cleric 2, sorcerer/wizard 2

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart

Commented [EB965]: Spell Compendium, page 149.

Commented [EB968]: Spell Compendium, page 215.

Commented [EB966]: *Player's Guide to Faerûn*, page 110.

Commented [EB967]: Spell Compendium, page 191.

Commented [EB969]: Spell Compendium, page 215.

Dragon Cult Summon Undead List

Followers of the Scaly Way capable of casting one of the various summon undead spells typically draw from the following list:

1st Level: crested felldrakeMM2 zombieMM

2nd Level: spitting felldrake^{MM2} zombie^{MM} (see Appendix 2, page 310)

3rd Level: horned felldrake^{MM2} zombie^{MM} (see Appendix 2, page 309)

4th level: spiked felldrake^{Drac} zombie^{MM} (see Appendix 2, page 308)

This spell functions like *summon undead I*, except that you can summon one undead from the 2nd-level list or two undead of the same kind from the 1st-level list.

Summon Undead IIISC

Conjuration (Summoning) [Evil]

Level: Blackguard 3, cleric 3, sorcerer/wizard 3

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart $\,$

This spell functions like *summon undead I*, except that you can summon one undead from the 3rd-level list, two undead of the same kind from the 2nd-level list, or four undead of the same kind from the 1st-level list.

Summon Undead IVSC

Conjuration (Summoning) [Evil]

Level: Blackguard 4, cleric 4, sorcerer/wizard 4

Effect: One or more summoned creatures, no two of which are more than $30~{\rm ft}$. apart

This spell functions like *summon undead* I, except that you can summon one undead from the 4th-level list, two undead of the same kind from the 3rd-level list, or four undead of the same kind from a lower-level list.

SunrisePGtF

Evocation [Light]

Level: Initiate of Lathander 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) Area: 5-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

You create a burst of dazzling light that is equivalent to natural sunlight. Any creature in the area to which sunlight is harmful or unnatural is blinded and takes 4d6 points of damage; every other creature in the area is blinded and takes 2d6 points of

damage. A successful Reflex save negates the blindness and halves the damage in either case.

An undead creature caught within the burst takes 1d6 points of damage per caster level (maximum 10d6). A successful Reflex save negates the blindness and halves the damage. The ultraviolet light generated by the spell also deals damage to fungi, molds, oozes, and slimes just as if they were undead creatures.

Sunrise dispels any darkness spells of 3rd level or lower within its area.

Thunderhead SC

Evocation [Electricity]

Level: Druid 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

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

Target One creature

Duration: 1 round/level

Saving Throw: Reflect negates; see text

Spell Resistance: Yes

Black mist forms near the ground and sweeps upward to join a small cloud forming above the creature you designate as your target. Miniature peals of thunder erupt from the cloud.

Thunderhead creates a small thundercloud over the subject's head. The cloud moves with the subject, following it unerringly even if he becomes invisible or leaves the region. In every round of the spell's duration, a miniature bolt of lightning leaps from the thundercloud to strike the subject. Each bolt deals 1 point of electricity damage that is negated by a successful Reflex save.

Material Component: A small piece of copper wire.

Weapon of the Deity^{SC}

Transmutation

Level: Blackguard 3, cleric 3, paladin 3

Components: V, DF

Casting Time: I standard action

Range: Touch

Target: Weapon touched Duration: 1 round/level

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Wielding the weapon your deity favors, you call upon that divine force to imbue it with power.

You must be holding your deity's favored weapon to cast this spell. You can use the weapon as if you had proficiency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack rolls and damage rolls and an additional special ability (depending on the deity). A double weapon gains

Commented [EB973]: Spell Compendium, page 149.

Commented [EB970]: Spell Compendium, page 215.

Commented [EB971]: Spell Compendium, page 215.

Commented [EB974]: Spell Compendium, page 237.

Commented [EB972]: Player's Guide to Faerûn, pages 114-115.

this enhancement bonus and special ability for only one of its two ends, as chosen by you.

When you reach caster level 9th, the enhancement bonus of the weapon increases to +2. At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it becomes +5.

The favored weapon and additional special ability are listed with each character, as appropriate. See Magic of Faerûn, page 132-134, for a complete list of weapon of the deity effects for Faerûnian deities.

normally. Creatures with immunity to mind-affecting spells and abilities or fear effects cannot be shaken by a *frightful blast*.

Weather Eye^{SC}

Divination Level: Druid 3

Components: V, S, M, F
Casting Time: 1 hour

Range: 1 mile + 1 mile/level

Area 1-mile radius + 1-mile/level centered on you

Duration: Instantaneous **Saving Throw:** None **Spell Resistance:** No

Using your connection to the divine forces and nature, you gaze into your scrying device and summon images to mind of what the future holds for the weather.

You can accurately predict the natural weather up to one week into the future. If unnatural forces currently affect the weather, then *weather eye* reveals the spells or abilities in effect, though not the source of those abilities.

Material Component: Incense.

Focus: A scrying device of some kind (bowl, mirror, crystal ball, and so forth).

Warlock Invocations

Devil's Sight^{SC}

Least; 2nd

You gain the visual acuity of a devil for 24 hours. You can see normally in darkness and magical darkness out to 30 feet.

Eldritch Spear SC

Least; 2nd; Blast Shape

This blast shape invocation extends your *eldritch blast* attacks to great distances. *Eldritch spear* increases the range of an *eldritch blast* attack to 250 feet with no range increment.

Frightful Blast SC

Least; 2nd; Eldritch Essence

This eldritch essence invocation allows you to change your eldritch blast into a frightful blast. Any creature struck by a frightful blast must succeed on a Will save or become shaken for 1 minute. A shaken creature struck by a frightful blast is not affected by the shaken aspect of the blast but takes damage

Commented [EB975]: Spell Compendium, page 238.

Commented [EB976]: Spell Compendium, page 9.

Commented [EB977]: Spell Compendium, page 9.

Commented [EB978]: Spell Compendium, page 9.

Appendix 2: Game Statistics

As many of the characters and monsters appear in multiple locations in the adventure, all the game statistics are included here together.

City of Daggerford **Nobility**

Bronwyn Daggerford

CR3

Female Illuskan human wizard 3

CN Medium humanoid (human)

Init +1; Senses Listen +2, Spot +2

Languages Chondathan, Common (Calant dialect), Draconic, Halfling

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 7 (3 HD)

Fort +1, Ref +2, Will +5

Speed 30 ft. (6 squares)

Melee +1 dagger +1 (1d4/19-20) or

Ranged +1 dagger +3 (1d4/19-20)

Base Atk +1; Grp +0

Wizard Spells Prepared (CL 3rd)

2nd-mirror image, scorching ray

1st-burning hands (DC13), mage armor (DC 13), magic

0th - amanuensis*, detect poison, light, ray of frost

Abilities Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13

SQ summon familiar

Feats Combat Casting, Magic of the LandRoW, Practiced

Spellcaster CArc (wizard), Scribe Scroll

Skills Concentration +6 (+10 spellcasting), Decipher Script +8, Diplomacy +3, Knowledge (arcana) +8, Knowledge (nature) +5, Knowledge (nobility and royalty) +5, Spellcraft +10

Possessions arcanist's gloves*, Bronwyn's arcanabula, Tyndal's dagger (+1 dagger)

Familiar Bronwyn chooses not to summon a familiar, seeing a potential familiar as more of a vulnerability than an asset.

Bronwyn's Arcanabula as above plus 0-all others; 1st-charm

person, color spray, disguise self, sleep; 2nd-invisibility. Spellbook Bronwyn uses Gwydion's spellbooks to prepare her spells.

Pwyll "Greatshout" Daggerford CR 5

Male Illuskan human knightPH2 5

LG Medium humanoid (human)

Init -1; Senses Listen +0, Spot +0

Languages Chondathan, Common (Calant dialect), Infernal

AC 19, touch 9, flat-footed 19; shield block +1 (-1 Dex, +8 armor, +2 shield)

Feat: Magic of the Land ROW

Your intimate understanding of the natural world allows you to imbue your spells with life-giving magical power from the land itself.

Prerequisite: Concentration 5 ranks, Knowledge (nature) 5 ranks, Spellcraft 5 ranks, caster level 1st.

Benefit: When in a natural setting, you can draw on the power of the land to imbue your spells with healing power. For the purpose of this feat, a natural setting is defined as any location not within a community and not a constructed area. "Natural setting" includes unworked caverns, but not crafted dungeons and the like.

To use the feat, you must succeed on a Knowledge (nature) check (DC 15 +spell level), made as a free action while casting a spell. You can't take 10 on this check. If you succeed, each target of your spell is healed of 2 points of damage per spell level, in addition to the spell's normal effects. If the spell doesn't have a target entry, this feat has no effect. This healing power is positive energy, so an undead creature instead takes 2 points of damage per spell level. An unwilling creature can attempt a Will save (at the spell's normal save DC) to negate this effect. If the skill check fails, the prepared spell or spell slot is lost.

You cannot use this feat on any spell with an alignment descriptor, nor with any necromancy spell. The natural world favors balance in all things, and thus does not support specific alignment-based magic, nor can its life-giving power be used to enhance the magic of death.

hp 37 (5 HD)

Fort +2, Ref +0, Will +4

Speed 20 ft. (4 squares)

Melee +1 flaming burst bastard sword +8 (1d10+3+1d6 fire/19-20/x2 +1d10 fire)

Base Atk +5; Grp +7

Atk Options brute ring, fighting challenge +1, test of mettle

Abilities Str 14, Dex 8, Con 13, Int 12, Wis 10, Cha 16

SQ armor mastery, bulwark of defense, knight's challenge 5/day, knight's code, vigilant defender

Feats Exotic Weapon Proficiency (bastard sword), Mounted Combat, Spirited Charge, Ride-by-Attack, Weapon Focus (bastard sword)

Skills Diplomacy +5, Handle Animal +8, Intimidate +9, Knowledge (nobility and royalty) +6, Ride +9.

Possessions brute ring*, gorget of swallows*, heavy steel shield, potion of cat's grace, Lawflame*, +1 half-plate

Armor Mastery Pwyll can wear his armor like a second skin and ignore the standard speed reduction for wearing medium

Bulwark of Defense An opponent that begins its turn in the area threatened by Pwyll treats all the squares that Pwyll threatens as difficult terrain.

Commented [EB994]: Races of the Wild, page 152.

Commented [EB979]: I dropped Bronwyn back to 3rd level so that she was less likely to outshine the PCs if played effectively. Also, this makes her ideal as a

Commented [EB980]: +1 (Dex) = +1.

Commented [EB981]: 3*(2.5+0) = 7.5

Commented [EB982]: +1 (Wiz3) +0 Con = +1

Commented [EB983]: +1 (Wiz3) +1 Dex = +2

Commented [EB984]: +3 (Wiz3) +2 Wis = +5

Commented [EB985]: +1 (BAB) -1 Str +1 (+1 dagger)

Commented [EB986]: +1 (BAB) +1 Dex) +1 (+1 dagger) = +3

Commented [EB987]: +1 (Wiz3) = +1.

Commented [EB988]: +1 (BAB) -1 (Str) = +0

Commented [EB989]: Base: Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13. I organized Bronwyn's abilities to be appropriate to multiclass as a druid and go into the arcane hierophant prestige class, like her mentor, if she so chooses.

Commented [EB995]: 5 * (6.5+1) = 37.5

Commented [EB996]: +1 (Knight 5) +1 Con = +2

Commented [EB997]: +1 (Knight 5) -1 Dex = +0

Commented [EB998]: +4 (Knight 5) +0 Wis = +4

Commented [EB990]: 1 (human) +2 (3rd level) +1 (Scribe Scroll) =4

Commented [EB991]: Complete Arcane, page 82. This feat provides no immediate benefit, but will down the

Commented [EB999]: +5 (BAB) +2 Str +1 (+1 flaming burst longsword)

Commented [EB992]: (2 + 2 + 1) * (3 + 3) = 30. Concentration +6 (6+0 Con), Decipher Script +8 (6+2 Int), Diplomacy +3 (0 +1 Cha +2 Knowledge [nobility and royalty] synergy), Knowledge (arcana) +8 (6 +2 Int), Knowledge (nature) +5 (3 +2 Int), Knowledge (nob)

Commented [EB1000]: +5 (Knight 5) = +5.

Commented [EB1001]: +5 (BAB) +2 (Str) = +7

Commented [EB1002]: Base: Str 14, Dex 8, Co

Commented [EB993]: Expected: 2,500 gp. Actu ... [9]

Commented [EB1003]: 5/2 +3 (Cha) =5

Commented [EB1004]: 2 (level) +1 (human) ... [11]

Commented [EB1005]: (2+1)*(5+3) = 24.[12]

Commented [EB1006]: Expected: 4,300 gp. A ... [13]

Commented [EB1007]: Replaces the 1e versi ... [14]

Fighting Challenge As a swift action, Pwyll can challenge a single opponent (Int 5+, language, CR 3+ or no effect), giving him a +1 morale bonus on Will saves, attack rolls, and damage rolls against that opponent for 8 rounds. If his first chosen foe is defeated or flees the area, he can issue a new challenge to a different foe, but not if the original target is still active. If reduced to 0 or fewer hit points, Pwyll loses 2 additional uses of his knight's challenge ability for the day.

Gorget of Swallows Last potion or elixir consumed: potion of heroism.

Knight's Code Pwyll does not gain a bonus on attack rolls when flanking (although he still confers the benefit of flanking to an ally). Pwyll never strikes a flat-footed opponent. Pwyll never deals lethal damage against a helpless foe.

Shield Block During his action, Pwyll can designate a single opponent as the target of his shield block. His shield bonus to AC increases by +1 against that foe.

Test of Mettle As a swift action, Pwyll can shout a challenge to all enemies (language, Int 5+, CR 3+, line of sight, line of effect), calling out for the mightiest among them to face him in combat. Any enemy within 100 feet must make a successful Will save (DC 15) or attack Pwyll with ranged or melee attacks over other available targets for the next so rounds. Spells or supernatural abilities must target Pwyll or include him in the area of effect. Pwyll gains 1 additional knight's challenge in the same day if he is reduced to 0 or less hit points but survives a test of mettle.

Vigilant Defender Pwyll stands his ground against all enemies, warding the spot where he makes his stand to prevent foes from slipping past and attacking those he protects. If an opponent attempts to use the Tumble skill to move through Pwyll's threatened area or his space without provoking attacks of opportunity, the Tumble check DC to avoid Pwyll's attacks of opportunity increases by +5.

Ducal Court

Gwydion pen Dafwyd

CR 11

Male old Tethyrian human wizard 3/ druid 3 / arcane hierophant 5

LN Medium humanoid (human)

| Init | -1; Senses Listen +11 (+13 near companion familiar), Spot +11 (+13 near companion familiar)

Languages Chondathan, Common (Calant dialect), Draconic, Druidic, Illuskan, Elven, Sylvan

AC 18, touch 9, flat-footed 18

(-1 Dex, +9 armor)

hp 18 (11 HD)

Fort +3, Ref +2, Will +13

Speed 30 ft. (6 squares)

Melee quarterstaff +3 (1d6-3) Base Atk +6; Grp +3

Special Actions spontaneous casting (summon nature's ally

spells), wild shape 3/day (8 hours, Small, Medium, or Large) Druid Spells Prepared (CL 11th)

 $4 th-bite\ of\ the\ wearboar^*$, flame strike (DC 17)

3rd—call lightning (DC 16), entangling staff* (DC 16), greater magic fang, weather eye*

2nd – cat's grace (DC 15), fog cloud, gust of wind (DC 15), one with the land*

1st—cure light wounds x2 (DC 14), faerie fire, longstrider, speak with animals

0th—dawn*, detect poison x2, light, purify food and drink (DC 13), read magic

Wizard Spells Prepared (CL 11th)

4th—detect scrying, scrying (DC 18), fire shield 3rd—arcane sight, dispel magic, fireball (DC 17), lightning bolt (DC 17)

2nd—detect thoughts (DC 16), darkvision (DC 16), knock, whispering wind

1st—alarm, mage armor (DC 15), magic missile, thunderhead*, unseen servant

0th—amanuensis*, dancing lights, detect magic, ghost sound (DC 14)

Abilities Str 5, Dex 9, Con 7, Int 18, Wis 17, Cha 15

SQ channel animal (2/day), companion familiar (dire wolf), ignore arcane spell failure, trackless step, wild empathy +7, woodland stride

Feats Alertness^B, Battle Caster Arc, Magic of the Land^{Row}, Natural Spell, Practiced Spellcaster Arc (druid), Practiced Spellcaster (wizard), Scribe Scroll

Skills Concentration +12, Decipher Script +10, Diplomacy +12,
Gather Information +4, Handle Animal +10, Knowledge
(arcana) +15, Knowledge (local—Sword Coast) +10,
Knowledge (nature) +20, Knowledge (nobility and royalty)
+10, Knowledge (the planes) +10, Listen +11 (+13 near
companion familiar), Ride +9, Spellcraft +20, Spot +11 (+13
near companion familiar), Survival +8 (+10 aboveground,
other planes)

Possessions Gwydion's workbook*, runestaff of the Earthmother*, scales of the Sacred Grove*

Spellbooks In addition to his workbook, Gwydion pen Dafwyd has access to a large range of spells, thanks to the numerous spellbooks he keeps in Castle Daggerford.

Channel Animal (5p) Gwydion can establish a magical conduit between himself and a single animal that he can touch (including his familiar companion). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of from Gwydion, provided that Gwydion has line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the senses of the animal, not Gwydion.

Gwydion can also use this power to deliver touch spells through the animal. Once he casts the spell,

Commented [EB1020]: Base: Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13. After levels: Str 8, Dex 12, Con 10, Int 16, Wis 15, Cha 13. After age modifiers: Str 5, Dex 9, Con 7, Int 18, Wis 17, Cha 15.

Commented [EB1008]: 10 +5/2 +3 (Cha) = 15.

Commented [EB1009]: 5 +3 (Cha) = 8.

Commented [EB1021]: 3 (Drd3) +2 (Cha) +2 Handle Animal synergy = +7.

Commented [EB1022]: 1 (human) +4 (11th level) +1 (Scribe Scroll) =6.

Commented [EB1023]: *Complete Arcane*, page 75. This allows him to wear dragonhide plate without a chance of arcane spell failure.

Commented [EB1024]: Complete Adventurer, page 82.

Commented [EB1025]: (4+4+1)*(3+3)+(2+4+1)*3+(4+4+1)*5=54+21+45=120. Concentration+12 (14-2 Con), Decipher Script+10 (6+4 Int), Diplomacy+12 (8+2 Cha+2 Knowledge [nobility and royalty] synergy), Gather Information+4 (0+2 Cha+2 Knowledge [local] synergy), Handle Animal+10 (8+2 Cha), Knowledge (arcana)+15 (11+4 Int), Knowledge (local—The Sword Coast)+10 (6+4 Int), Knowledge (nature)+20 (14+4+2 nature sense), Knowledge (nobility and royalty)+10 (6+4 Int), Knowledge (the planes)+10 (6+4 Int), Listen+11 (8+3 Wis), Ride+9 (8+1 Dex+2 Handle Animal synergy), Spellcraft+20 (14+4+2 Knowledge [arcana] synergy), Spot+11 (8+3 Wis), Survival+8 (3+3 Wis+2 nature sense) (+10 aboveground, other planes)

Commented [EB1026]: Expected: 21,000 gp. Actual value: 12,300 (*scales of the Sacred Grove*) +6,400 (*runestaff of the Earthmother*, effective value reduced as he can only use 1 of 3 spells) +5,000 (spellbook) = 23,700 gp.

Commented [EB1010]: Races of the Wild, pages 108-

Commented [EB1011]: See Chapter 1, "Alicorn Tower of Mab" for an explanation of the spellcasting tradition in which Gwydion was raised. This also has the effe [15]

Commented [EB1012]: -1 (Dex) = -1.

Commented [EB1013]: 3 * (2.5 -2 = 1 min) + 3 * (4.5-2) +5 * (3.5 -2) = 3 +7.5 +7.5 = 18.

Commented [EB1014]: +1 (Wiz3) +3 (Drd3) +1 (AH5) -2 Con = +3

Commented [EB1015]: +1 (Wiz3) +1 (Drd3) +1 (AH5) -1 Dex = +2

Commented [EB1016]: +3 (Wiz3) +3 (Drd3) +4 (AH5) +3 Wis = +13

Commented [EB1017]: +6 -3 Str = +3.

Commented [EB1018]: +1 (Wiz3) +2 (Drd3) +3 (AH5) = +6.

Commented [EB1019]: +6 (BAB) -3 (Str) = +3

the animal is considered to be holding the charge for the spell (see page 176 of the Player's Handbook).

Ignore Arcane Spell Failure When casting an arcane spell, Gwydion can ignore the arcane spell failure chance for any nonmetallic light or medium armor (e.g. padded, leather, or hide armor).

Trackless Step (Ex) Gwydion leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Wild Empathy (Ex) Gwydion can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Gwydion can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Wild Shape (Su) Gwydion can turn himself into any Small, Medium, or Large animal and back again thrice per day. His options for new forms include all creatures with the animal type. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 8 hours, or until he changes back, Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time he uses wild shape, he regains lost hit points as if he had rested for the night.

Any gear worn or carried by Gwydion melds into the new form and becomes nonfunctional. (Note the beastskin ability of his armor allows him to benefit from its armor bonus at the cost of 1 wild shape usage.) When he reverts to his true form, any objects previously melded into the new form reappear in the same location on his body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet.

The form chosen must be that of an animal Gwydion is familiar with.

Gwydion loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

Woodland Stride (Ex) Gwydion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect

Gwydion's Workbook as above plus 0-all others: 1st-erase. feather fall, identify; 2nd - arcane lock, obscure object, scorching ray, summon monster II; 3rd-clairaudience/clairvoyance,

summon monster III, tongues; 4th—dimensional anchor, ice storm, stoneskin, summon monster IV, wall of fire.

CR-

Gwydion pen Dafwyd's Dire Wolf Companion Familiar N Large magical beast

Init +3; Senses low-light vision, scent, Listen +7, Spot +7

Language speak with master, speak with wolves

AC 14, touch 11, flat-footed 12

(-1 size, +2 Dex, +7 natural)

hp 60 (8 HD)

Fort +9, Ref +9, Will +3; improved evasion

Speed 50 ft. (10 squares)

Melee bite +14 (1d8+12)

Space 10 ft.; Reach 5 ft.

Base Atk +6; Grp +18

Abilities Str 27, Dex 17, Con 17, Int 9, Wis 12, Cha 10

SQ deliver touch spells, empathic link, share spells, tricks

Feats Alertness, Run, Track^B, Weapon Focus (bite)

Skills Hide +5, Listen +7, Move Silently +5, Spot +7, Survival +2 (+6 tracking by scent)

Trip (Ex) If Cuhullin hits with his bite attack, he can attempt to trip his opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the Cuhullin.

Deliver Touch Spells (Su) Cuhullin can deliver touch spells for his master. If Gwydion and Cuhullin are in contact at the time the master casts a touch spell, Gwydion can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. If Gwydion casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) Gwydion has an empathic link with Cuhullin out to a distance of up to 1 mile. Gwydion cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated. Even intelligent familiars see the world differently from humans, so misunderstandings are always possible.

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, Cuhullin takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells (Ex) At Gwydion's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect Cuhullin. The dire wolf must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Cuhullin if the dire wolf moves farther than 5 feet away and will not affect him again, even if it returns to Gwydion before the duration

Additionally, Gwydion may cast a spell with a target of "You" on Cuhullin (as a touch range spell) instead of on himself. Commented [EB1027]: +3 (Dex) = +3.

Commented [EB1028]: +3 (base) +4 (Drd3/AH 5 familiar)

Commented [EB1029]: 4 HD (base) +4 (Wiz3/AH 5

familiar) = 8 HD. (4.5 + 3) * 8 = 60.

Commented [EB1030]: +6 (8 HD animal) +3 Con = +9

Commented [EB1031]: +6 (8 HD animal) +3 Dex = +9

Commented [EB1032]: +2 (8 HD animal) +1 Wis = +3

Commented [EB1033]: +6 +8 Str = +14

Commented [EB1034]: +6 (8 HD animal)

Commented [EB1035]: +6 +8 (Str) +4 (size) = +18

Commented [EB1036]: Base: Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10. 8th level familiar: Str 27, Dex 17, Con 17, Int 9, Wis 12, Cha 10

Commented [EB1037]: Dire Wolf: (2-4)*(6+3) = 9. Hide +4 (4 +2 Dex +2 racial -4 size). Listen +7 (2 +1 Wis +2 racial +2 Alertness), Move Silently +4 (0 +2 Dex +2 racial), Spot +7 (2 +1 Wis +2 racial +2 Alertness), Survival +2 (1+1 Wis) (+6 tracking by scent). (Fixed four unassigned skill points by putting them in Hide.) As a familiar companion: Hide +5 (4 +3 Dex +2 racial -4 size), Listen +7 (2 +1 Wis +2 racial +2 Alertness), Move Silently +5 (0 +3 Dex +2 racial), Spot +7 (2 +1 Wis +2 racial +2 Alertness), Survival +2 (1 +1 Wis) (+6 tracking by scent).

Gwydion and Cuhullin can share spells even if the spells
normally do not affect creatures of the companion's type
(magical beast).

Speak with Master (Ex) Gwydion and Cuhullin can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Wolves (Ex) Cuhullin can communicate with all manner of wolves (including dire wolves, worgs, wolves, and winter wolves). Such communication is limited by the intelligence of the conversing creatures.

Kelson "Darktreader" Floshin CR 7

Male half-gold-elf ranger 5 / hellreaver 19H 2

NG Medium humanoid (elf)

Init +3; Senses low-light vision; Listen +9, Spot +9

Languages Chondathan, Common (Calant dialect), Elven, Infernal, Orcish

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 armor)

hp 33 (7 HD); holy fury

Immune fear (while in holy fury), sleep

Fort +4, Ref +7, Will +5; +2 vs. enchantment spells and effects

Speed 30 ft. (6 squares)

Melee +1 falchion +9/+4 (2d4+3/18-20) (2d4+5/18-20 vs. orcs) (2d4+7/18-20 vs. evil outsiders) and

Melee mwk dagger +8 (1d4+2/19-20) (1d4+4/19-20 vs. orcs)

(1d4+6/19-20 vs. evil outsiders) or

Melee mwk elvencraft composite longbow +8/+3/+8 (1d6+2/1d6+2) (1d6+4/1d6+4 vs. orcs) (1d6+6/1d6+6 vs. evil outsiders)

Ranged mwk elvencraft composite longbow (+2 Str) +11/+6 (1d8+2/x3) (1d8+4/x3 vs orcs) (1d8+6/x3 vs evil outsiders)

Base Atk +7; Grp +9

Special Actions holy fury

Ranger Spells Prepared (CL 2nd)

1st-resist energy (DC 12)

Abilities Str 14, Dex 16, Con 10, Int 12, Wis 13, Cha 8

SQ animal companion (none), favored enemy (outsider [evil], humanoid [orc]), wild empathy +8 (+4 vs. magical beasts with Int 1 or 2)

Feats Combat Reflexes, Endurance, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (falchion)

Skills Bluff -1 (+3 vs. evil outsiders and +1 orcs), Diplomacy +3,
Gather Information +6, Handle Animal +4, Knowledge
(nature) +4, Knowledge (the planes) +5, Listen +9 (+13 vs.
evil outsiders and +11 vs. orcs), Ride +7, Sense Motive +9
(+13 vs. evil outsiders and +11 vs. orcs), Survival +9 (+13
vs. evil outsiders and +11 vs. orcs), Search +2, Spot +9 (+13
vs. evil outsiders and +11 vs. orcs)

Possessions mwk elvencraft* composite longbow (+2 Str), elven chain, +1 falchion, mwk dagger

Animal Companion Kelson chooses not to summon an animal companion, seeing a potential animal companion as more of a vulnerability than an asset when fighting devils.

Holy Fury (Ex) As a free action, Kelson can enter a holy fury, making him immune to fear and his melee attacks goodaligned. He gets 4 holy fury points per encounter.

Furious Strike: As a swift action, Kelson can spend 1 holy fury point to gain a +2 attack bonus and +1d6 damage on his next attack that targets an evil creature.

Divine Succor: As a swift action, Kelson can spend 1 holy fury point to heal 10 points of damage to himself or any good-aligned creature within 20 feet.

Korbus Brightjewel

CR 6

Male rock gnome illusionist 5/maester CAdv 1

CN Small humanoid (gnome)

Init +1; Senses low-light vision; Listen +5, Spot +3

Languages Common (Calant dialect), Gnome, Goblin, Chondathan, Illuskan, Sylvan

AC 16, touch 12, flat-footed 14; +4 AC vs. giants (+2 Dex, +4 armor)

hp 27 (6 HD)

Fort +3, Ref +3, Will +7; +2 vs. illusions

Speed 20 ft. (4 squares)

Melee mwk dagger +1 (1d4-2) (+2 vs. kobolds, goblinoids)

Base Atk +2; Grp +0

Illusionist Spells Prepared (CL 5th, 20% arcane spell failure)

3rd—arcane sight, illusory script (DC 18)

2nd — invisibility (DC 17), magic mouth (DC 17), phantom

1st—alarm, color spray (DC 16), identify, shield
0th—detect magic, ghost sound (DC 15), read magic, silent
portal (DC 15)

Spell-Like Abilities (CL 1st)

1/day—dancing lights, ghost sound (DC 11), prestidigitation (DC 10), speak with animals (burrowing mammal only, duration 1 minute)

Abilities Str 6, Dex 14, Con 15, Int 16, Wis 12, Cha 10. SQ familiar (sapphire gem scarab)

Feats Alertness^B, Attune Gem*, Craft Magic Arms and Armor, Scribe Scroll, Skill Focus (Appraise), Skill Focus (Craft [gemcutting]), Spell Focus (illusion)

Skills Appraise +14 (+16 gems), Concentration +10, Craft (alchemy) +5, Craft (gemcutting) +15 (+17 mwk tools), Knowledge (arcana) +8, Listen +5, Spellcraft +10 (+12 scrolls), Spot +3, Profession (jeweler) +9, Use Magic Device +4 (+8 scrolls)

Possessions chain shirt, mwk dagger, mwk gemcutting tools,
Ulbrent's brightjewel (kiira*)

Ulbrent's Brightjewel (Kiira) spells prepared plus 1st—hold

portal, magic missile, 2nd—hypnotic pattern, 3rd—dispel

magic, displacement

Commented [EB1038]: Tyrants of the Nine He ... [16] Commented [EB1056]: Complete Adventurer, [... [31]] Commented [EB1039]: +3 (Dex) = +3. Commented [EB1057]: Neutral in N5 - Under [32] Commented [EB1040]: Spawn of Dragonspea ... [17] Commented [EB1058]: Player's Guide to Faer (... [33]) Commented [EB1041]: 5 * (4.5 +0) + 2 * (5.5 (... [18]) **Commented [EB1059]:** 5 * (2.5+2) + 1 * (2.5+2) = 27 Commented [EB1042]: +4 (Rgr5) +0 (Hellrea [19] Commented [EB1043]: +4 (Rgr5) +0 (Hellrea ... [20]) Commented [EB1044]: +1 (Rgr5) +3 (Hellrea ... [21] Commented [EB1060]: +1 (Wiz5) +0 (Maestr ... [34]) Commented [EB1061]: +1 (Wiz5) +0 (Maestr ... [35]) Commented [EB1062]: +4 (Wiz5) +2 (Maestr ... [36]) Commented [EB1045]: +7 (BAB) +2 Str +1 (W [22]) Commented [EB1063]: +2 -2 Str +1 (mwk da(... [37]) Commented [EB1064]: +2 (Wiz5) +0 (Maeste ... [38]) Commented [EB1065]: +2 (BAB) -2 (Str) = +0 Commented [EB1046]: +7 (BAB) +2 Str +1 (n(...[23]) Commented [EB1066]: 10 +3 (level) +1 (racia [39]) Commented [EB1047]: +7 (BAB) +2 Str +1 (n [24]) Commented [EB1067]: 10 +2 (level) +1 (racia ... [40]) Commented [EB1068]: 10 +2 (level) +1 (racia ... [41]) Commented [EB1069]: 10 +1 (level) +1 (racia [42]) Commented [EB1048]: +7 (BAB) +3 Dex +1 ((... [25]) Commented [EB1070]: 10 +1 (racial) +1 (Spe ... [43]) Commented [EB1071]: Spell Compendium, page 190. Commented [EB1072]: 10 +1 (racial) +1 (Spe(... [44]) Commented [EB1049]: +5 (Rgr5) +2 (Hellrea ... [26]) Commented [EB1050]: +7 (BAB) +2 (Str) = +9 Commented [EB1073]: 10 +1 (racial) Commented [EB1051]: Base Abilities: Str 14, (... [27]) Commented [EB1074]: Base Str 8, Dex 14, Co ... [45] Commented [EB1052]: 5 (Rgr 5) +1 (Cha) +2 (... [28]) Commented [EB1075]: 3 (6th level) +1 (Scrib Commented [EB1053]: 3 (7th level) +3 (Rgr5) = 6. Commented [EB1076]: (2+3)*(5+3)+(4+(...[47])

Commented [EB1054]: (6+1)*(5+3)+(2+(...[29])

Commented [EB1077]: Expected: 5,600 gp. A ... [48]

Commented [EB1078]: FR11 – Dwarves Deep [49]
Commented [EB1055]: Expected: 7,200 gp. A(... [30])

Illusionist Korbus has specialized in the school of Illusion. His prohibited schools are Conjuration and Necromancy. He can prepare one additional Illusion spell per spell level each day.

 $\label{thm:continuous} \textbf{Familiar} \ Korbus \ has \ a \ sapphire \ gem \ scarab \ familiar \ named$ $\ Jewelbug.$

Quick Crafting (Ex) A maester can craft magic items in half the normal time required (one day per 2,000 gp in the item's base price; minimum one day).

Jewelbug

CR —

Korbus's Sapphire Gem Scarab MM5 Familiar

N Small magical beast

Init +1; Senses tremorsense 30 ft.; Listen +6, Spot +4

Languages speak with master, speak with insects

AC 20, touch 11, flat-footed 20

(+1 size, +9 natural)

hp 13 (6 HD)

Fort +6, Ref +3, Will +8; improved evasion

Speed 40 ft. (8 squares), fly 60 ft. (average), burrow 15 ft., climb 10 ft.

Melee bite +2 (1d4-1)

Base Atk +2; Grp +1

Spell-Like Abilities (CL 2nd)

6/day - ray of frost (+3 ranged touch)

Abilities Str 9, Dex 10, Con 16, Int 9, Wis 15, Cha 10

SQ deliver touch spells, empathic link, share spells

Feats Alertness

Feat: Attune Gem [Item Creation]

You can magically imbue gems to hold a spell until triggered.

Prerequisite: Intelligence 13+, Craft (gemcutting) skill, arcane spellcaster level 3rd+.

Benefit: You can store an arcane spell in a gem. You must have the spell available to cast (prepared if you must prepare spells; known otherwise) and must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay the cost upon beginning the attunement in addition to the XP cost for making the attuned gem itself. Likewise, material components are consumed when you begin casting, but focuses are not. (A focus used in attuning a gem can be reused.) The caster level of the spell must be sufficient to cast the spell in question and no higher than your own caster level.

A gem can only be attuned with a single spell. The gem must have a minimum value equal to 50 gp per level of the spell to be stored. The base price of an attuned gem (not including the gem's inherent value) is equal to 50 gp per spell level times the caster level. You must spend 1/25 of the base price in XP and use up raw materials costing half this base price. Attunement requires 1 hour plus the spell's normal casting time. The magic gem's market price equals its base price plus its inherent value as a gem.

Skills | Appraise +7 (+9 gems), Climb +9, Concentration +11, Hide +7 (+15 in sand), Knowledge (arcana) +4, Listen +6, Spellcraft +6 (+8 scrolls), Spot +4, Use Magic Device +4 (+8 scrolls)

Deliver Touch Spells (Su) Jewelbug can deliver touch spells for his master. If Korbus and Jewelbug are in contact at the time the master casts a touch spell, Korbus can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if Korbus casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) Korbus has an empathic link with Jewelbug out to a distance of up to 1 mile. Korbus cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content (such as fear, hunger, happiness, curiosity) can be communicated. Even intelligent familiars see the world differently from humans, so misunderstandings are always possible.

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, Jewelbug takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells (Ex) At Korbus's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect Jewelbug. The gem scarab must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting Jewelbug if the gem scarab moves farther than 5 feet away and will not affect him again, even if it returns to Korbus before the duration expires.

Additionally, Korbus may cast a spell with a target of "You" on Jewelbug (as a touch range spell) instead of on himself. Korbus and Jewelbug can share spells even if the spells normally do not affect creatures of the companion's type (magical beast).

Speak with Master (Ex) Jewelbug and Korbus can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Insects (Ex) Jewelbug can communicate with all manner of insect-like creatures. Such communication is limited by the intelligence of the conversing creatures (meaning true vermin are incapable of communication).

Llewellyn Longhand

CR 8

Male middle-aged Illuskan human knight $^{\rm PH2}$ 8

NG Medium humanoid (human)

Init +1; Senses Listen +0, Spot +0

Languages Chondathan, Common (Calant dialect)

AC 23, touch 11, flat-footed 22; shield block +1

(+1 Dex, +9 armor, +3 shield)

hp 60 (8 HD)

Fort +3, Ref +3, Will +6

Commented [EB1089]: Gem Scarab: (2 +0 -5) * (2 +3) = 5. Climb +9 (0 +0 Str +10 racial), Hide +7 (+15 in sand) (3 +0 Dex +4 Size), Listen +6 (2 +2 Wis +2 Alertness), Spot +4 (0 +2 Wis +3 Alertness), As a familiar: Appraise +7 (8 -1) (+9 gems), Climb +9 (0 +0 Str +10 racial), Concentration +11 (8 +3 Con), Hide +7 (+15 in sand) (3 +0 Dex +4 Size), Knowledge (arcana) +4 (5 -1 Int), Listen +6 (2 +2 Wis +2 Alertness), Spellcraft +6 (5 -1 Int +2 Knowledge [arcana] synergy) (+8 scrolls), Spot +4 (0 +2 Wis +3 Alertness), Use Magic Device +4 (4 +0 Cha) (+8

Commented [EB1079]: Monster Manual V, pages 62-63.

Commented [EB1080]: +5 (base) +4 (familiar)

Commented [EB1081]: hp = 27/2, HD = 5.

Commented [EB1082]: +3 (gem scarab base) +3 Con

Commented [EB1083]: +3 (gem scarab base) +0 Dex

Commented [EB1084]: +6 (master) +2 Wis = +8

Commented [EB1085]: +2 (BAB) +0 (Dex) = +2

Commented [EB1086]: +2 (master's BAB).

Commented [EB1087]: Base: Str 9, Dex 10, Con 16, Int 1, Wis 15, Cha 10. 8th level familiar: Int 9.

Commented [EB1088]: Magic of Faerûn, page 21.

Commented [EB1090]: 8 * (6.5+1) = 60.

Commented [EB1091]: +2 (Knight 8) +1 Con = +3

Commented [EB1092]: +2 (Knight 8) +1 Dex = +3

Commented [EB1093]: +6 (Knight 8) +0 Wis = +6

Speed 20 ft. (4 squares)

Melee +1 lance +12/+7 (1d8+3/x3) or

Melee +1 longsword +11/+6 (1d8+3/19-20)

Ranged mwk composite shortblow [+2] +9/+4 (1d6+2/x3)

Base Atk +8; Grp +10

Space 5 ft.; Reach 5 ft. (10 ft. with lance)

Atk Options call to battle, fighting challenge +2, shield ally, Spirited Charge, test of mettle, Trample

Abilities Str 14, Dex 12, Con 12, Int 11, Wis 10, Cha 15

SQ armor mastery, bulwark of defense, knight's challenge 6/day, knight's code, vigilant defender

Feats Mounted Combat, Spirited Charge, Precise Shot, Ride-by-Attack, Trample, Weapon Focus (lance)

Skills Diplomacy +4, Handle Animal +13, Knowledge (nobility and royalty) +11, Ride +14

Possessions 20 arrows, +1 heavy steel shield, +1 full plate, +1 lance, lesser crystal of illumination*, +1 longsword, mwk composite shortblow [+2]

Armor Mastery Llewellyn can wear his armor like a second skin and ignore the standard speed reduction for wearing medium armor.

Bulwark of Defense An opponent that begins its turn in the area threatened by Llewellyn treats all the squares that Llewellyn threatens as difficult terrain.

Call to Battle (Ex) As a swift action, Llewellyn can expend one use of his knight's challenge ability to grant an ally another save against a fear effect with a +2 bonus. If the target succeeds on this save, he gains the benefit for a successful save against the attack or spell.

Fighting Challenge As a swift action, Llewellyn can challenge a single opponent (Int 5+, language, CR 3+ or no effect), giving him a +2 morale bonus on Will saves, attack rolls, and damage rolls against that opponent for 8 rounds. If his first chosen foe is defeated or flees the area, he can issue a new challenge to a different foe, but not if the original target is still active. If reduced to 0 or fewer hit points, Llewellyn loses 2 additional uses of his knight's challenge ability for the day

Knight's Code Llewellyn does not gain a bonus on attack rolls when flanking (although he still confers the benefit of flanking to an ally). Llewellyn never strikes a flat-footed opponent. Llewellyn never deals lethal damage against a helpless foe.

Shield Ally (Ex) As an immediate action, Llewellyn can opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before his next turn, Llewellyn can take half this damage on himself. The target takes the other half as normal. Llewellyn can only absorb damage from physical melee attacks and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

Shield Block During his action, Llewellyn can designate a single opponent as the target of his shield block. His shield bonus to AC increases by +1 against that foe.

Test of Mettle As a swift action, Llewellyn can shout a challenge to all enemies (language, Int 5+, CR 3+, line of sight, line of effect), calling out for the mightiest among them to face him in combat. Any enemy within 100 feet must make a successful Will save (DC 16) or attack Llewellyn with ranged or melee attacks over other available targets for the next rounds. Spells or supernatural abilities must target Llewellyn or include him in the area of effect. Llewellyn gains 1 additional knight's challenge in the same day if he is reduced to 0 or less hit points but survives a test of mettle.

Vigilant Defender Llewellyn stands his ground against all enemies, warding the spot where he makes his stand to prevent foes from slipping past and attacking those he protects. If an opponent attempts to use the Tumble skill to move through Llewellyn's threatened area or his space without provoking attacks of opportunity, the Tumble check DC to avoid Llewellyn's attacks of opportunity increases by +5.

Daggerford Armed Forces

Arayndar Delimbiyr

CR3

Male Tethyrian human duskbladePH2 3

CN Medium humanoid (elf, human)

Init +1; Senses low-light vision; Listen -1, Spot -1

Languages Chondathan, Common (Calant dialect), Draconic, Elven

AC 17, touch 11, flat-footed 16; Dodge, Mobility (+1 Dex, +5 armor, +1 shield)

hp 16 (3 HD)

Fort +4, Ref +2, Will +2

Speed 30 ft. (6 squares)

Melee mwk longsword +6 (1d8+2)

Base Atk +3; Grp +5

Duskblade Spells Prepared (CL 3rd)

1st (5/day)—burning hands (DC 13), chill touch (DC 13, +5 touch), true strike, swift expeditious retreat

Feat: Elf Heritage [Racial]

Your elf heritage is more prominent than in others of your kind.

Prerequisite: Elf-descended race.

Benefit: You are treated as a humanoid with the elf subtype for the purpose of adjudicating all effects. If you are not a humanoid, your type changes to humanoid and you gain the elf subtype. If you are already a humanoid, you gain the elf subtype. In either case, you retain any other subtypes you had (such as human or extraplanar), and you retain any traits common to all creatures of your original type (such as bonus skill points).

You gain low-light vision.

Special: You may only take this feat as a 1st-level character.

Commented [EB1094]: +8 (BAB) +2 Str +1 (Weapon Focus) +1 (+1 lance) = +12

Commented [EB1095]: +8 (BAB) +2 Str +1 (+1 longsword) = +11

Commented [EB1096]: +8 (BAB) +1 Dex = +9

Commented [EB1097]: +8 (Knight 8) = +8.

Commented [EB1098]: +8 (BAB) +2 (Str) = +10

Commented [EB1105]: 10 +8/2 +2 (Cha) = 16.

Commented [EB1099]: Base: Str 15, Dex 13, Con 12, Int 10, Wis 8, Cha 14. After level: Str 15, Dex 13, Con 13, Int 10, Wis 9, Cha 14. After age: Str 14, Dex 12, Con 12, Int 11, Wis 10, Cha 15.

Commented [EB1106]: 5 +2 (Cha) = 7.

Commented [EB1100]: 8/2 +2 (Cha) = 6

Commented [**EB1101**]: 3 (level) +1 (human) +2 (knight 8) = 6.

Commented [EB1102]: (2+0+1)*(8+3)=33. Diplomacy +4 $(0+2 \operatorname{Cha} +2 \operatorname{Knowledge} [\operatorname{nobility}$ and royalty] synergy), Handle Animal +13 $(11+2 \operatorname{Cha})$, Knowledge (nobility and royalty) +11 $(11+0 \operatorname{Int})$, Ride +14 $(11+1 \operatorname{Dex} +2 \operatorname{Handle} \operatorname{Animal}$ synergy)

Commented [EB1103]: Expected: 9,400 gp. Actual value: 1 (20 arrows) +1,170 (+1 heavy steel shield) +2,650 (+1 full plate) +2,310 (+1 lance) +400 (lesser crystal of illumination) +2,315 (+1 longsword) +525 (mwk composite shortblow [+2]) = 9,371 gp.

Commented [EB1104]: +2 Cha

Commented [EB1107]: 3 * (4.5 +1) = 16.5

Commented [EB1108]: +3 (Dusk 3) +1 (Con)

Commented [EB1109]: +1 (Dusk 3) +1 (Dex)

Commented [EB1110]: +3 (Dusk 3) -1 (Con)

Commented [EB1111]: +3 (BAB) +2 (Str) +1 (mwk longsword) = +6.

Commented [EB1112]: Spell Compendium, page 85. Alternatively, use expeditious retreat.

Commented [EB1113]: Patterned after Human Heritage, *Races of Destiny*, page 152.

0th (5/day) - acid splash (+4 ranged touch), disrupt undead (+4 ranged touch), ray of frost (+4 ranged touch), touch of fatigue (DC 12, +5 touch) Spell-Like Abilities (CL 3rd) 5/day (total) - dancing lights, detect magic, flare (DC 12), ghost sound (DC 12), read magic Abilities Str 15, Dex 13, Con 12, Int 14, Wis 8, Cha 10 SQ armored mage, arcane channeling Feats Combat Casting^B, Dodge, Elf Heritage*, Mobility Skills Climb +7, Concentration +6, Knowledge (arcana) +7, Ride +6, Jump +7, Spellcraft +, Tumble +3 Possessions light steel shield, +1 mithral shirt, mwk longsword, potion of cure light wounds, scroll of magic weapon Armored Mage (Ex) Arayndar's limited focus and specialized training allows him to avoid arcane spell failure while employing light armor and light shields. Arcane Channeling (Su) Arayndar can use a standard action to cast any touch spell he knows and deliver the spell through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved. CR4

Ducal Soldier Illuskan or Tethyrian human warrior 5 Usually LN Medium humanoid (human) Init +0; Senses Listen +4, Spot +4 Languages Chondathan, Common (Calant dialect) AC 17, touch 10, flat-footed 17 (+0 Dex, +5 armor, +2 shield) hp 30 (5 HD) Fort +5, Ref +1, Will +1 Speed 20 ft. (4 squares) Melee mwk longsword +7 (1d8+1/19-20)

Ranged mwk composite shortbow [+1] +6 (1d6+1) Base Atk +5; Grp +6 Abilities Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 8

Feats Alertness, Mounted Combat, Toughness Skills Climb +0, Handle Animal +3, Intimidate +3, Listen +4,

Spot +4, Ride +4 Possessions mwk chain mail, mwk heavy steel shield, mwk longsword, oil of magic weapon, potion of cure light wounds, mwk composite shortbow [+1] and 20 arrows

Lawblade Illuskan or Tethyrian human warrior 2

Usually LN Medium humanoid (human) Init -1; Senses Listen +2, Spot +2 Languages Chondathan, Common (Calant dialect)

AC 15, touch 9, flat-footed 16 (-1 Dex, +5 armor, +1 shield)

hp 14 (2 HD) Fort +2, Ref -1, Will -1 Speed 20 ft. (4 squares)

Melee short sword +3 (1d6+1/19-20) or

Melee club +3 (1d6+1)

Base Atk +2; Grp +3

Abilities Str 13, Dex 8, Con 11, Int 10, Wis 9, Cha 12

Feats Skill Focus (Sense Motive), Toughness

Skills Gather Information +3, Intimidate +4, Listen +2, Sense Motive +4, Spot +2

Possessions chain mail, club, light steel shield, short sword

Rauthgar Thundersworn

CR6

CR7

Male Illuskan variant w ranger 6 LN Medium humanoid (human)

Init +2; Senses Listen +7, Spot +7

Languages Chondathan, Common (Calant dialect)

AC 18, touch 12, flat-footed 16; Two-Weapon Defense (+2 Dex, +5 armor, +1 shield)

hp 21 (6 HD)

Fort +4, Ref +7, Will +4

Speed 40 ft. (8 squares)

Melee +1 longsword +7/+2 (1d8+2/19-20) (1d8+4/19-20 vs. humanoid [human])(1d8+6/19-20 vs. humanoid[orc]) and

Melee +1 short sword +6 (1d6+2/19-20) (1d6+4/19-20 vs. humanoid [human])(1d6+4/19-20 vs. humanoid[orc])

Base Atk +6; Grp +7

Abilities Str 13, Dex 15, Con 9, Int 10, Wis 14, Cha 12

SQ animal companion (none), favored enemy (humanoid [human], humanoid [orc]), wild empathy +9 (+5 vs. magical beasts with Int 1 or 2)

Feats Endurance, Improved Two-Weapon Fighting, Skill Focus (Gather Information), Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Urban Tracking

Skills Bluff +3 (+5 vs. humanoid [human],+7 vs. humanoid [orc]), Gather Information +10, Handle Animal +6, Knowledge (local-Sword Coast) +4, Knowledge (nature) +7, Listen +7 (+9 vs. humanoid [human],+11 vs. humanoid [orc]), Ride +4, Search +5, Sense Motive +6 (+8 vs. humanoid [human],+10 vs. humanoid [orc]), Spot +7 (+9 vs. humanoid [human],+11 vs. humanoid [orc]), Survival +11 (+13 aboveground, following tracks, humanoid [human], +15 humanoid [orc])

Possessions +1 chain shirt, +1 longsword, +1 short sword

Animal Companion Rauthgar chooses not to summon an animal companion while he resides primarily in town.

Sherlen Spearslayer

Female Tethyrian fighter 7

LN Medium humanoid (human)

Init +6; Senses Listen +3, Spot +3

Languages Chondathan, Common (Calant dialect)

AC 20, touch 12, flat-footed 18; Dodge (+2 Dex, +6 armor, +2 shield)

Commented [EB1134]: +2 (BAB) +1 (Str) = +3

Commented [EB1135]: +2 (BAB) +1 (Str) = +3

Commented [EB1136]: 1 (human) +1 (War2) = 2.

Commented [EB1137]: (2+3)*(2+0+1) = 1[...[60]

Commented [EB1114]: 2 (3rd level) +1 (Dusl ... [50])

Commented [EB1138]: Expected: ? (>120 gp) ... [61]

Commented [EB1115]: (3+3)*(2+2+1) = 3(...[51])

Commented [EB1139]: Complete Warrior, page 13.

Commented [EB1116]: Expected Value: 2,50(... [52])

Commented [EB1140]: +2 (Dex) = +2.

Commented [EB1141]: 6 * (4.5-1) = 21

Commented [EB1142]: +5 (Rgr6) -1 Con = +4

Commented [EB1143]: +5 (Rgr6) +2 Dex = +7

Commented [EB1144]: +2 (Rgr6) +2 Wis = +4

Commented [EB1145]: +6 (BAB) +1 Str +1 (W ... [62])

Commented [EB1146]: +6 (Rgr6) = +6.

Commented [EB1147]: +6 (BAB) +1 (Str) = +7

Commented [EB1148]: Base Abilities: Str 15, (... [63])

Commented [EB1117]: +0 (Dex) = +0.

Commented [EB1149]: 6 (Rgr 6) +1 (Cha) +2 [64]

Commented [EB1150]: 1 (human) +3 (6th lev ... [65])

Commented [EB1118]: 5 * (4.5+1) +3 (Tough

Commented [EB1119]: +4 (War5) +1 Con = +5

Commented [EB1120]: +1 (War5) +0 Dex = +1

Commented [EB1121]: +1 (War5) +0 Wis = +1

Commented [EB1151]: (6+0+1)*(6+3) = (...[66])

Commented [EB1122]: +5 (BAB) +1 Str +1 (n(... [54])

Commented [EB1123]: +5 (BAB) +0 Dex +1 (... [55]

Commented [EB1124]: +5 (War5) = +5.

Commented [EB1125]: +5 (BAB) +1 (Str) = +6

Commented [EB1126]: Base: Str 13, Dex 11, (... [56])

Commented [EB1127]: 1 (human) +2 (War 5) = 3

Commented [EB1128]: (2+0+1)*(5+3)=2....[57]

Commented [EB1129]: Expected: Unclear. 3,3

Commented [EB1152]: Expected: 5,600 gp. A(... [67])

Commented [EB1153]: +2 (Dex) +4 (Improve ... [68])

Commented [EB1130]: 2 * (4.5 +1) +3 (Tough ... [59]

Commented [EB1131]: +3 (War2) -1 Con = +2

Commented [EB1132]: +0 (War2) -1 Dex = -1

Commented [EB1133]: +0 (War2) -1 Wis = -1

CR 1

Feat: Urban Tracking [General]

You can track down the location of missing persons or wanted individuals within communities.

Benefit: To find an individual's trail, or to follow a trail for 1 hour, requires a Gather Information check. You must make another Gather Information check every hour you search, as well as each time the trail becomes more difficult to follow, such as when it takes you to a different part of town. The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the prevailing conditions. If you fail a check, you can retry after 1 hour of questioning; the DM should roll the number of checks required secretly, so that the player doesn't know exactly how much time the task will require. You can cut the time between Gather Information checks in half (from 1 hour to 30 minutes), but you take a -5 penalty on the check. Obviously, this feat will not allow you to locate someone who has gone beyond the boundaries of the community, but it could inform you that they've done so.

Community Size DC	Checks Required	
Thorp, hamlet, or village	5	1d3
Small town or large town*	10	1d4+1
Small city or large city	15	1d6+1
Metropolis 20	1d8+2	
* e g Daggerford		

DC Modifier Community Size Ever three creatures in a group being sought Every 24 hours group has been missing/sought +1 Tracked group "lies low" +2 Tracked group matches community's primary racial demographic +2 Tracked group does not match community's

hp 45 (7 HD)

Fort +6, Ref +4, Will +1

Speed 30 ft. (6 squares)

Melee mwk longspear +11/+6 (1d8+4/x3)

primary racial demographic

Base Atk +7; Grp +9

Atk Options Cleave, Great Cleave, Power Attack

Abilities Str 15, Dex 14, Con 13, Int 10, Wis 9, Cha 12

Feats Alertness, Dodge, Cleave, Great Cleave, Power Attack,

Improved Initiative, Weapon Focus (longspear), Weapon Specialization (longspear)

Skills Gather Information +4, Knowledge (local – Sword Coast) +2, Jump +12, Listen +3, Ride +3, Spot +3, Swim +3, Tumble

Possessions boots of striding and springing, +1 chainmail, mwk heavy steel shield, mwk longspear

Council of Guildmasters

Derval "Ironeater" Ironaxe

CR 10 Male old shield dwarf fighter 7/battlesmithRos 3

LN Medium humanoid (dwarf)

AC 23, touch 10, flat-footed 23; +4 dodge bonus against giants

Init +3; Senses darkvision 60 ft.; Listen +2, Spot +2

(-1 Dex, +10 armor, +3 shield, +1 sacred) hp 85 (10 HD)

Languages Chondathan, Common (Calant dialect), Dwarven,

Halfling

Fort +9, Ref +2, Will +5; +2 against poison, spells, and spell-like abilities

Speed 20 ft. (4 squares)

Melee +2 dwarvencraft returning warhammer +16/+11 (1d8+7/x3)

Ranged +2 dwarvencraft returning warhammer +12 (1d8+7/x3)

Base Atk +10; Grp +13

Atk Options Cleave, Power Attack

Abilities Str 16, Dex 8, Con 16, Int 12, Wis 14, Cha 8

SQ forged in fire, one with the hammer, shield dwarf traits

Feats Craft Magic Arms and Armor, Cleave, Endurance, Improved Initiative, Ironstar Bloodline, Magical Artisan, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Appraise +3 (+5 related to Stone/Metal/Armor/Weapons), Craft (armorsmithing) +18, Craft (stonemasonry) +4, Craft (weaponsmithing) +18, Knowledge (arcana) +8, Search +1 (+3 notice unusual stonework)

Possessions +2 dwarvencraft* returning warhammer, +2 full plate, +1 heavy steel shield, ring of adamantine touch*

Forged in Fire (Ex) Derval is inured to the effects of fatigue and exhaustion, and can ignore their effects for three hours. At the end of this time, if the condition remains, Derval succumbs to their effects.

One with the Hammer (Ex) When wielding a warhammer he has crafted himself, Derval adds +2 (equal to his Wisdom bonus) to damage dealt by the weapon.

Shield Dwarf Traits (Ex) stonecunning, stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. orcs and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type.

Elyshyar Delimbiyr

Male middle-aged Tethyrian human commoner 3

CR 2

NG Medium humanoid (human)

Init -1; Senses Listen +2, Spot +2

Languages Chondathan, Common (Calant dialect), Halfling

AC 14, touch 9, flat-footed 14 (-1 Dex, +4 armor, +1 shield)

hp 7 (3 HD)

Fort +1, Ref +0, Will +2

Speed 30 ft. (6 squares)

Melee mwk dagger -1 (1d6-2)

Ranged mwk dagger +0 (1d4-2)

Base Atk +1; Grp -1

Abilities Str 7, Dex 8, Con 9, Int 14, Wis 12, Cha 13

Commented [EB1169]: -1 (Dex) +4 (Improved Initiative) = +3.

Commented [EB1154]: Cityscape, page 64.

Commented [EB1170]: Variant southern Sword Coast region, as described in Chapter 1.

Commented [EB1171]: 7*(5.5+3)+3*(5.5+3)=85

Commented [EB1172]: +5 (Ftr7) +1 (Battlesmith 3)

Commented [EB1173]: +2 (Ftr7) +1 (Battlesr ... [76])

Commented [EB1174]: +2 (Ftr7) +1 (Battlesn ... [77]

Commented [EB1175]: +10 (BAB) +3 Str +1 (... [78])

Commented [EB1176]: +10 (BAB) -1 Dex +1 (... [79])

Commented [EB1177]: +7 (Ftr7) +3 (Battlesn ... [80])

Commented [EB1178]: +10 (BAB) +3 (Str) = +9

Commented [EB1179]: Base Abilities: Str 15, [81]

Commented [EB1180]: 4 (10th level) +4 (Ftr (... [82])

Commented [EB1155]: Dungeon Master's Gui [69]

Commented [EB1181]: (2 + 1) * (7 + 3) + (2 + ... [83])

Commented [EB1182]: Expected: 16,000 gp. (... [84])

Commented [EB1156]: Dungeon Master's Gui (... [70])

Commented [EB1157]: 7*(5.5+1) = 45.5

Commented [EB1158]: +5 (Ftr7) +1 Con = +6

Commented [EB1159]: +2 (Ftr7) +2 Dex = +4

Commented [EB1160]: +2 (Ftr7) -1 Wis = +1

Commented [EB1161]: +7 (BAB) +2 Str +1 (W

Commented [EB1162]: +7 (Ftr7) = +7.

Commented [EB1163]: +7 (BAB) +2 (Str) = +9 Commented [EB1164]: Base Abilities: Str 15, [72]

Commented [EB1165]: 1 (human) +3 (7th lev [73])

Commented [EB1166]: (2+0+1)*(7+3) = ?...[74]

Commented [EB1183]: 3*(2.5+0) = 7.5

Commented [EB1184]: +1 (Com3) +0 Con = +1

Commented [EB1185]: +1 (Com3) -1 Dex = +0

Commented [EB1186]: +1 (Com3) +1 Wis = +2

Commented [EB1167]: Expected: 7,200 gp. A

Commented [EB1187]: +1 (BAB) -2 (Str) = -1

Commented [EB1188]: +1 (BAB) -1 (Dex) = +0

Commented [EB1189]: +1 (Com 3) = +1 Commented [EB1190]: +1 (BAB) -2 Str = -1

Commented [EB1191]: Base: Str 8, Dex 9, Cor ... [85]

Commented [EB1168]: Races of Stone, pages 97-99.

Feat: Ironstar Bloodline [General]

You are descended from the shield dwarves of Clan Ironstar, famed for their smithcraft and their command of magic.

Prerequisite: Shield dwarf.

Benefits: Knowledge (arcana) is always a class skill. You receive a +2 circumstance bonus to Craft (armorsmithing), Craft (weaponsmithing), and Knowledge (arcana) checks. You may choose between the following racial traits: -2 Charisma (normal), -2 Intelligence, or -2 Wisdom.

Normal: Shield dwarves have the following racial trait: -2

Special: You may only take this feat as a 1st-level

Feat: Magical Artisan [General]

You have mastered the method of creating a ceratin kind of magic item

Prerequisite: Any item creation feat.

Benefits: Choose one item creation feat that you possess When you make an item with that feat, you pay only 75% of the normal cost to create the item.

Special: You may gain Magial Artisan multiple times. Each time you take the feat, it applies to a new item creation

Feats Armor Proficiency (light), Skill Focus (Profession

Skills Gather Information +4, Knowledge (local—Sword Coast) +5, Gather Information +4, Listen +2, Profession (innkeeper) +10, Ride +3, Spot +2

Possessions mwk chain shirt, mwk dagger, light wooden shield

Fulbar Hardcheese

CR 11

Male lightfoot halfling rogue 11

CN Small humanoid (halfling)

Init +4; Senses Listen +15, Spot +13

Languages Chondathan, Common (Calant dialect), Halfling

AC 19, touch 15, flat-footed 15; Dodge, Mobility, +3 dodge bonus vs. traps, improved uncanny dodge, uncanny dodge (+1 size, +4 Dex, +4 armor)

hp 49 (11 HD)

Fort +9, Ref +12 (+15 vs. traps), Will +3; evasion, +2 vs. fear, slippery mind

Speed 20 ft. (4 squares)

Melee +1 shadowstrike short sword +14/+9 (1d6+2/19-20)

Ranged mwk sling +15/+10 (1d3+1)

Base Atk +8; Grp +5

Attack Options sneak attack +6d6, Spring Attack

Abilities Str 12, Dex 18, Con 12, Int 14, Wis 8, Cha 10

SO trapfinding

Feats Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Balance +13, Climb +10, Disable Device +18, Hide +22,

Jump +12, Listen +15, Move Silently +20, Open Lock +18, Profession +13, Search +15, Spot +13, Survival -1 (+1 following tracks), Tumble +13

Possessions mithral shirt, mwk sling and 10 bullets, Quietstrike*

Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, Fulbar takes no damage if he makes a successful saving throw.

Improved Uncanny Dodge (Ex) Fulbar can no longer be flanked. This defense denies another rogue the ability to sneak attack Fulbar by flanking him, unless the attacker has at least four more rogue levels than the target does.

Slippery Mind (Ex) Fulbar can wriggle free from magical effects that would otherwise control or compel him. If Fulbar is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

Trapfinding (Ex) Fulbar can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Uncanny Dodge (Ex) Fulbar 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. However, he still loses his Dexterity bonus to AC if immobilized.

Tarn Urmbrusk

CR8

Male middle-aged Illuskan human aristocrat 5 / expert 1 / merchant princePoF 3

LE Medium humanoid (human)

Init +0; Senses Listen +1, Spot +1

Languages Alzhedo, Chondathan, Common (Calant dialect), Halfling, Illuskan

AC 15, touch 10, flat-footed 15 (+0 Dex, +5 armor)

hp 45 (9 HD)

Fort +3, Ref +4, Will +8; +2 vs. compulsion and fear; Business Savvy

Speed 30 ft. (6 squares)

Melee +1 short sword +6 (1d6+1/19-20)

Base Atk +5; Grp +5

Atk Options Business Savvy

Merchant Prince Spells Prepared (CL 3rd)

2nd — undetectable alignment

1st—comprehend languages, purify food and drink

Abilities Str 11, Dex 8 (10 with gloves), Con 12, Int 16, Wis 12,

SQ mercantile knowledge +5, profit check +19

Feats Business Savvy, Favored in Guild, Negotiator, Persuastive, Skill Focus (Profession [merchant])

Skills Appraise +10, Bluff +12, Concentration +6, Craft (any) +4, Decipher Script +7, Diplomacy +18, Disguise +3 (+5 in character), Forgery +10, Gather Information +15, Intimidate +7, Knowledge (local-Sword Coast) +9, Knowledge (local – Waterdeep) +9, Knowledge (nobility

Commented [EB1208]: Expected: 21,000 gp. Actual value: 1,100 (mithral shirt) +300.1 (mwk sling and 10 bullets) +19,710 (Quietstrike) = 21,110.1 gp.

Commented [EB1192]: FR11 - Dwarves Deep, pages 7, 13, 46, 55-56, 60, 64.

Commented [EB1193]: Player's Guide to Faerûn, page

Commented [EB1194]: 1 (human) +2 (Com3) = 2.

Commented [EB1209]: Power of Faerûn, page 71-74.

Commented [EB1195]: (3+3)*(2+2+1) = 30. Gather Information +4 (3cc +1 Cha), Knowledge (local---Sword Coast) +5 (3cc +2 Int), Gather Information +4 (3cc +1 Cha), Listen +2 (1 +1 Wis), Profession (innkeeper) +10 (6 +1 Wis +3 Skill Focus), Ride +3 (4 -1 Dex), Spot +2 (1

Commented [EB1196]: Expected: Unclear. Actual: 300 (mwk club) +3 (light wooden shield) +250 (mwk chain shirt) +302 (mwk dagger) = 855, which is less than a 1st level NPC.

Commented [EB1210]: 5 * (4.5 +1) +1 * (3.5 +1) +3 * (3.5 + 1) = 27.5 + 4.5 + 13.5 = 45.5

Commented [EB1211]: +1 (Ari5) +0 (Exp1) +1 (MP3)

Commented [EB1212]: +1 (Ari5) +0 (Exp1) +3 (MP3) +0 Dex = +4

Commented [EB1213]: +4 (Ari5) +2 (Exp1) + ... [93]

Commented [EB1214]: +5 (BAB) +0 (Str) +1 (... [94])

Commented [EB1215]: +3 (Ari5) +0 (Exp1) + ... [95]

Commented [EB1216]: +5 (BAB) +0 Str = +5

Commented [EB1197]: 11*(3.5+1) = 49.5

Commented [EB1198]: +7 (Rog11) +1 Con +1 ... [86] Commented [EB1199]: +7 (Rog11) +4 Dex +1 [87]

Commented [EB1200]: +3(Rog11) -1 Wis +1 (... [88])

Commented [EB1217]: Base: Str 12, Dex 8, Co... [96]

Commented [EB1201]: +8 (BAB) +4 Dex +1 (.... [89])

Commented [EB1202]: +8 (BAB) +4 Dex +1 ((... [90])

Commented [EB1218]: 3 (merchant prince 3) ... [97]

Commented [EB1219]: +15 (Profession [mer ... [98])

Commented [EB1203]: +8 (Rog11) = +8.

Commented [EB1204]: +8 (BAB) +1 (Str) -4 size = +5

Commented [EB1220]: 1 (human) +4 (9th level) = 5. Commented [EB1205]: Base: Str 13, Dex 15, (... [91])

Commented [EB1221]: (5+3) * (4+2+1) +1 * ... [99]

Commented [EB1206]: 4 (11th level) = 4.

Commented [EB1207]: (8 + 2) * (11 + 3) = 14(...[92])

and royalty) +9, Profession (merchant) +15, Ride +5, Sense Motive +10

Possessions gloves of Dexterity +2, +1 mithral shirt, +1 short sword

Favored in Guild (Ex) Tarn is a member in good standing in the Knights of the Shield, a criminal guild. His selected associated skill is Gather Information. His fringe benefit is that membership in the Knights of the Shield opens up new options for black marketeering. Once every character level, Tarn can purchase any product or servie for 75% of its actual price in any city in which the Knights of the Shield maintain a guildhouse (e.g. a high-ranking Knight of the Shield in residence).

Master of Commerce (Ex) Tarn has mastered the art of commerce. He receives a +6 insight bonus on his profit modifier (see *Dungeon Master's Guide II*, page 183) and a 30% reduction in his capital costs.

Given his profit check modifier of +19, if Tarntakes 10, he makes (29 - 25) * 50 gp = 200 gp per month in profit.

Mercantile Knowledge (Ex) Tarn has a knack for picking up odds and ends of knowledge about local notable people, legendary items, or noteworthy places. This ability works like the bardic knowledge class feature. A successful mercantile knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A merchant prince may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Tarn's Workbook as above plus 1st—alarm, detect magic, message, read magic, shield; 2nd—arcane lock, detect thoughts, misdirection.

Clergy

Baergon Bluesword

CR 7

Male half-moon elf cleric 4 / fighter 2 / warpriest D 1

CN Medium humanoid (elf)

Init +1; Senses low-light vision; Listen +3, Spot +3

Languages Chondathan, Common (Calant dialect), Elven

AC 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

hp 34 (7 HD)

Immune sleep

Fort +10, Ref +2, Will +9; +2 vs. enchantment

Speed 20 ft. (4 squares)

Melee +1 battleaxe +10 (1d8+2/x3)

Ranged mwk composite shortbow [+3] +8 (1d6+2/x2)

Base Atk +6; Grp +8

Attack Options Combat Expertise, rally, War Devotion

Special Actions spontaneous casting (cure spells), turn undead

2/day (+5, 3d6+4, 5th)

Cleric Spells Prepared (CL 7th)

2nd—aid, bear's endurance (DC 14), bull's strength (DC 14), spiritual weapon^D (melee force battleaxe, +7 to hit, 1d8+1/x3)

1st—bless, disrupt undead^D (+6 ranged touch), divine favor, endure elements (DC 13), shield of faith (DC 13)

0th—detect magic, detect poison, guidance (DC 12), purify food and drink (DC 12), resistance (DC 12)

D: Domain spell. Deity: Tempus. Domains: Glory C, Protection, War.

Abilities Str 15, Dex 13, Con 10, Int 13, Wis 14, Cha 8

SQ aura of chaos, protective ward

Feats Combat Casting, Combat Expertise, Mounted Combat,
Practiced Spellcaster
Procus (battleaxe)
Procus (battleaxe)

Skills Concentration +11 (+15 on the defensive, grappling, pinned), Diplomacy +1, Gather Information +1, Heal +7, Intimidate +0, Listen +3, Knowledge (religion) +6, Ride +6, Search +2, Spellcraft +5, Spot +3

Feat: Business Savvy DMG2

You are particularly gifted when it comes to setting up and maintaining profitable businesses.

Prerequisite: Negotiator.

Benefit: You gain a +2 bonus on all profit checks. In addition, you get a +1 luck bonus on all attack rolls, saving throws, and checks when resolving any business-related events.

Feat: Favored in Guild DMG2

You are an active and valued member of your guild.

Prerequisite: Membership in a guild.

Benefit: Select one of your guild's associated skills. As long as you remain a member of that guild, you gain a +2 competence bonus on all checks made with that skill.

As a fringe benefit, you also gain an ability relating to your guild's type, as described in the *Dungeon Master's Guide II*, page 228.

Feat: War Devotion [Domain]

You can control your abilities more effectively in combat.

Benefit: Once per day, when fighting defensively as a standard or full-round action, you take a –3 penalty on all attack rolls in a round and gain a +3 dodge bonus to AC in the same round. When you attain 7th level, your penalty on attack rolls drops to –2 and your dodge bonus increases to +4. When you attain 15th level, your penalty on attack rolls drops to –1 and your dodge bonus increases to +5. This bonus stacks with the bonus to AC granted by the Combat Expertise feat. This benefit is an extraordinary ability.

Normal: When fighting defensively, you take a 4 penalty on all attacks in a round and gain a +2 dodge bonus to AC for the same round.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

Commented [EB1222]: Expected: 9,400 gp (as 8th level character). Actual: 4,000 (gloves of dexterity +2) +2,100 (+1 mithral shirt) +2,310 (+1 short sword) +1,500 (Tarn's workbook) = 9,910 gp.

Commented [EB1234]: Complete Champion, page 139.

Commented [EB1235]: Base: Str 15, Dex 12, Con 10, Int 13, Wis 14, Cha 8. After level: Str 15, Dex 13, Con 10, Int 13, Wis 14. Cha 8.

Commented [EB1236]: 3 (7th level) +1 (War domain) +2 (Fighter 2) = 6.

Commented [EB1237]: Complete Adventurer, page 82.

Commented [EB1238]: (2 + 1) * (4 + 3) + (2 + 1) * 2 + (2 + 1) * 1 = 30. Concentration +11 (10 + 1 Con), Diplomacy +1 (0 - 1 Cha + 2 racial), Gather Information +1 (0 - 1 Cha + 2 racial), Heal +7 (5 + 2 Wis), Intimidate +0 (1 - 1 Cha), Listen +3 (0 + 2 Wis + 1 racial), Knowledge (religion) +6 (5 + 1 Int), Ride +6 (5 + 1), Search +2 (0 + 1 Int + 1 racial), Spellcraft +5 (4 + 1 Int), Spot +3 (0 + 2 Wis + 1 racial)

Commented [EB1239]: Dungeon Master's Guide II, page 184.

Commented [EB1240]: Dungeon Master's Guide II, page 227.

Commented [EB1223]: Complete Divine, pages 74-76.

Commented [EB1241]: Complete Champion, page 63.

Commented [EB1224]: +1 (Dex) = +1

Commented [EB1225]: 2 * (5.5 +0) + 4 * (4.5 +0) +1 * (5.5 +0) = 34.5

Commented [EB1226]: +3 (Ftr2) +4 (Clr4) +2 (Warpriest 1) +1 Con = +10

Commented [EB1227]: +0 (Ftr2) +1 (Clr4) +0 (Warpriest 1) +1 Dex = +2

Commented [EB1228]: +3 (Ftr2) +4 (Clr4) +0 (Warpriest 1) +2 Wis = +9

Commented [EB1229]: +6 (BAB) +2 (Str) +1 (+1 battleaxe) +1 (Weapon Focus) = +10

Commented [EB1230]: +6 (BAB) +1 (Dex) +1 (mwk composite shortbow [+3]) = +8

Commented [EB1231]: +2 (Ftr2) +3 (Clr4) +1 (Warpriest 1) = +6

Commented [EB1232]: +6 (BAB) +2 Str = +8

Commented [EB1233]: -1 (Cha) +2 (Knowledge [religion] synergy) +2 (Glory Domain)

Possessions +1 battleaxe, +1 full plate, +1 heavy steel shield, mwk composite shortbow [+2], restful crystal*, potion of owl's wisdom

Protective Ward (Su) Baergon can grant someone he touches a +4 resistance bonus on his or her next saving throw.

Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Rally (Ex) If not currently suffering from a fear affect, Baergon can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear Baergon are allowed another saving throw against the fear effect, with a +1 morale bonus.

Bando "the Lame" Dallythorne

CR 6

Male middle-aged halfling rogue 2 / cleric 4

NG Small humanoid (halfling)

Init -2, Lucky Start; Senses Listen +7, Spot +7

Languages Chondathan, Common (Calant dialect), Halfling

AC 18, touch 13, flat-footed 17

(+1 size, -2 Dex, +5 armor)

hp 31 (6 HD)

Fort +5, Ref +2, Will +7; evasion

Speed 20 ft. (4 squares)

Melee mwk shortsword +4 (1d6-1)

Ranged +1 returning shuriken +3 (1d2-1/x2)

Base Atk +4; Grp -1

Attack Options sneak attack +1d6

Special Actions spontaneous casting (cure spells), turn undead 5/day (1+4, 2d6+6, 4th)

Cleric Spells Prepared (CL 4th)

2nd – aid^D (DC 15), augury, calm emotions (DC 15), zone of truth (DC 15)

1st—divine favor, entropic shield, longstrider^D, sanctuary, shield of faith (DC 14)

0th—detect magic, detect poison, guidance x2 (DC 13), resistance (DC 13)

D: Domain spell. Deity: Tymora. Domains: Luck, Travel.

Abilities Str 9, Dex 7, Con 12, Int 13, Wis 17, Cha 15

SQ aura of good, trapfinding, travel, turn undead

Feats Healer's Luck, Lucky Start, Third Time's The Charm

Skills Appraise +6, Bluff +7, Concentration +8, Diplomacy +6,
Gather Information +9, Intimidate +4, Knowledge (local—
Sword Coast) +6, Knowledge (religion) +6, Listen +7,
Search +6, Sense Motive +8, Sleight of Hand +6, Spot +7

Possessions +1 chain shirt, mwk dagger, +1 returning shuriken

Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, Bando takes no damage if he makes a successful saving throw.

Luck (Ex) 1/day, Bando can reroll one roll that he has just made before the game master declares whether the roll results in success or failure. He must take the result of the reroll, even if it's worse than the original roll.

Feat: Healer's Luck [Luck]

Your spells can heal more damage.

Benefit: You can expend one luck reroll as a swift action to reroll the number of points of damage healed by a conjuration (healing) spell you have just cast on your current turn.

You gain one luck reroll per day.

Feat: Lucky Start [Luck]

Sometimes your luck overcomes a slow natural reaction.

Benefit: You can expend one luck reroll to reroll an initiative check.

You gain one luck reroll per day.

Special: Unlike most other luck feats, using Lucky Start requires no action.

Feat: Third Times The Charm [Luck]

Your deity smiles upon you.

Prerequisite: Character level 3rd, any luck feat, access to the Luck domain.

Benefit: You can expend one luck reroll as an immediate action to use the granted power of the Luck domain an additional time per day. You can only use this benefit immediately after using the Luck domain's granted power (in effect, this feat gives you a third chance to succeed on the roll).

You gain one luck reroll per day.

Trapfinding (Ex) Bando can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Travel (Su) For 4 rounds per day, Bando can act normally regardless of magical effects that impede movement as if he was affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

Liam Sunmist

CR 9

Male middle-aged Tethyrian human cleric 5 / morninglord^{FP} 4 LG Medium humanoid (human) Init -2: Senses Listen +3. Spot +3

Languages Chondathan, Common (Calant dialect)

AC 19, touch 8, flat-footed 19

(-2 Dex, +9 armor, +2 shield) hp 40 (9 HD); renewal 1/day

Fort +8, Ref +3, Will +12

Speed 20 ft. (4 squares)

Melee +1 light mace +9 (1d6+2/x2)

Ranged mwk heavy crossbow +5 (1d10/19-20)

Base Atk +6; Grp +7

Special Actions greater turning (1/day), spontaneous casting (cure spells, light spells), turn undead 9/day (+4, 2d6+11, 10th)

Spell-Like Abilities (CL 9th)

Commented [EB1242]: Expected: 7,200 gp. Actual value: 2,310 (+1 battleaxe) +2,650 (+1 full plate) +1,170 (+1 heavy steel shield) +525 (mwk composite shortbow [+3]) +250 (restful crystal) +300 (potion of owl's wisdom) = 7,205 gp.

Commented [EB1258]: Complete Scoundrel, page 78.

Commented [EB1259]: Complete Scoundrel, page 79.

Commented [EB1260]: Complete Scoundrel, pages 81-

Commented [EB1243]: -2 (Dex) = -2

Commented [EB1244]: Western Heartlands region.

Commented [EB1245]: 2 * (3.5 +1) + 4 * (4.5 +1) = 31

Commented [EB1246]: +0 (Rog1) +4 (Clr4) +1 Con =

Commented [EB1247]: +3 (Rog1) +1 (Clr4) -2 Dex =

Commented [EB1248]: +0 (Rog1) +4 (Clr4) +3 Wis =

Commented [EB1249]: +4 (BAB) -1 (Str) +1 (mwk shortsword) = +4

Commented [EB1250]: +4 (BAB) -2 (Dex) +1 (+1 returning shuriken) = +3

Commented [EB1251]: +1 (Rog2) +3 (Clr4) = +4

Commented [EB1252]: +4 (BAB) -1 Str -4 (Size) = -1

Commented [EB1253]: +2 (Cha) +2 (Knowledge [religion] synergy)

Commented [EB1254]: Base: Str 10, Dex 8, Con 13, Int 12, Wis 15, Cha 14. (Assumes "lame" status reduced Dexterity to 8.) After level: Str 10, Dex 8, Con 13 [100]

Commented [EB1255]: 3 (6th level) = 3.

Commented [EB1256]: (8 + 1) * (2 + 3) + (2 ... [101]) Commented [EB1261]: 5 * (4.5+0) +4 * (4.5 (... [103])

Commented [EB1262]: +4 (Clr 5) +4 (Morni ... [104])

Commented [EB1263]: +1 (Clr 5) +4 (Morni ... [105]

Commented [EB1264]: +4 (Clr 5) +4 (Morni ... [106])

Commented [EB1257]: Expected: 5,600 gp. (... [102])

Commented [EB1265]: +6 (BAB) +1 Str +1 (... [107])

Commented [EB1266]: +6 (BAB) -2 (Dex) + ... [108]

Commented [EB1267]: +3 (Clr5) +3 (Morni(... [109])

Commented [EB1268]: +6 (BAB) +1 Str = +7

Commented [EB1269]: 3 +2 Cha +4 (Extra T ... [110])

Commented [EB1270]: +2 (Cha) +2 (Knowl ... [111]

Commented [EB1271]: 9 (CL) +2 (Cha) = 11

Commented [EB1272]: 9 +1 (Improved Turning)

1/day — daylight, searing ray (as if Empower Spell applied vs. undead)

Cleric Spells Prepared (CL 9th)

5th-atonement D, shield of Lathander (DC 18)

4th—death ward (DC 17), dismissal (DC 17), fire shield^D, sending

3rd—continual flame, prayer, remove disease¹⁰ (DC 16), sunrise (DC 16), weapon of the deity* (turns weapon into +2 flaming light mace, +7 to hit / 1d6+3+1d6-fire)

2nd—*aid*, *consecrate*, *heat metal*^D (DC 15), *lesser restoration* (DC 15), *spiritual weapon* x2 (melee force light mace, +6 to hit, 1d8+2)

1st — bless water (DC 14), charm person^D (DC 14), comprehend languages, detect evil, divine favor, rosemantle (DC 14)

0th—create water, detect magic, purify food and drink (DC 13), read magic, resistance (DC 13), virtue (DC 13)

D: Domain spell. Deity: Lathander. Domains: Renewal Renewal Sun.

Spontaneous Cleric Spells Available

5th-mass cure light wounds (DC 18)

4th—cure critical wounds (DC 17), glowing orbsc,

shadowblastSC (DC 17)

3rd—cure serious wounds (DC 16), daylight, light of Venya^{SC} (+2 ranged touch), searing light (+2 ranged touch), sunrise* (DC 16), wall of light^{SC}

 $2nd-cure\ moderate\ wounds$ (DC 15), light of Mercuria SC (+2 ranged touch)

1st—cure light wounds (DC 14), guiding light^{sc}, light of Lunia^{sc} (+2 ranged touch), nimbus of light^{sc} 0th—cure minor wounds, light

Abilities Str 12, Dex 7, Con 11, Int 11, Wis 18, Cha 15

SQ aura of good, creative fire, Lathander's light

Feats Brew Potion, Extra Turning, Improved Turning, Initiate of Lathander Post, Weapon Focus (light mace)

Skills Appraise +0 (+2 alchemical items), Concentration +6, Craft (alchemy) +5, Diplomacy +9, Heal +10, Knowledge (religion) +8, Perform (sing) +4

Possessions: dawnmister*, +1 full plate, heavy steel shield, mwk heavy crossbow and 10 bolts, rod of bodily restoration*, scroll of word of recall

Creative Fire (Ex) Liam gains a +4 bonus on all Craft and Perform checks.

Greater Turning Undead creatures that would be turned are destroyed instead.

Lathander's Light (Su) Whenever Liam casts a spell with the light descriptor, its area is doubled.

Renewal Regain 1d8+2 hit points if you fall below 0 hit points. If an attack brings you to -10 or fewer hit points, you die before this power takes effect.

Maerovyna of the Earthmother CR 8

Female old Tethyrian human cleric 8
LG Medium humanoid (human)

Feat: Initiate of Lathander [Initiate]

You have been initiated into the greatest secrets of Lathander's church.

Prerequisites: Cleric level 1st, patron deity Lathander.
Benefit: You can spontaneously cast any spell on your
spell list that has the light descriptor or the word light in its
name, including light, daylight, and searing light. This ability
works like spontaneously casting cure spells does.

In addition, you may add the following spells to your cleric spell list.

Laval

1st Rosemantle*: Target gains a +1/level sacred bonus (max +10) on saves against effects that cause pain, sickness, nausea, or fear.

3rd Sunrise*: Burst of light blinds and damages creatures.

5th **Shield of Lathander***: Touched creature gains damage reduction 15/— for 1 round.

7th Shield of Lathander, Greater: As shield of Lathander, except grants damage reduction 20/—, immunity to negative energy and energy drain, and resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10.

9th Undeath's Eternal Foe: Grants subjects numerous combat advantages against undead opponents.

Feat: Initiate of Chauntea [Initiate]

You have been initiated into the greatest secrets of Chauntea's church.

Prerequisites: Cleric level 1st, patron deity Chauntea.

Benefit: You may add Handle Animal, Knowledge (nature), and Ride to your list of cleric class skills.

In addition, you may add the following spells to your cleric spell list.

Level

0th Naturewatch*: As deathwatch, but on animals and plants.

2nd One with the Land*: Link with nature gives a ±2 bonus on nature-related skill checks.

2nd **Speak with Plants**: You can talk to normal plants and plant creatures.

3rd **Plant Growth**: Grows vegetation, improves crops.

3rd Weather Eye*: You accurately predict weather up to one week ahead.

Init -1; Senses Listen +4, Spot +4

Languages Chondathan, Common (Calant dialect), Halfling

AC 11, touch 9, flat-footed 11 (-1 Dex, +2 armor)

hp 36 (8 HD)

hp 36 (8 HD)

Fort +8, Ref +1, Will +10

Speed 30 ft. (6 squares)

Melee mwk scythe +5 (2d4-2/x4)

Base Atk +6; Grp +3

Special Actions spontaneous casting (cure spells), turn undead or rebuke/command plant creatures 6/day (+5/2d6+/11) 8th)

Commented [EB1281]: Player's Guide to Faerûn, pages 80-81.

Commented [EB1273]: *Player's Guide to Faerûn,* pages 109-110.

Commented [EB1274]: Player's Guide to Faerûn, page 90.

Commented [EB1282]: Normally Initiate feats grant two additional class skills, but most clerics of Chauntea will already have Knowledge (nature) thanks to taking Animal or Plant as a Domain.

Commented [EB1275]: Base: Str 13, Dex 8, Con 12, Int 10, Wis 15, Cha 14. After level adjustments: Str 13, Dex 8, Con 12, Int 10, Wis 17, Cha 14. After age adjustments: Str 12, Dex 7, Con 11, Int 11, Wis 18, Cha 15

Commented [EB1276]: 1 (human) +4 (9th level) = 5

Commented [EB1277]: Player's Guide to Faerûn, pages 80-81.

Commented [EB1278]: (2+0+1)*(5+3)+(2+0+1)* 4 = 36. Appraise +0 (0+0 Int), Craft (alchemy) +5 (5+0 Int), Concentration +6 (6+0 Con), Diplomacy +9 (7+2 Cha), Heal +10 (6+4 Wis), Knowledge (religion) +8 (8+0 Int), Perform (sing) +4 (2cc+2 Cha). Note: skill points for Morninglord from PGtF errata.

Commented [EB1279]: Expected: 12,000 gp. Actual value: 4,310 (dawnmister) +2,500 (+1 full plate) +20 (heavy steel shield) +351 (mwk heavy crossbow and 10 bolts) +3,100 (rod of bodily restoration) +1,650 (scroll of word of recall) = 11,931 gp.

Commented [EB1283]: 8 * (4.5+0) = 36

Commented [EB1284]: +6 (Clr8) +0 Con = +8

Commented [EB1285]: +2 (Clr8) -1 Dex = +1

Commented [EB1286]: +6 (Clr8) +4 (Wis) = +10

Commented [EB1287]: +6 -2 Str +1 (mwk scythe) = +5

Commented [EB1288]: +6 (Clr8) = +6

Commented [EB1289]: +6 (BAB) -3 Str = +3

Commented [EB1290]: 3 +3 Cha = 6

Commented [EB1280]: The North: Daggerford, page 24, had her as a druid 9, but I think the former is a better fit

Commented [EB1291]: +3 (Cha) +2 (Knowledge [religion]) = +5

Commented [EB1292]: 8 (CL) +3 (Cha) = 11

Spell-Like Abilities (CL 8th) 1/day-speak with animals Cleric Spells Prepared (CL 8th) 4th - command plantsD, control water, giant vermin, repel 3rd-create food and water, plant growthD, remove disease, weapon of the deity* (turns weapon into +1 keen scythe, +5 to hit / 2d4-1/19-20/x4), weather eye 2nd - augury, hold animalD, make whole, one with the land*, speak with plants 1st-bless water (DC 16) x2, calm animalsD, endure elements. sanctuary, shield of faith 0th-create water, detect magic, detect poison, light, naturewatch*, purify food and drink D: Domain spell. Deity: Chauntea. Domains: Animal, Plant Abilities Str 5 (7 with belt), Dex 9, Con 10, Int 12, Wis 19, Cha 16 SQ aura of good Feats Brew Potion, Intiate of Chauntea, Magic of the Land, Skill Focus³ (Knowledge [nature]), Martial Weapon Proficiency (scythe) Skills Concentration +8, Diplomacy +8, Handle Animal +8, Knowledge (nature) +12, Knowledge (religion) +9, Ride +5, Survival +4 (+6 aboveground) Possessions: belt of giant strength +2, mwk leather armor, mwk scythe, potion of barkskin +2, potion of cat's grace, thorn pouch* Commoners Delfargo the Baitseller CR 3 Male spriggan rogue 1 CN Small fey (gnome) Init +9; Senses low-light vision; Listen +8, Spot +8 Languages Common (Calant dialect), Gnome, Sylvan AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 armor) hp 27 (6 HD) Fort +2, Ref +11, Will +3 Speed 20 ft. (4 squares) Melee short sword +8 (1d6) Base Atk +2; Grp -2 Atk Options speak attack +4d6 Spell-Like Abilities (CL 8th) At will-produce flame, scare (DC 12), shatter (DC 12) Abilities Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11 SQ size change, trapfinding Feats Alertness, Improved Initiative, Weapon Finesse

Skills Climb +5, Disable Device +7, Hide +12, Listen +8, Move

Size Change (Su) At will, Delfargo can change his size in a

Possessions chain shirt, short sword

Silently +10, Open Lock +12, Sleight of Hand +10, Spot +8

fashion similar to the effect of an enlarge spell. The size

change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. Delfargo's short sword has the same attributes as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities. Trapfinding (Ex) Delfargo can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps. When enlarged, Delfargo has the following changed statistics: CN Large fey (gnome) Init +7 AC 16, touch 12, flat-footed 13 (-1 size, +3 Dex, +4 armor) hp 45 (6 HD) Fort +5, Ref +9 Speed 30 ft. (6 squares) Melee Large short sword +5 (1d8+6) Grp +10 Space 10 ft.; Reach 10 ft. Abilities Str 18, Dex 16, Con 18 Skills Climb +9, Hide +4, Move Silently +8, Open Lock +10, Sleight of Hand +8 Possessions Large chain shirt, Large short sword Delfen "Yellowknife" Ondabarl CR8 Male middle-aged Chondathan human wizard 8 CN Medium humanoid (human) Init +1; Senses Listen +0, Spot +0 Languages Chondathan, Common (Calant dialect), Draconic, Elven, Illuskan, Thoross AC 14, touch 11, flat-footed 13-(+1 Dex, +3 armor) hp 28 (8 HD) Fort +3, Ref +3, Will +6 Speed 30 ft. (6 squares) Melee +1 dagger +3 (1d4-1/19-20) Base Atk +4; Grp +2 Wizard Spells Prepared (CL 8th) 4th - Delfen's wareward* (already cast, DC 18), lesser globe of invulnerability, scrying (DC 18). 3rd-dispel magic, lightning bolt (DC 17), slow (DC 17), suggestion (DC 17) 2nd-detect thoughts (DC 16), mirror image, protection from

1st-alarm (already cast), charm person (DC 15), comprehend

0th-detect magic, detect poison, light, ray of frost (+5 ranged

languages, magic missile, sleep (DC 15)

Abilities Str 7, Dex 13, Con 12, Int 18, Wis 11, Cha 13

SQ summon familiar

Commented [EB1313]: +4 (5 HD fey) +2 (rogue 1) +3 Commented [EB1293]: Base: Str 8, Dex 12, Con 13, Int 10, Wis 15, Cha 14. After level adjustments: Str 8, Dex 12, Con 13, Int 10, Wis 17, Cha 14. After age adjustments: Str 5, Dex 9, Con 10, Int 12, Wis 19, Cha 16 Commented [EB1314]: +2 (BAB) +4 (Str) -1 (size) = Commented [EB1294]: 1 (human) +3 (8th level) +1 (house-rule bonus) = 5 Commented [EB1295]: Detailed near Gwydion's Commented [EB1296]: House-rule. If you take Animal and Plant domains (which have the sam ... [112] Commented [EB1297]: (2+1+1)*(8+3) = (... [113]) Commented [EB1315]: Climb +9 (7 +4 Str -7 [122]) Commented [EB1298]: Expected: 9,400 gp. (... [114]) Commented [EB1316]: +1 (Dex) = +1. Commented [EB1299]: 2 (spriggan LA) +1 (... [115] Commented [EB1300]: This is not part of th ... [116] Commented [EB1301]: Commented [EB1317]: 8*(2.5+1) = 28Commented [EB1318]: +2 (Wiz8) +1 Con = +3 Commented [EB1319]: +2 (Wiz8) +1 Dex = +3 Commented [EB1320]: +6 (Wiz8) +0 Wis = +6 **Commented [EB1302]:** 5 * (3.5 +1) + 1 * (3.5 +1) = 27 Commented [EB1321]: +4 (BAB) -2 Str +1 (... [123]) Commented [EB1303]: +1 (5 HD fey) +0 (ro ... [117]) Commented [EB1304]: +4 (5 HD fey) +2 (ro ... [118] Commented [EB1305]: +4 (5 HD fey) +0 (ro(... [119]) Commented [EB1322]: +4 (Wiz8) = +4. Commented [EB1323]: +4 (BAB) -2 (Str) = +2 Commented [EB1306]: +2 (BAB) +5 Dex +1 size = +8 Commented [EB1307]: +2 (5 HD fey) +0 (ro ... [120] Commented [EB1308]: 10 +2 (spell level) +0 Cha. Commented [EB1309]: (6+0)*(5+3)+(8 (... [121])

Commented [EB1324]: Base: Str 8, Dex 14, (... [124])

Commented [EB1310]: This is not part of the Fiend

They are called gnomekin in the racial description.

Folio write-up, but it's kind of the whole point of the race.

Commented [EB1311]: 5*(3.5+4)+1*(3.5+4)=45

Commented [EB1312]: +1 (5 HD fey) +0 (rogue 1) +4

Feats Brew Potion, Craft Wondrous Item, Eschew Materials, Extend Spell, Magical Aptitude, Scribe Scroll

Skills Appraise +4 (+6 alchemical items), Concentration +12,
Craft (alchemy) +15, Decipher Script +15, Gather
Information +3, Knowledge (arcana) +15, Knowledge
(local – Sword Coast) +9, Knowledge (the planes) +15, Ride
+5, Spellcraft +17, Survival +0 (+2 on other planes)

Possessions bracers of armor +3, Delfen's Yellow Tome*, Delfen's yellowknife (+1 dagger) with lesser crystal of illumination*, scroll of bull's strength, wand of fear (5 charges)

Familiar: Delfen chooses not to summon a familiar, seeing a potential familiar as more of a vulnerability than an asset.

Delfen's Yellow Tome spells prepared plus 0—acid splash, amanuensis*, arcane mark, dancing lights, daze, disrupt undead, flare, ghost sound, mage hand, mending, message, open/close, prestidigitation, read magic, resistance, touch of fatigue; 1—burning hands, feather fall, hold portal, hypnotism, knock, mage armor, protection from evil, shocking grasp, summon monster I, unseen servant; 2—arcane lock, bull's strength, continual flame, invisibility, locate object, pyrotechnics, scare, summon monster II, web; 3—blink, darkvision, haste, magic circle against evil, sepia snake sigil, slow, summon monster III, tongues, wind wall; 4—arcane eye, charm monster, dimension door, fear, polymorph, remove curse, stoneskin, summon monster IV, wall of fire

Dervin "Stonecarver" Ironaxe

CR 8

Male old shield dwarf wizard 5 / fighter 1 /runesmith ko5 2 LN Medium humanoid (dwarf)

Init -2; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Chondathan, Common (Calant dialect), Draconic,
Dwarven, Elven, Halfling, Terran

AC 20, touch 8, flat-footed 20; +4 dodge bonus against giants (-2 Dex, +9 armor, +3 shield)

hp 41 (7 HD)

Fort +8, Ref -1, Will +8; +2 against poison, spells, and spell-like abilities

Speed 20 ft. (4 squares)

Melee +1 dwarvencraft returning warhammer +7 (1d8+1/x3)

Ranged +1 dwarvencraft returning warhammer +5 (1d8+1/x3)

Base Atk +4; Grp +4

Wizard Spells Prepared (CL 8th)

4th-stone shape, stoneskin (DC 18)

3rd—earthen grace* (DC 17), eradicate earth* (DC 17), explosive runes

 $2nd-bull's\ strength$ (DC 16), cat's grace (DC 16), earthen grasp*, levitate

1st—alarm, fist of stone*, erase, grease, Tenser's floating disk
0th—amanuensis*, detect magic, mage hand, mending (DC 14)

Abilities Str 10, Dex 7, Con 14, Int 18, Wis 12, Cha 10 SQ rune magic, shield dwarf traits, summon familiar

Feats Craft Magic Arms and Armor, Ironstar Bloodline,
Practiced Spellcaster Arc (wizard), Scribe Scroll,
Stoneshaper Arc, Weapon Focus (warhammer)

Skills | Appraise +4 (+6 related to Stone/Metal/Armor/Weapons), Concentration +13, Craft (armorsmithing) +13, Craft (stonemasonry) +19, Craft (weaponsmithing) +19, Knowledge (arcana) +17, Knowledge (architecture and engineering) +15, Search +4 (+6 secret doors, +8 notice unusual stonework)

Possessions Dervin's Runetome, +1 dwarvencraft* returning warhammer, +1 full plate, +1 heavy steel shield

Familiar Dervin chooses not to summon a familiar, seeing a

potential familiar as more of a vulnerability than an asset.

Rune Magic Dervin learns to prepare his arcane spells as runes

Rune Magic Dervin learns to prepare his arcane spells as runes inscribed on solid objects (usually small tablets of stone or the back of his shield, but other objects are possible). He prepares spells as normal, except that instead of readying the spells in his mind, he readies them in the form of runes. Preparing daily spells takes the same amount of time as normal preparation and requires the same amount of rest beforehand. Dervin can leave spell slots unprepared to scribe runes at a later time, just as a wizard can leave spell slots unprepared and fill them later.

If Dervin casts a spell prepared in rune form, he can cast it without any somatic component. However, all spells cast from rune form automatically have a material component (the rune itself). In casting the spell, the rune is erased from the tablet, just as a spell cast normally by a wizard is erased from his mind. Dervin cannot get around the runic material component by means of an ability or feat such as Eschew Materials, although he can use such feats and abilities to waive any other material components for a spell he prepares in rune form, subject to the limitations of the ability.

In all other ways, spells prepared in rune form are treated identically to spells prepared in the normal method. Dervin can still prepare and cast his spells in the regular fashion if he so desires, subject to the normal arcane spell failure chances for any armor worn.

Shield Dwarf Traits (Ex) stonecunning, stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. orcs and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type.

Dervin's Runetome spells prepared.

Filarion "Filvenderson" Floshin

CR 5

Male gold elf spellthief^{CAdv} 5

CN Medium humanoid (elf)

Init +3; Senses low-light vision; Listen +4, Spot +4

Languages Chondathan, Common (Calant dialect), Elven, Halfling

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor)

hp 12 (5 HD)

Commented [EB1325]: 1 (human) +3 (8th level) +1 (Scribe Scroll) +1 (Wiz8) = 6.

Commented [EB1340]: 3 (7th level) +2 (Wiz5)+1 (Ftr1) = 5.

Commented [EB1341]: *Complete Arcane*, page 82. This feat provides no immediate benefit, but will down the line.

Commented [EB1326]: (2 + 4 + 1) * (8 + 3) = 77. Appraise +4 (0 +4 Int), Concentration +12 (11 +1 Con), Craft (alchemy) +15 (11 +4 Int), Decipher Script +15 (11 +4 Int), Gather Information +3 (0 +1 Cha +2 Knowledge [local] synergy), Knowledge (arcana) +15 (11 +4 Int), Knowledge (local—The Sword Coast) +9 (5 +4 Int), Knowledge (the planes) +15 (11 +4 Int), Ride +5 (3cc +2 Dex), Spellcraft +17 (11 +4 Int +2 Knowledge [arcana] synergy), Survival +0 (0 +0 Wis)

Commented [EB1342]: Races of Faerûn, page 169.

Commented [EB1343]: (2 + 4) * (5 + 3) + (2 + 4) * 1 + (2 + 4) * 2 = 66. Appraise +4 (0 +4 Int), Concentration +13 (11 +2 Con), Craft (armorsmithing) +19 (11 +4 [127])

Commented [EB1327]: Expected: 9,400 gp. Actual value: 9,000/2 (bracers of armor +3) +2,302 (+1 ... [125

Commented [EB1344]: Expected: 9,400 gp. Actual value: 3,400 (Dervin's runetome) +4,612 (+1 (... [128])

Commented [EB1328]: Races of Stone, page 118-120.

Commented [EB1329]: -2 (Dex) = -2.

Commented [EB1330]: Variant southern Sword Coast region, as described in Chapter 1.

Commented [EB1331]: 5 * (2.5 +2) + 1 * (5.5 +2) +2 * (3.5 +2) = 22.5 +7.5 +11 = 41

Commented [EB1332]: +1 (Wiz5) +2 (Ftr1) +3 (Runesmith 2) +2 Con = +8

Commented [EB1333]: +1 (Wiz5) +0 (Ftr1) +0 (Runesmith 2) -2 Dex = -1

Commented [EB1334]: +4 (Wiz5) +0 (Ftr1) +3 (Runesmith 2) +1 Wis = +8

Commented [EB1335]: +5 (BAB) +0 Str +1 (Weapon Focus) +1 (+1 dwarvencraft returning warhammer) = +7

Commented [EB1336]: +5 (BAB) -2 Dex +1 (Weapon Focus) +1 (+1 dwarvencraft returning warhammer) = +5

Commented [EB1337]: +2 (Wiz5) +1 (Ftr1) +1 (Runesmith 2) = +4 **Commented [EB1338]:** +4 (BAB) +0 (Str) = +4

Commented [EB1345]: Complete Adventurer, pages

Commented [EB1346]: +3 (Dex) = +3.

Commented [EB1339]: Base Abilities: Str 13, Dex 10, Con 14, Int 15, Wis 12, Cha 8. After racial/Irons(....[126])

Commented [EB1347]: 5 * (3.5 -1) = 12.5

Fort +0, Ref +4, Will +3; +1 vs. spells

Speed 30 ft. (6 squares)

Melee 2 mwk short swords +6/+6 (1d6+1/1d6+1/19-20)

Base Atk +3; Grp +4

Atk Options sneak attack +2d6

Special Attacks steal spell (0th, 1st, or 2nd), steal energy

resistance, steal spell-like ability

Spellthief Spells Prepared (CL 2nd)

1st (1/day)—disguise self, true strike Spell-Like Abilities (CL 5th)

pen-like Abilities (CL 5t

1/day - detect magic

Abilities Str 13, Dex 16, Con 8, Int 14, Wis 8, Cha 14

SQ trapfinding

Feats Two-Weapon Fighting, Weapon Finesse

Skills Bluff +7, Decipher Script +7, Diplomacy +4, Gather Information +10, Hide +8, Intimidate +4, Knowledge (arcana) +7, Listen +4, Move Silently+8, Search +10, Spellcraft +9, Spot +4, Survival -1 (+1 following tracks), Use Magic Device +10 (+14 scrolls)

Possessions elven chain, 2 mwk short swords

Steal Spell (Su) Filarion can siphon spell energy away from his target and use it itself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, form his target. See Complete Adventurer, page 16.

Steal Spell Effect (Su) Filarion can siphon an active spell effect from another creature. If Filarion hits an opponent with a sneak attack, it can chose to forgo dealing 1d6 points of sneak attack damage and instead gain the effect of a single spell affecting the target. If the target is willing, Filarion can steal a spell effect with a touch as a standard action.

Filarion can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly. If Filarion tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those currently in effect on the target. Filarion can't steal a spell effect if its caster level exceeds 7.

Upon stealing a spell effect, Filarion gains the stolen effect (and the original creature loses that effect) for 2 minutes (or until the spell's duration expires, whichever comes first). If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

Filarion can steal the effect of a spell only if the spell could be cast on him by the original caster. For example, Filarion couldn't gain the effect of an animal growth spell or the effect of a shield spell (since that spell's range is personal). If Vixilophar tries to steal the effect of a spell not allowed to it, the effect is still suppressed on the original target of the spell for 2 minutes.

This ability does not work on spell effects that are immune to *dispel magic* (such as *bestow curse*).

Steal Energy Resistance (Su) Filarion can siphon off some or all

of a target's resistance to an energy type (acid, cold, electricity, fire, or sonic). If he hits an opponent with a successful sneak attack, he can choose to forgo dealing 1d6 points of sneak attack damage and instead temporarily gain resistance 10 to an energy type to which his target is resistant (or immune). If the target is willing, a spellthief can steal energy resistance with a touch as a standard action

Simultaneously, the target creature's resistance to that energy type is reduced by 10 (to a minimum of 0). A creature with immunity to an energy type retains that immunity.

If his target has more than one type of resistance to energy, Filarion can choose which kind to steal; otherwise, the DM determines the stolen resistance randomly from among those possessed by the target. If Filarion chooses to steal a type of resistance that the target doesn't possess, the stolen type of resistance is determined randomly from those possessed by the target.

The resistance Filarion gains from using this ability lasts for 1 minute. If the resistance is derived from a temporary effect (such as a spell), the stolen resistance disappears when the effect expires.

Filarion can use this ability multiple times, but its effects do not stack unless they apply to different types of energy. For example, throughout a long combat, Filarion might use this ability to gain resistance to fire and resistance to cold, but he could not use it twice on a creature that is resistant to fire to gain twice as much resistance to fire (nor to reduce the creature's resistance to fire by twice as much).

Steal Spell-Like Ability (Su) Filarion can use a sneak attack to temporarily steal a creature's spell-like ability. If he hits an opponent with a sneak attack, Filarion can choose to forgo dealing 1d6 points of sneak attack damage and instead gain one use of one of the target's spell-like abilities. If the target is willing, Filarion can steal a spell-like ability with a touch as a standard action.

This spell-like ability can originate from the target's class, race, template, or any other source, and can be of any level up to a maximum of 1st level. Filarion can select a specific spell-like ability to steal; otherwise, the DM chooses the ability at random. If the ability has a limited number of uses per day, the target must have at least one such use left, or Filarion can't steal the ability. If the target can't use its ability at the present time (such as a summoned demon's summon ability), Filarion cannot steal it.

Filarion can use a stolen spell-like ability once. For all purposes (caster level, save DC, and so on), treat the spell-like ability as if it were being used by the original possessor of the ability. Filarion must use the stolen spell-like ability within 1 minute of acquiring it, or it is lost

Commented [EB1348]: +1 (ST5) -1 Con = +0

Commented [EB1349]: +1 (ST5) +3 Dex = +4

Commented [EB1350]: +4 (ST5) -1 Wis = +3

Commented [EB1351]: +3 (BAB) +3 Dex +1 (Weapon Focus) +1 (mwk short sword) -2 (Two-Weapon Fighting)

Commented [EB1352]: +3 (ST5) = +3.

Commented [EB1353]: +3 (BAB) +1 (Str) = +4

Commented [EB1354]: Base Abilities: Str 13, Dex 15, Con 10, Int 12, Wis 8, Cha 14. After racial: Str 13, Dex 15, Con 8, Int 14, Wis 8, Cha 14. After level: Str 13, Dex 16, Con 8, Int 14, Wis 8, Cha 14.

Commented [EB1355]: 2 (5th level) = 2.

Commented [EB1356]: (6 + 2) * (5 + 3) = 64. Bluff +7 (5 + 2 Cha), Decipher Script +7 (5 + 2 Int), Diplomacy +4 (0 + 2 Cha + 2 Bluff synergy), Gather Information +10 (8 +2 Cha), Hide +8 (5 +3 Dex), Intimidate +4 (0 +2 Cha +2 Bluff synergy), Knowledge (arcana) +7 (5 +2 Int), Listen +4 (5 -1 Wis), Move Silently+8 (5 +3 Dex), Search +10 (8 +2 Int), Spellcraft +9 (5 +2 Int +2 Knowledge [arcana] synergy), Spot +4 (5 -1 Wis), Survival -1 (0 -1 Wis) (+1 following tracks), Use Magic Device +10 (8 +2 Cha) (+14 scrolls)

Commented [EB1357]: Expected: 4,300 gp. Actual value: 4,150 (elven chain) +310 (mwk longsword) +310 (mwk short sword) = 4,770 gp.

Commented [EB1358]: 5 (Spellthief 5) +2 (Cha) = 7

harmlessly. Until Filarion uses the ability (or until the minute elapses), the target cannot use the stolen ability.

Trapfinding (Ex) Filarion can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Hendar the Scarred

CR 1

Male Illuskan human rogue 1

NE Medium humanoid (human)

Init +1; Senses Listen +3, Spot +3

Languages Chondathan, Common (Calant dialect), Draconic

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 2 (1 HD)

Fort -1, Ref +3, Will +0; +4 vs. frightful presence of dragons

Speed 30 ft. (6 squares)

Melee black dragonfang dagger +1 (1d4 plus 1 acid)

Base Atk +0; Grp +0

Attack Options sneak attack +1d6

Abilities Str 10, Dex 13, Con 9, Int 12, Wis 8, Cha 11

SQ trapfinding

Feats Follower of the Scaly Way*, Skill Focus (Gather Information)

Skills | Appraise +5, Bluff +4, Decipher Script +5, Gather Information +7, Knowledge (local—Sword Coast) +5, Listen +3, Search +5, Sleight of Hand +3, Spot+3

Possessions black dragonfang dagger*, chain shirt, greater skill

Trapfinding (Ex) Hendar can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Ignax "the Ghost"

CR 4

Advanced elite imp^{MM} fiend of possession^{FF} 1

LE Tiny outsider (evil, extraplanar, lawful)

Init +5; Senses darkvision 60 ft.; Listen +11, Spot +11

Languages Chondathan, Common (Calant dialect), Celestial,

Draconic, Infernal

AC 22, touch 17, flat-footed 17; Dodge, Mobility

(+2 size, +5 Dex, +5 natural)

hp 30 (7 HD); fast healing 2; DR 5/good or silver

Immune poison

Resist fire 5

Fort +7, Ref +12, Will +9

Speed 20 ft. (4 squares), fly 50 ft. (perfect)

Melee sting +13 (1d4-1 plus poison)

Atk Options poison (DC 13, 1d4 Dex/2d4 Dex)

Space 2 1/2 ft.; Reach 0 ft.

Base Atk +6; Grp -3

Spell-Like Abilities (CL 6th)

At will—detect good, detect magic, invisibility (self only)

1/day - suggestion (DC 17)

1/week-commune (CL 12th, six questions)

Abilities Str 8, Dex 21, Con 10, Int 12, Wis 15, Cha 18
SO alternate form, ethereal form, hide presence, possess ob

SQ alternate form, ethereal form, hide presence, possess object, weapons

Feats Dodge, Mobility, Weapon Finesse

Skills Diplomacy +13, Hide +22, Knowledge (arcana) +8, Knowledge (the Planes) +8, Listen +11, Move Silently +14, Search +10, Spellcraft +10, Spot +11

Alternate Form (Su) Ignax can assume another form at will as a standard action: raven or rat.

Weapons (Su) Ignax's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Ethereal Form (Su) At will, Ignax can become ethereal, as though using etherealness (CL 7th). Possessing an object or creature effectively ends a use of this ability, so time spent in another body or object does not count against the

duration of this ability.

Hide Presence (Ex) When in possession of an object, Ignax can attempt to hide his presence by making a "mental" Hide check (1+7). A successful check allows Ignax to avoid virtually anything that would betray its presence in the possessed object: he can pass through a magic circle against evil, enter a temple warded by forbiddance, or escape detection via detect evil. The DC for this Hide check is the same as the saving throw DC for the spell Ignax is trying to avoid.

When possessing a creature, Ignax can make this Hide check to protect the possessed creature from the full effects of alignment-based spells such as holy smite. If the fiend makes a successful Hide check (against the save DC of the spell), the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the Hide check, the possessed creature is affected as if it were the fiend.

Making this check is not an action; Ignax can do it in response to another creature's action (such as casting detect evil).

Possess Object (Su) When in ethereal form, Ignax can possess an object on the Material Plane. The object must be at least Tiny and no larger than Huge. Magic items and attended items receive Will saving throws. Unattended nonmagical items are automatically possessed.

Ignax becomes part of the object he possesses, so he is no longer ethereal: Ignax is aware of what is going or around the object: He can see and hear up to 60 feet away as if using his normal senses (he does not gain blindsight)...

In any round in which he takes no other action (such as using a spell-like ability), he extends his senses to twice his normal range (120 feet).

Ignax is vulnerable to spells that specifically affect outsiders or Lawful Evil creatures (such as holy word and holy smite, as well as chaos hammer or order's wrath) and mind-affecting spells or effects, but he is unaffected by

Commented [EB1381]: Base abilities: Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14. Implied racial adjustments: +6 Dex, +2 Wis, +4 Cha. Using elite array: Str 8, Dex 15, Con 10, Int 12, Wis 13, Cha 14. With racial adjustments: Str 8, Dex 21, Con 10, Int 12, Wis 15, Cha 18.

Commented [EB1382]: 1 +2 (6 HD) = 3

Commented [EB1383]: (6+3)* (8+1) + 1* (2+0) = 83. Diplomacy +13 (9+4 Cha), Hide +22 (9+5 Dex +8 size), Knowledge (any one) +8 (7+1 Int), Listen +11 (9+2 Wis), Move Silently +14 (9+5 Dex), Search +10 (9+1 Int), Speak Language (4), Spellcraft +10 (9+1 Int), Spot +11 (9+2 Wis). 2 points go to increasing Int-based Hide (see below).

Commented [EB1359]: 1 * (3.5 -1)

Commented [EB1360]: +0 (Rog1) -1 Con = -1

Commented [EB1361]: +2 (Rog1) +1 Dex = +3

Commented [EB1362]: +0 (Rog1) +0 Wis = +0

Commented [EB1363]: +0 (BAB) +0 (Str) +1 (black dragonfang dagger) = +1

Commented [EB1364]: +0 (Rog1) = +0.

Commented [EB1365]: +0 (BAB) +0 (Str) = +0

Commented [EB1366]: Non-elite array.

Commented [EB1384]: +1 (Int) +4 (circumstance bonus always applies, since he cannot control object yet) +2 (2 Hide [Int] skill points) = +7.

Commented [EB1367]: 1 (human) +3 (7th level) +1 (Scribe Scroll) +1 (Wiz5) = 6.

Commented [EB1368]: (8 + 1) * (1 + 3) = 36. Appraise +5 (4 +1 Int), Bluff +4 (4 +0 Cha), Decipher Script +5 (4 +1 Int), Gather Information +7 (4 +0 Cha +3 Skill Focus), Knowledge (local—The Sword Coast) +5 (4 +1 Int), Listen +3 (4 -1 Wis), Search +5 (4 +1 Int), Sleight of Hand +3 (4 +1 Dex -2 armor check penalty), Spot +3 (4 -1 Wis)

Commented [EB1369]: Expected: 900 gp. Actual value: 602 (black dragonfang dagger) +100 (chain shirt) +300 (greater skill shard) = 1,002 gp.

Commented [EB1370]: 2 (base for 3 HD imp [129])

Commented [EB1371]: Fiend Folio, pages 204-207.

Commented [EB1372]: 6 * (4.5 +0) + 1 * (3.7 ... [130])

Commented [EB1373]: +5 (6 HD) +2 (fiend ... [131])

Commented [EB1374]: +5 (6 HD) +2 (fiend [132]

Commented [EB1375]: +5 (6 HD) +2 (fiend ... [133])

Commented [EB1376]: +6 (BAB) +2 (size) +(... [134])

Commented [EB1377]: 10 +0 (Con) +2 (raci ... [135]

Commented [EB1378]: +6 (BAB) +0 (fiend (... [136])

Commented [EB1379]: +6 -1 Str -8 size = -3

Commented [EB1380]: 10 +3 (level) +4 Cha.

physical attacks or standard magical effects (such as fireball). Harming the object does not harm Ignax, although if the object is destroyed, he is forced back into his ethereal form. While possessing an object, Ignax can use any ability he has that requires no physical action, such as using a spell-like ability. He cannot cast spells (since he can neither speak nor move), attack physically, or perform any other physical action.

Jardak "Sevenmouths" Herringdar CR 1

Male middle-aged Illuskan human warrior 2

CN Medium humanoid (human)

Init -2; Senses Listen +2, Spot +2

Languages Chondathan, Common (Calant dialect), Dwarven, Halfling

AC 12, touch 8, flat-footed 12

(-2 Dex, +4 armor)

hp 12 (2 HD)

Fort +3, Ref -2, Will +0

Speed 30 ft. (6 squares) Melee mwk dagger +2 (1d4-1/19-20) or

Melee quarterstaff -1/-1 (1d6-1/1d6-1)

Base Atk +2; Grp +3

Abilities Str 9, Dex 7, Con 11, Int 14, Wis 10, Cha 12

Feats Toughness, Two Weapon Fighting

Skills Gather Information +3, Intimidate +5, Listen +2, Sense

Motive +2, Spot +2, Swim +4

Possessions mwk chain shirt, mwk dagger, riverman's pole

Owenden "Darrylson" Orcslayer CR₂

Male Illuskan human warrior 3

NG Medium humanoid (human)

Init +0; Senses Listen +1, Spot +1

Languages Chondathan, Common (Calant dialect)

AC 14, touch 10, flat-footed 14 (+0 Dex, +4 armor)

hp 19 (2 HD)

Fort +4, Ref +1, Will +0

Speed 30 ft. (6 squares)

Melee mwk short sword +4 (1d6+1/19-20)

Base Atk +3; Grp +4

Abilities Str 13, Dex 11, Con 12, Int 8, Wis 9, Cha 10

Feats Alertness, Skill Focus (Profession [tavernkeeper]), Toughness

Skills Listen +1, Knowledge (local – Waterdeep) +2, Profession (innkeeper) +5, Spot +1

Possessions mwk chain shirt, mwk short sword

Wheldor "the Stiff" Nondar

Male middle-aged Illuskan human expert 3

LN Medium humanoid (human) Init +0; Senses Listen +6, Spot +6

Languages Chondathan, Common (Calant dialect), Halfling, Illuskan

AC 14, touch 9, flat-footed 14

(+0 Dex, +4 armor)

hp 10 (3 HD)

Fort +1, Ref +1, Will +3

Speed 30 ft. (6 squares)

Melee mwk dagger +2 (1d4-1)

Ranged mwk dagger +3 (1d4-1)

Base Atk +1; Grp -1

Abilities Str 9, Dex 10, Con 11, Int 14, Wis 10, Cha 9

Feats Persuasive, Skill Focus (Gather Information), Skill Focus (Profession [seneschal])

Skills Bluff +7, Diplomacy +8, Gather Information +10, Intimidate +3, Knowledge (local-Sword Coast) +8, Knowledge (local-Waterdeep) +8, Listen +6, Profession (seneschal) +9, Ride +1, Sense Motive +6, Spot +6

Possessions mwk chain shirt, mwk dagger

Lizard Marsh

Predators

Black Dragon Wyrmling

CR3

CE Tiny dragon

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses,

low-light vision; Listen +9, Spot +9

Languages Draconic

AC 15, touch 12, flat-footed 15 +2 size, +3 natural)

hp 30 (4 HD)

Immune acid, sleep, paralysis

Fort +5, Ref +4, Will +4

Speed 60 ft. (12 squares), fly 100 ft. (average), swim 60 ft.

Melee bite +6 (1d4) and

Melee 2 claws +4 (1d3)

Space 2 1/2 ft.; Reach 0 ft. (5 ft. with bite)

Base Atk +4; Grp -4

Abilities Str 11, Dex 10, Con 13, Int 8, Wis 11, Cha 8

SO water breathing

Feats Alertness, Multiattack

Skills Hide +9, Listen +9, Search +6, Spot +9, Move Silently +6, Swim +7

Breath Weapon (Su) 30-foot line, once every 1d4 rounds, damage 2d4 acid, Reflex DC 13 half

Water Breathing (Ex) Black dragon wyrmlings can breathe underwater indefinitely and can freely use their breath weapon while submerged.

Ceratosaur^{SK}

CR7

N Huge animal (reptilian)

Init +6; Senses low-light vision, scent; Listen +9, Spot +10

AC 15, touch 10, flat-footed 13

Commented [EB1407]: 3*(3.5+0) = 10.5

Commented [EB1408]: +1 (Exp3) +0 Con = +1

Commented [EB1409]: +1 (Exp3) +0 Dex = +1

Commented [EB1410]: +3 (Exp3) +0 Wis = +3 Commented [EB1411]: +2 (BAB) -1 (Str) +1 (mwk

Commented [EB1412]: +2 (BAB) +0 (Dex) +1 (mwk dagger) = +3

Commented [EB1413]: +2 (Exp3) = +2

Commented [EB1414]: +1 (BAB) -2 Str = -1

Commented [EB1415]: Base: Str 10, Dex 11, Con 12, Int 13, Wis 9, Cha 8. After age: Str 9, Dex 10, Con 11, Int

Commented [EB1416]: 1 (human) +2 (Exp3) = 3.

Commented [EB1417]: (3+3)*(6+2+1) = 54. Bluff +7 (6 -1 Cha +2 Persuasive), Diplomacy +8 (5 -1 Cha +2 Bluff synergy +2 Sense Motive synergy), Gather ... [147]

Commented [EB1385]: 2 * (4.5 +0) +3 (Tou(... [137]

Commented [EB1418]: Expected: Unclear. A ... [148]

Commented [EB1386]: +3 (War2) +0 Con = +3

Commented [EB1387]: +0 (War2) -2 Dex = -2

Commented [EB1388]: +0 (War2) +0 Wis = +0

Commented [EB1389]: +2 (BAB) -1 (Str) +1 [138]

Commented [EB1390]: +2 (BAB) -1 (Str) -2 (... [139]

Commented [EB1391]: +2 (War2) = +2

Commented [EB1392]: +2 (BAB) +1 (Str) = +3

Commented [EB1393]: Base: Str 10, Dex 8, (... [140])

Commented [EB1394]: 1 (human) +1 (War2) = 2.

Commented [EB1395]: (2+3)*(2+2+1)= (... [141])

Commented [EB1396]: Expected: ? (>120 g(... [142]) Commented [EB1397]: 3 * (4.5 +1) +3 (Tou ... [143])

Commented [EB1398]: +3 (War3) +1 Con = +4

Commented [EB1399]: +1 (War3) +0 Dex = +1

Commented [EB1400]: +1 (War3) -1 Wis = +0

Commented [EB1401]: +2 (BAB) +1 (Str) +1 ... [144]

Commented [EB1402]: +3 (War3) = +3

Commented [EB1403]: +3 (BAB) +1 (Str) = +4

Commented [EB1419]: (6-1) * (4+3) = 35. (... [149])

Commented [EB1404]: 1 (human) +2 (War3) = 3

Commented [EB1405]: (3+3)*(2-1+1) = 1 ... [145] Commented [EB1406]: Expected: ? (>120 gr ... [146])

Commented [EB1420]: Serpent Kingdoms, p ... [150]

CR 2

(-2 size, +2 Dex, +5 natural)

hp 122 (14 HD)

Fort +13, Ref +11, Will +6

Speed 40 ft. (8 squares) **Melee** bite +15 (4d8+10)

Space 15 ft.; Reach 10 ft.

Base Atk +10; Grp +25

Atk Options rend 2d8+10

Abilities Str 24, Dex 14, Con 18, Int 2, Wis 15, Cha 10

Feats Alertness, Improved Initiative, Run, Toughness, Track Skills Listen +9, Move Silently +8, Spot +10

Rend (Ex) A ceratosaur that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and shaking it to tear the flesh. This attack automatically deals 2d8+10 points of damage.

Jaculi^{SK}

CR 3

CE Medium magical beast

Init +3; Senses darkvision 60 ft., low-light vision, scent; Listen +10, Spot +10

Languages understands Draconic

AC 16, touch 13, flat-footed 13

(+3 Dex, +3 natural)

hp 48 (6 HD)

Fort +7, Ref +8, Will +3

Speed 30 ft. (6 squares), climb 20 ft., swim 20 ft.; spring

Melee bite +9 (1d6+4)

Atk Options constrict 1d8+4, flying gore, improved grab

Base Atk +6; Grp +9

Spell-Like Abilities (CL 12th)

1/day-animal trance (DC 9)

Abilities Str 17, Dex 17, Con 15, Int 11, Wis 12, Cha 2

SQ chameleon power

Feats Alertness, Power Attack, Toughness

Skills Balance +11, Climb +11, Hide +10, Jump +20, Listen +10, Spot +10, Swim +11

Animal Trance (Sp) Once per day, a jaculi can sway in place and flash its eyes to hold its prey motionless. This psionic ability works like the spell of the same name (caster level 12th; save DC 9).

Constrict (Ex) On a successful grapple check, a jaculi deals 1d8+4 points of damage.

Flying Gore (Ex) A jaculi can hurl itself down on an opponent like an arrow from a point 30 feet or more above. This flying gore attack (+10 melee) deals 1d8+6 points of piercing damage from the jaculi's horns and does not provoke attacks of opportunity.

Improved Grab (Ex) To use this ability, a jaculi must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. If it takes 10 or more points of damage, it flees to seek easier prey.

Chameleon Power (Sp) At will, a jaculi can psionically change the coloration of its body as a standard action to match its surroundings, gaining a +10 circumstance bonus on Hide checks.

Spring (Ex) A jaculi can gather its coils and then launch itself in a jump. The Jump DCs for both long jumps and high jumps are halved, and no running start is required. Furthermore, when jumping down, the jaculi takes damage as if it had dropped 70 fewer feet than it actually

Muckdweller

CR 1/4

LE Tiny monstrous humanoid

Init +7; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Draconic

AC 18, touch 15, flat-footed 15

(+2 size, +3 Dex, +3 natural)

hp 1 (1/4 HD)

Fort +0, Ref +5, Will +1

Speed 20 ft. (4 squares), swim 20 ft.

Melee bite +5 (1d3-3)

Special Attacks squirt

Space 2 ½ ft.; Reach 0 ft.

Base Atk +0; Grp -11

Abilities Str 4, Dex 16, Con 10, Int 10, Wis 9, Cha 8

Feats Improved Initiative, Weapon Finesse^B
Skills Balance +5, Hide +13, Listen +1, Spot +1, Swim +11

Squirt (Ex) A muckdweller can squirt a jet of water into the eyes of a target up to 25 feet away. Anyone hit by this attack must make a DC 13 Reflex save or be blinded for 1 round.

Nifren^{si}

C.

CR3

N Medium animal

Init +2; Senses blindsight 60 ft., low-light vision; Listen +3, Spot

+4

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 10 (2 HD)

Fort +5, Ref +5, Will +2

Speed 40 ft. (8 squares)

Melee 2 claws +4 (1d6+3) and

Melee bite +2 (1d8+1) and

Melee sting +2 (1d4+1 plus poison)

Atk Options poison (DC 13, paralysis 1d10 rounds/1d4 Str)

Base Atk +1; Grp +4

Abilities Str 16, Dex 14, Con 15, Int 2, Wis 14, Cha 9

SO hold breath (60 rounds)

Feats Multiattack, Track^B

Skills Listen +3, Spot +4, Survival +4 (+9 when tracking)

Pteranadon^{SK}

N Medium animal

Init +2; Senses low-light vision; Listen +4, Spot +6

AC 15, touch 11, flat-footed 13

Commented [EB1424]: Serpent Kingdoms, pages 71-72.

Commented [EB1421]: Serpent Kingdoms, pages 66-67.

Commented [EB1422]: No language is mentioned, but they have a high Intelligence.

Commented [EB1423]: Flat-footed AC is incorrect.

Commented [EB1425]: Serpent Kingdoms, page 79.

Commented [EB1426]: Serpent Kingdoms, page 65-66.

(-1 size, +2 Dex, +4 natural) **hp** 22 (3 HD)

Fort +6, Ref +5, Will +3

Speed 20 ft. (4 squares), fly 80 ft. (average)

Melee bite +5 (1d8+6) Space 10 ft.; Reach 5 ft.

Base Atk +2; Grp +10

Abilities Str 18, Dex 15, Con 16, Int 2, Wis 15, Cha 11

Feats Alertness, Flyby Attack

Skills Listen +4, Spot +6

Whipsnake

CR 2

N Medium animal

Init +3; Senses low-light vision, scent; Listen +7, Spot +7

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 19 (3 HD)

Fort +4, Ref +6, Will +2

Speed 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Melee bite +5 (1d3+4

Atk Options coil slam 1d4, constrict 1d6+4, improved grab

Base Atk +2; Grp +5

Abilities Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2

Feats Alertness, Toughness

Skills Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim

Coil Slam (Ex) A whipsnake can whip its body against an opponent (+5 melee), dealing 1d4 points of damage on a successful hit. In addition, the target must make a DC 12 Reflex save to escape the coils. Failure means the opponent lands prone in its square, and the whipsnake automatically establishes a hold on it and can constrict as if it had made a successful grapple check.

Constrict (Ex) On a successful grapple check, a whipsnake deals 1d6+4 points of damage.

Improved Grab (Ex) To use this ability, a whipsnake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict

Lizardfolk

Lizardfolk Warrior

CR 1

N Medium humanoid (reptilian) Init +0; Senses Listen +0, Spot +0

Languages Draconic, Common (Calant dialect, illiterate)

AC 15, touch 17, flat-footed 10 (+2 shield, +5 natural)

hp 11 (2 HD)

Fort +1, Ref +3, Will +0

Speed 30 ft. (6 squares) **Melee** 2 claws +2 (1d4+1) and bite +0 (1d4+0) Melee club +2 (1d6+1) and

bite +0 (1d4+0)

Ranged javelin +1 (1d6+1) or

Ranged dart +1 (1d4+1)

Base Atk +1; Grp +2

Abilities Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10

SQ hold breath

Feats Multiattack

Skills Balance +4, Jump +5, Swim +2

Possessions club, 6 darts, 3 javelins, heavy shield

Hold Breath (Ex): Lizardfolk can hold their breath for 52 rounds before they risk drowning.

Redeye

CR 8

Male lizardfolk barbarian 7

N Medium humanoid (reptilian)

Init +3; Senses blindsense 30 ft.; Listen +4, Spot +2

Languages Draconic, Common (Calant dialect, illiterate)

AC 18, touch 12, flat-footed 18; uncanny dodge (-1 Dex, +6 armor, +5 natural, -2 rage)

hp 97 (9 HD); DR 1/—

Immune frightful presence of dragons, sleep

Fort +10, Ref +4, Will +4 (+8 vs. fear)

Speed 40 ft. (8 squares)

Melee +1 dragon bane longspear +16 (1d8+6/x3) or

Melee 2 claws +14 (1d4+6) and

bite +10 (1d4+3)

Space 5 ft.; Reach 5 ft. (10 ft. with +1 dragon bane longspear)
Base Atk +8; Grp +14

Atk Options Cleave, Power Attack, rage 2/day (8 rounds)

Abilities Str 22, Dex 8, Con 20, Int 10, Wis 10, Cha 14 SQ hold breath, trap sense +2, uncanny bravery

Feats Improved Initiative, Multiattack, Power Attack, Weapon

Focus (longspear)

Skills Balance +5, Intimidate +8, Jump +12, Knowledge (religion) +3, Listen +4, Search +2, Spot +2, Survival +2, Swim +18, Tumble +1

Possessions glaring eye^{RoD} (draconic graft), +1 dragonhide breastplate, +1 dragon bane longspear

Hold Breath (Ex): Redeye can hold his breath for 80 rounds before he risks drowning.

When not raging, Redeye has the following changed statistics:

AC 20, touch 14, flat-footed 20

hp 79 (9 HD)

Fort +10, Will +2 (+6 vs. fear)

Melee +1 dragon bane longspear +14 (1d8+4/x3) or

Melee 2 claws +12 (1d4+4) and

bite +10 (1d4+2)

Grp +12
Abilities Str 18, Con 16

Skills Jump +10, Swim +16

Commented [EB1427]: Serpent Kingdoms, page 87.

Commented [EB1428]: 1 (base lizardfolk) +7

(Barbarian 7) = 8

Commented [EB1429]: 2 * (4.5 +5) +7 * (6.5 +5) = 99.5 -2 (glaring eye) = 97.5

Commented [EB1430]: +0 (lizardfolk) +5 (barbarian

Commented [EB1431]: +3 (lizardfolk) +2 (barbarian

7) -1 Dex

Commented [EB1432]: +0 (lizardfolk) +2 (barbarian

7) +0 Wis +2 raging

Commented [EB1433]: 30 ft. (base) +10 ft. (medium

or lighter armor)

Commented [EB1434]: +8 (base) +6 (Str) +1 (+1 dragon bane longspear) +1 Weapon Focus = +16

Commented [EB1435]: +8 (base) +6 (Str) = +14

Commented [EB1436]: +7 (Bbn7) +1 (lizardfolk)

Commented [EB1437]: +8 (BAB) +6 (Str) = +14

Commented [EB1438]: 3 +5 (Con while raging is 20)

Commented [EB1439]: Elite Array: Str 15, Dex 8, Con 13, Int 12, Wis 10, Cha 14. Racial: +2 Str, +2 Con, -2 Int. 9 HD: +1 Str +1 Con.

Commented [EB1440]: Dragon Magic, page 14.

Commented [EB1441]: 1 (2 HD Lizardfolk) +3 (9 HD total) = 4.

Commented [EB1442]: 5*(2+0)+7*(4+0)=38. Balance +5 (6+4 racial -1 Dex -4 amour check penalty), Intimidate +8 (6+2 Cha), Jump +12 (6+4 racial +6 Str -4 armor check penalty), Knowledge (religion) +3 (6cc +0 Int), Listen +4 (4+0 Wis), Search +2 (0+0 Int +2 glaring eye), Spot +2 (0+0 Wis +2 glaring eye), Survival +2 (2+0 Wis), Swim +18 (8+4 racial +6 Str),

Survival +2 (2+0 Wis), Swim +18 (8+4 racial +6 Str). Tumble +1 (0-1 Dex +2 Jump synergy).

Commented [EB1443]: ECL = 2 (lizardfolk HD) +1 (Level Adjustment) +7 (Barbarian 7) = 10. Expected Value: 16,000. Actual Value: 1,700 (+1 dragonhi(.... [151])

Commented [EB1444]: Races of the Dragon, ... [152]

Commented [EB1445]: 4 * 20 (Con) = 80.

Commented [EB1446]: 2 * (4.5 +3) +7 * (6.5 ... [153]

Commented [EB1447]: +0 (lizardfolk) +5 (b ... [154]

Commented [EB1448]: +0 (lizardfolk) +2 (b(... [155])

Commented [EB1449]: +8 (base) +4 (Str) +7 ... [156]

Commented [EB1450]: +8 (base) +4 (Str) = +12

Commented [EB1451]: +8 (BAB) +4 (Str) = +12

Commented [EB1452]: Elite Array: Str 15, D ... [157]

Commented [EB1453]: 5 * (2 +0) + 7 * (4 +0(... [158])

Hold Breath (Ex): Redeye can hold his breath for 64 rounds before he risks drowning.

Lizard Raid

Ceratosaur^{SK}, Entangled Wounded

N Huge animal (reptilian)

Init +4; Senses low-light vision, scent; Listen +9, Spot +10

AC 13, touch 8, flat-footed 13

(-2 size, +5 natural) hp 46 (14 HD)

Fort +13, Ref +9, Will +6

Weakness entangled

Speed 20 ft. (4 squares)

Melee bite +13 (4d8+10) Space 15 ft.; Reach 10 ft.

Base Atk +10; Grp +25

Atk Options rend 2d8+10

Abilities Str 24, Dex 10, Con 18, Int 2, Wis 15, Cha 10

Feats Alertness, Improved Initiative, Run, Toughness, Track

Skills Listen +9, Move Silently +6, Spot +10

Entangled (Ex) The wounded ceratosaur is entangled by a Large net. It takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move only at half speed, and cannot charge or run. The ceratosaur can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a fullround action).

Rend (Ex) A ceratosaur that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and shaking it to tear the flesh. This attack automatically deals 2d8+10 points of damage.

When not entangled, the wounded ceratosaur has the following changed statistics:

Init +4

AC 15, touch 10, flat-footed 13

(-2 size, +2 Dex, +5 natural)

Speed 40 ft. (8 squares)

Melee bite +15 (4d8+10)

Skills Move Silently +8

Open Marches

Individuals

Binndarak "Binn" Mystaryn

CR 1/2

Male Tethyrian human expert 1 NG Medium humanoid (human)

Init -1; Senses Listen +2, Spot +2

Languages Chondathan, Common (Calant dialect), Illuskan

AC 12, touch 9, flat-footed 12

(-1 Dex, +3 armor)

hp 3 (1 HD)

Fort +0, Ref -1, Will +2

Speed 30 ft. (6 squares)

Melee heavy mace -1 (1d8-1) or

Melee dagger -1 (1d4-1)

Base Atk +0; Grp -1

Abilities Str 9, Dex 8, Con 10, Int 13, Wis 11, Cha 12

Feats Negotiator, Skill Focus (Profession [innkeeper])

Skills Appraise +5, Bluff +5, Diplomacy +7, Gather Information +5, Knowledge (local-Waterdeep) +5, Listen +2,

Profession (innkeeper) +7, Sense Motive +7, Spot +2

Possessions 10 bolts, dagger, heavy mace, light crossbow,

studded leather

Dauravyn Redbeard

CR 11

Male Tethyrian human expert 7 /fighter 5

LG Medium humanoid (human)

Init +4; Senses Spot +11, Listen +11

Languages Chondathan, Common (Calant dialect), Elven, Illuskan

AC 17, touch 10, flat-footed 17

(+0 Dex. +7 armor)

hp 60 (12 HD)

Fort +6, Ref +5, Will +7

Speed 20 ft. (4 squares) Melee +2 greatsword +16/+11 (2d6+7/17-20/x2)

Atk Options Great Cleave, Improved Sunder, Power Attack

Abilities Str 16, Dex 10, Con 10, Int 14, Wis 13, Cha 12

Feats Cleave, Great Cleave, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Lightning

Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Bluff +11, Diplomacy +15, Disguise +1 (+3 in character), Climb +13, Gather Information +13, Intimidate +3, Jump +9, Knowledge (local-Sword Coast) +12, Listen +11, Profession (innkeeper) +14, Ride +10, Sense Motive +11,

Possessions bracers of armor +2, masterwork chainmail, Nightstalker (+2 greatsword, can cast darkvision and fly 1/day each), one of a pair of sending stones Mag

Dygath Hornspar

CR2

Male Tethyrian human scout 2

CE Medium humanoid (human)

Init +3; Senses Listen +5, Spot +5

Languages Chondathan, Common (Calant dialect), Draconic

AC 16, touch 12, flat-footed 14; uncanny dodge

(+2 Dex, +4 armor)

hp 11 (2 HD)

Fort +1, Ref +5, Will +0

Speed 30 ft. (6 squares); acrobat boots*

Commented [EB1454]: 4 * 20 (Con) = 80.

Commented [EB1465]: 1 * (3.5 +0) = 3.5

Commented [EB1466]: +0 (Exp1) +0 Con = +0

Commented [EB1467]: +0 (Exp1) -1 Dex = -1

Commented [EB1468]: +2 (Exp1) +0 Wis = +2

Commented [EB1469]: +0 (base) -1 (Str) = -1

Commented [EB1455]: Serpent Kingdoms, page 64.

Commented [EB1456]: Normally CR 7.

Commented [EB1457]: Normal: +6.

Commented [EB1458]: Normal: 15, touch 10, flat-

Commented [EB1470]: 1 (human) +1 (Com1) = 2.

Commented [EB1471]: (1+3)*(6+1+1) = 32.

Appraise +5 (4 +1 Int), Bluff +5 (4 +1 Cha), Diplomacy +7

(4 +1 Cha +2 Negotiator), Gather Information + ... [160]

Commented [EB1459]: Normal: 14 * (4.5 +4 ... [159]

Commented [EB1460]: Normal: +11.

Commented [EB1472]: Expected: 75. Actual ... [161]

Commented [EB1461]: Normal: 40 ft. (8 squares)

Commented [EB1462]: Normal bite +15 (4d8+10).

Commented [I1473]: +0 (Dex) +4 (Improve ... [162]

Commented [EB1463]: Normal: Dex 14

Commented [11474]: Assume Common, Illus [163]

Commented [EB1464]: Normal: Move Silently +8.

Commented [11475]: 10 +0 Dex +7 (+2 chair ... [164])

Commented [I1476]: 6 + (3.5 +0) *6 +(5.5 +(... [165])

Commented [11477]: +2 (expert 7) +4 (fight ... [166])

Commented [11478]: +2 (expert 7) +1 (fight [167])

Commented [11479]: +2 (expert 7) +1 (fight [168]) Commented [11480]: +10 (base) +3 Str +2 w ... [169]

Commented [11481]: +5 (expert 7) +5 (fight ... [170])

Commented [11482]: +10 (base) +3 Str = +13.

Commented [11483]: Non-elite array: Str 15(... [171])

Commented [I1484]: 1 +1 (human) +4 (12 [... [172])

Commented [11485]: Total Skill Points: (6 + ... [173])

Commented [I1486]: Note these possession ... [174]

Commented [EB1487]: +2 (Dex) +1 (Battle [... [175])

Commented [EB1488]: 2 * (4.5 +1) = 11

Commented [EB1489]: +0 (Scout2) +1 Con = +1

Commented [EB1490]: +3 (Scout2) +2 Dex = +5

Commented [EB1491]: +0 (Scout2) +0 Wis = +0

Melee 2 mwk short swords +2 (1d6+2/19-20)

Ranged composite shortbow [+2] (1d6+2/x3)

Base Atk +1; Grp +3

Atk Options skirmish +1d6

Abilities Str 14, Dex 15, Con 12, Int 13, Wis 10, Cha 8

SQ trapfinding

Feats Track, Two-Weapon Fighting

Skills Balance +5, Climb +3, Diplomacy +1, Hide +7, Jump +5, Knowledge (nature) +6, Listen +5, Move Silently +7, Ride +3, Search +6, Sense Motive +5, Spot +5, Survival +5 (+7 aboveground, following tracks), Swim +3, Tumble +9

Possessions acrobat boots*, arrows (20), chain shirt, composite shortbow [+2], 2 mwk short swords, oil of magic weapon, 2 potions of cure light wounds

Skirmish (Ex) Whenever Dygath moves at least 10 feet, he deals extra damage. This damage only applies to living creatures with discernible anatomies, and he must be able to see the target well enough to pick out a vital spot and be able to reach the spot. He can apply this extra damage to ranged attacks made against targets within 30 feet.

Trapfinding (Ex) Dygath can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Torleth Mindulspeer

Male Tethyrian human wizard 5/incantatar PGIF 2

CE Medium humanoid (human) Init +2; Senses Listen +1, Spot +1

Languages Chondathan, Common (Calant dialect), Draconic,

Loross, Netherese

AC 13, touch 12, flat-footed 11

(+2 Dex, +1 natural)

hp 20 (7 HD)

Resist lighting 5

Fort +2, Ref +3, Will +10

Speed 30 ft. (6 squares)

Melee mwk dagger +4 (1d4/19-20)

Base Atk +3; Grp +3

Atk Options Sudden Maximize

Wizard Spells Prepared (CL 7th)

4th-ice storm (electricity/sonic)

3rd—arcane sight, fireball (electricity/sonic, DC 16), sense of the dragon ROD

2nd — fireburst C (electricity/sonic, DC 15), obscure object (DC 15), scorching ray x2 (electricity/sonic, +5 ranged touch)

1st—alarm, burning hands (electricity/sonic, DC 14), identify, magic missile, shield

0th—detect magic, ray of frost x2 (electricity, +5 ranged touch), read magic

Abilities Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8 SQ summon familiar

Feats Born of the Three Thunders Care, Empower Spell, Energy
Substitution CA (electricity), Iron Will, Scribe Scroll, Sudden
Maximize CA, Wyrmgrafter Rod

Skills Concentration +10, Heal +11, Gather Information +1,
Knowledge (arcana) +13, Knowledge (history) +6,
Knowledge (local—Sword Coast) +6, Knowledge (nature)
+7, Spellcraft +15.

Possessions blue gleaming scales RoD (draconic graft), gloves of object reading*, mwk dagger

Focused Studies (Ex) Torleth has given up the school of Conjuration so as to focus more on the remaining schools.

Cooperative Magic Torleth can apply any metamagic feat he possesses (except Silent Spell, Still Spell, or Quicken Spell) to a spell being cast by a willing allied spellcaster (6/day). The caster need not prepare the spell in metamagic form or in a higher-level spell slot; Torleth simply modifies the spell during the casting. Using this ability is a standard action that provokes an attack of opportunity, just like casting a spell, though Torleth can use the Concentration skill with this ability as though he were casting defensively. Torleth must ready an action to use cooperative metamagic when his ally begins casting and must be adjacent to the caster. The incantatar must make a Spellcraft check (DC 18 + [3 × modified spell level]) to succeed. "Modified spell level" is the level of the spell slot. that the spell would occupy if it were prepared with the metamagic feat applied. Any spell level increases from metamagic feats that the caster applied also count toward the modified spell level. For example, if Torleth applies the Maximize Spell feat to an ally's chain lightning spell, the modified spell level is 9th (6th for the spell, +3 for the Maximize Spell feat), and the DC is $18 + (3 \times 9) = 45$.

Feat: Born of the Three Thunders CArc

You have learned to marry the power of lightning and thunder in your electricity and sonic spells.

Prerequisites: Knowledge (nature) 4 ranks, Energy Substitution (electricity).

Benefit: When you cast a spell with either the electricity descriptor or the sonic descriptor that deals hit point damage, you can declare that spell to be a spell of the three thunders, with half its damage dealt as electricity damage and half dealt as sonic damage. In addition, the spell concludes with a mighty thunderclap that stuns all creatures. that take damage from the spell for 1 round unless they succeed on a Fortitude save, then knocks stunned creatures prone unless they succeed on a Reflex save (both saves at the same DC as the base spell). Channeling the three thunders is costly, though, and you are automatically dazed for 1 round after doing so.

A three thunders spell uses a spell slot of the spell's normal level. In addition, its descriptor changes to include both energy types—for example, a *lightning bolt* of the three thunders is an evocation [electricity, sonic] spell.

Commented [EB1492]: +1 (base) +2 (Str) -2 (Two-Weapon Fighting) +1 (mwk short swords) = +2

Commented [EB1509]: 1 (human) +3 (7th level) +1 (Scribe Scroll) +1 (Wiz5) +1 (Metamagic, Incantatar 1) =

Commented [EB1510]: Complete Arcane, page 76.

Commented [EB1511]: Complete Arcane, page 79.

Commented [EB1493]: +1 (BAB) +2 (Str) = +3

Commented [EB1512]: Complete Arcane, page 83.

Commented [EB1513]: Races of the Dragon, page 101.

Commented [EB1514]: (2 + 3) * (5 + 3) + (2 + 3) * 2 = 50. Concentration +10 (10 +1 Con), Heal +11 (10 +1 Wis), Gather Information +1 (0 -1 Cha +2 Knowledge [local] synergy), Knowledge (arcana) +13 (10 +3 Int), Knowledge (history) +8 (5 +3 Int), Knowledge (local—The Sword Coast) +8 (5 +3 Int), Spellcraft +15 (10 +3 Int +2 Knowledge [arcana] synergy).

Commented [EB1494]: 1 (human) +1 (Scout 2) = 2.

Commented [EB1515]: Expected: 7,200 gp. Actual value: 3,000 (*gloves of object reading*) +4,500 (gleaming scales, half price since created by Torleth) +302 (mwk dagger) = 7,802 gp. Ignored cost of spellbooks for story purposes.

Commented [EB1516]: Races of the Dragon, page 129.

Commented [EB1495]: (2+3)* (8+1+1) = 50.
Balance +5 (1+2 Dex +2 Tumble synergy), Climb +3 (1+2 Str), Diplomacy +1 (0-1 Cha +2 Sense Motive synergy), Hide +7 (5+2 Dex), Jump +5 (1+2 Str +2 Tumble synergy), Knowledge (nature) +6 (5+1 Int), Listen +5 (5+0 Wis), Move Silently +7 (5+2 Dex), Ride +3 (1+2 Dex), Search +6 (5+1 Int), Sense Motive +5 (5+0 Wis), Spot +5 (5+0 Wis), Survival +5 (5+0 Wis), Swim +3 (1+2 Str), Tumble +9 (5+2+2 acrobat boots)

Commented [EB1496]: Expected: 2,000. Actual: 900 (acrobat boots) +1 (arrows) +100 (chain shirt) (... [176]

Commented [EB1497]: The class build was [... [177]]

Commented [EB1498]: Player's Guide to Fae ... [178]

Commented [EB1499]: +2 (Dex) = +2.

Commented [EB1500]: 5 * (2.5+1) + 2 * (2.5 ... [179])

Commented [EB1517]: Complete Arcane, page 76.

Commented [EB1501]: +1 (Wiz5) +0 (Inc2) (... [180])

Commented [EB1502]: +1 (Wiz5) +0 (Inc2)(... [181

Commented [EB1503]: +4 (Wiz5) +3 (Inc2) [182]

Commented [EB1504]: +3 +0 Str +1 (mwk d ... [183])

Commented [EB1505]: +2 (Wiz5) +1 (Inc2)= +3.

Commented [EB1506]: +3 (BAB) +0 (Str) = +3

Commented [EB1507]: Races of the Dragon, page 117.

Commented [EB1508]: Spell Compendium, page 93.

Feat: Energy Substitution CArc

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type—for example, a fireball composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time

Feat: Sudden Maximize CArc

You can cast a spell to maximum effect without special

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Familiar Torleth chooses not to summon a familiar, seeing a potential familiar as more of a vulnerability than an asset.

Spellbook Torleth has several spellbooks of Netherese origin hidden away in the Crypt of the Worm (see Chapter 4).

Velaethaunyl Shaethe

CR 10

Female elite wood elf sorcerer 10

CG Medium humanoid (elf)

Init +3; Senses low-light vision; Spot +4, Listen +4

Languages Common (Calant dialect), Chondathan, Elven,

Sylvan

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 armor)

hp 26 (10 HD)

Immune sleep

Resist +2 bonus vs. enchantment spells and effects

Fort +3, Ref +6, Will +7

Speed 30 ft. (6 squares)

Melee mwk. longsword +7 (1d8/19-20/x2) or

mwk. longbow +10 (1d8/x3)

Combat Options necklace of fireballs type III

Base Atk +5; Grp +5

Sorcerer Spells Known (CL 15th):

5th (3/day)-sending

4th (5/day) - rainbow pattern (DC 16), stoneskin (DC 16)

3rd (6/day) - deep slumber (DC 15), magic circle against evil

(DC 15), protection from energy (DC 15)

2nd (7/day)—continual flame, eagle's splendor (DC 14), see invisibility, web (DC 14)

1st (7/day)-alarm, color spray (DC 13), comprehend languages, mage armor (DC 13), magic missile

0th (6/day) - arcane mark, daze (DC 12), detect magic, disrupt undead, mage hand, mending (DC 12), message, prestidigitation, read magic

Abilities Str 10, Dex 16, Con 10, Int 11, Wis 10, Cha 15

SO summon familiar

Feats Alertness, Precise Shot, Weapon Focus (longsword), Weapon Focus (longbow)

Skills Concentration +8, Knowledge (arcane) +8, Listen +4, Search +2, Spellcraft +8, Spot +4

Possessions +2 mithral shirt, mwk longbow, mwk longbow,

necklace of fireballs type III

Familiar: Velaethaunyl chooses not to summon a familiar, seeing a potential familiar as more of a vulnerability than an

Vixilophar ("Ulmyn Andalor")

CR 5

Male doppelganger spellthief CAdv 2

NG Medium monstrous humanoid (shapechanger)

Init +1; Senses darkvision 60 ft.; Listen +6, Spot +6

Languages Chondathan, Common (Calant dialect), Elven

AC 19, touch 11, flat-footed 18; Dodge (+1 Dex, +4 natural, +4 armor)

hp 22 (4 HD)

Immune charm, sleep

Fort +4, Ref +5, Will +8; +1 vs. spells

Speed 30 ft. (6 squares)

Melee slam +6 (1d6+1) or

Melee 2 mwk short swords +4 (1d6+1/1d6+1)

Base Atk +4; Grp +6

Atk Options sneak attack +1d6

Special Attacks detect thoughts, steal spell (0th or 1st)

Spell-Like Abilities (CL 2nd)

1/day - detect magic Abilities Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13

SQ change shape, trapfinding

Feats Dodge, Great Fortitude, Two-Weapon Fighting

Skills Bluff +10, Diplomacy +3, Disguise +9 (+11 acting),

Knowledge (nature) +5, Intimidate +3, Listen +6, Sense Motive +7, Spot +6, Use Magic Device +5

Possessions chain shirt, horn of fog, 2 mwk short swords, potion of nondetection, silkslick belt*

Detect Thoughts (Su) Vixilophar can continuously use detect thoughts as the spell (CL 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su) Vixilophar can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. Vixilophar can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but Vixilophar reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Commented [EB1518]: Complete Arcane, page 79.

Commented [11530]: Elite Array: Str 8. Dex 14. Con 12, Int 13, Wis 10, Cha 15. Added +2 Str, +2 Dex, -2 Con, -2 Int. -2 Cha for FR wood elf. (See Forgotten Realms Campaign Setting, page 15.) Added +2 Cha for 8th level.

Commented [11531]: 1 + 3 (10 HD/3) = 4.

Commented [11532]: Total Skill Points: (2 +0) * (10 +3) = 26. Concentration +8 (8+0 Con), Knowledge (arcana) +8 (8 +0 Int), Listen +4 (0 +0 Wis +2 Alertness +2 racial), Search +2 (0 +0 Int +2 racial), Speak Languages (2) (Sylvan), Spellcraft +8 (8 +0 Int), Spot +4 (0+0 Wis+2 Alertness+2 racial).

Commented [11533]: Target: 10,000 gp (10th level character). Actual: 5,100 (+2 mithral shirt) +315 (masterwork longsword) +375 (masterwork longbow) +4,350 (necklace of fireballs type III) = 10,140 gp.

Commented [EB1519]: Complete Arcane, page 83.

Commented [EB1534]: 3 (

doppelganger) +2 (Spellthief 2) = 5.

Commented [EB1535]: Complete Adventurer, pages

Commented [EB1536]: +1 (Dex) = +1.

Commented [EB1537]: 4*(4.5+1) = 22

Commented [EB1538]: +1 (doppelganger) +0 (Spellthief 2) +1 Con +2 Great Fortitude = +

Commented [EB1539]: +4 (doppelganger) +0 (Spellthief 2) 1 Dex = +5

Commented [EB1540]: +4 (doppelganger) + ... [187]

Commented [EB1541]: +5 (BAB) +1 Str = +6

Commented [EB1542]: +5 (BAB) +1 Str -2 ((... [188])

Commented [EB1543]: +4 (as Ftr4) +1 (Spe(... [189])

Commented [EB1544]: +5 (BAB) +1 (Str) = +6

Commented [11520]: +3 (Dex) = +3.

Commented [I1521]: Wealdath region, Play ... [184]

Commented [11522]: 10 +3 Dex +6 (+2 mith [185])

Commented [EB1545]: 2 (4 HD) = 2.

Commented [11523]: (4+0) + (2.5+0) * 9 = 26.5.

Commented [EB1546]: (4+3)*(2+1)+2*...[190] Commented [11524]: +3 (sorcerer 10) +0 (Con) = +3.

Commented [11525]: +3 (sorcerer 10) +3 (Dex) = +6. Commented [I1526]: +7 (sorcerer 10) +0 (Wis) = +7.

Commented [EB1547]: Expected: 5,600 gp (... [191])

Commented [11527]: +5 (base) +0 Str +1 (W ... [186]

Commented [11528]: +5 (sorcerer 10) = +5.

Commented [11529]: +5 (base) +0 Str = +5.

Steal Spell (Su) Vixilophar can siphon spell energy away from his target and use it itself. A spellthief who hits an opponent with a successful sneak attack can choose to forgo dealing 1d6 points of sneak attack damage and instead steal a spell, or the potential to cast a specific known spell, form his target. See Complete Adventurer, page 16.

Steal Spell Effect (Su) Vixilophar can siphon an active spell effect from another creature. If Vixilophar hits an opponent with a sneak attack, it can chose to forgo dealing 1d6 points of sneak attack damage and instead gain the effect of a single spell affecting the target. If the target is willing, Vixilophar can steal a spell effect with a touch as a standard action.

Vixilophar can choose which spell effect to steal; otherwise, the DM determines the stolen spell effect randomly. If Vixilophar tries to steal a spell effect that isn't present, the stolen spell effect is determined randomly from among those currently in effect on the target. Vixilophar can't steal a spell effect if its caster level exceeds 3.

Upon stealing a spell effect, Vixilophar gains the stolen effect (and the original creature loses that effect) for 2 minutes (or until the spell's duration expires, whichever comes first). If the spell effect's duration hasn't expired by this time, the spell effect returns to the creature that originally benefited from it.

Vixilophar can steal the effect of a spell only if the spell could be cast on him by the original caster. For example, Vixilophar couldn't gain the effect of an animal growth spell or the effect of a shield spell (since that spell's range is personal). If Vixilophar tries to steal the effect of a spell not allowed to it, the effect is still suppressed on the original target of the spell for 2 minutes.

This ability does not work on spell effects that are immune to *dispel magic* (such as *bestow curse*).

Skills When using its change shape ability, Vixilophar gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Trapfinding (Ex) Vixilophar can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Brigands

Hagspawn^{UE} Warrior

CR1

Male hagspawn warrior 1 NE Medium monstrous humanoid

Init +0; Senses darkvision 60 ft.; Listen +0, Spot +2

Languages Common (Calant dialect), Giant

AC 19, touch 10, flat-footed 19

(+2 natural, +5 armor, +2 shield)

hp 5 (1 HD)

SR 12

Fort +2, Ref +5, Will +1

Speed 20 ft. (4 squares) (breastplate), base 30 ft.

Melee bastard sword +2 (1d10+1/19-20)

Base Atk +1; Grp +2

Abilities Str 12, Dex 11, Con 13, Int 10, Wis 11, Cha 8

Feats Exotic Weapon Proficiency (bastard sword)

Skills Climb -3, Jump -3, Spot +2

Possessions bastard sword, breastplate, large wooden shield

Half-orcMM Warrior

CR1

Male half-orc warrior 2

CE Medium humanoid (orc)

Init +0; Senses darkvision 60 ft.; Listen -1, Spot -1

Languages Common (Calant dialect), Orc

AC 15, touch 10, flat-footed 15

(+3 armor, +2 shield)

hp 14 (2 HD) Fort +4, Ref +0, Will +1

Speed 20 ft. (4 squares) (hide armor), base 30 ft.

Melee battleaxe +4 (1d8+2/x3)

Base Atk +2; Grp +4

Abilities Str 15, Dex 11, Con 12, Int 8, Wis 9, Cha 6

Feats Toughness

Skills Intimidate +3

Possessions battleaxe, hide armor, large wooden shield

High Moor Raider

CR1

Male Tethyrian human barbarian 1

CN Medium humanoid (human)

Init +1; Senses Listen +3, Spot -1 Languages Common (Calant dialect), Giant (illiterate)

AC 14, touch 9, flat-footed 13

(+1 Dex, +3 armor, +2 shield, -2 rage)

hp 10 (1 HD)

Fort +6, Ref +1, Will +1

Speed 30 ft. (6 squares) (hide armor), base 40 ft.

Melee battleaxe +5 (1d8+4/x3)

Base Atk +1; Grp +5

Atk Options Cleave, Power Attack, rage 1/day (7 rounds)

Abilities Str 19, Dex 13, Con 18, Int 10, Wis 8, Cha 12

Feats Cleave, Power Attack

Skills Climb +3, Intimidate +3, Jump +3, Listen +3, Survival +1

Possessions battleaxe, hide armor, large wooden shield

When not raging, a High Moor raider has the following changed statistics:

AC 16, touch 11, flat-footed 15

hp 8 (1 HD)

Fort +4, Will -1

Melee battleaxe +3 (1d8+2/x3) or

Grp +3

Abilities Str 15, Con 14

Commented [EB1550]: 2 * (4.5 +1) +3 (Toughness) = 14

Commented [EB1551]: +3 (War2) +1 (Con) = +4

Commented [EB1552]: +0 (War2) +0 (Dex) = +0

Commented [EB1553]: +0 (War2) -1 (Will) = -1

Commented [EB1548]: 2 (Spellthief 2) +1 (Cha) = 3

Commented [EB1554]: +2 (BAB) +2 (Str) = +4

Commented [EB1555]: +2 (BAB) +2 (Str) = +4

Commented [EB1556]: Base: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8. After racial: Str 15, Dex 11, Con 12, Int 8. Wis 9. Cha 6

Commented [EB1557]: (2+3)*(2-1) = 5. Intimidate +3 (5-2 Cha).

Commented [EB1558]: 1 * (6.5 +4) = 10.5

Commented [EB1559]: +2 (Bar1) +4 Con = +6

Commented [EB1560]: +0 (Bar1) +1 Dex = +1

Commented [EB1561]: +0 (Bar1) -1 Wis +2 raging =

Commented [EB1562]: 30 ft. (base) +10 ft. (medium or lighter armor)

Commented [EB1563]: +1 (base) +4 (Str) = +5

Commented [EB1564]: +1 (BAB) +4 (Str) = +5

Commented [EB1565]: 3 +4 (Con while raging is 19)

Commented [EB1566]: 1 (human) +1 (Bar1) = 2.

Commented [EB1567]: (1+3)* (2+0+1) = 12. Climb +3 (2+4 Str -3 armor check penalty), Intimidate +3 (2+1 Cha), Jump +3 (2+4 Str -3 armor check penalty), Listen +3 (4-1 Wis), Survival +1 (2-1 Wis).

Commented [EB1549]: *Unapproachable East*, pages 64-66.

Commented [EB1568]: 1 * (6.5 +2) = 8.5

Commented [EB1569]: +2 (Bar1) +2 Con = +4

Commented [EB1570]: +0 (Bar1) -1 Wis = -1

Commented [EB1571]: +1 (base) +2 (Str) = +3

Commented [EB1572]: +1 (BAB) +2 (Str) = +3

Skills Climb +1, Jump +1	Feat: Mercantile Background PGtF [Regional]	Commented [EB1573]: Climb +1 (2 +2 Str -3 armor
Caravans	You come from a wealthy family with numerous contacts in the trading costers and craft guilds of Faerûn's bustling	check penalty), Jump +1 (2 +2 Str -3 armor check penalty),
Caravan Guard CR 1	cities. You can get a good deal on almost anything you buy	Commented [EB1593]: Player's Guide to Faerûn, page
Illuskan or Tethyrian human warrior 2	or sell. Prerequisite: Dwarf (the Sword Coast or Underdark	41.
Usually N Medium humanoid (human)	[Darklands]), gnome (Lantan or Underdark [Northdark]),	
Init +1; Senses Listen +2, Spot +2	halfling (Amn), or human (Amn, Lantan, Sembia, Shou	Commented [EB1574]: 2 * (4.5 +0) +3 (Toughness) =
Languages Chondathan, Common (Calant dialect)	Expatriate, Tashalar, Tharsult, Thesk, Turmish, the Vast, or	12
AC 16, touch 11, flat-footed 15	Waterdeep). Benefit: When you sell weapons, magic items, or other	Commented [EB1575]: +3 (War2) +0 Con = +3
(+1 Dex, +4 armor, +1 shield) hp 12 (2 HD)	adventuring goods, you get 75% of the list price instead of	Commented [EB1576]: +0 (War2) +1 Dex = +1
Fort +3, Ref +1, Will -1	50%. Once per month, you can buy any single item at 75% of	Commented [EB1577]: +0 (War2) -1 Wis = -1
Speed 20 ft. (4 squares) (scale mail), base 30 ft.	the offered price. You also receive an extra 300 gp to spend	
Melee longsword +3 (1d8+1/19-20) or	as you see fit during character creation. Special: You may select this feat only as a 1st-level	Commented [EB1578]: +2 (BAB) +1 (Str) = +3
Melee dagger +3 (1d4+1/19-20)	character. You may have only one regional feat.	Commented [EB1579]: +2 (BAB) +1 (Dex) = +3
Ranged shortbow +3 (1d6/x3)		Commented [EB1580]: +2 (BAB) +1 (Str) = +3
Base Atk +2; Grp +3	(+1 armor, +1 shield)	Commented [EB1594]: 1*(2.5+0) = 2.5
Abilities Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8	hp 2 (1 HD)	Commented [EB1581]: 1 (human) +1 (War2) = 2.
Feats Alertness, Toughness	Fort +0, Ref +0, Will +0	Commented [EB1595]: +0 (Com1) +0 Con = +0
Skills Handle Animal +3, Listen +2, Ride +6, Spot +2 Possessions 20 arrows, bit and bridle, dagger, light steel shield,	Speed 30 ft. (6 squares)	
light warhorse (duskwood skewbald ^{CoV}), longsword,	Melee club +0 (1d6) or Melee whip +0 (1d3 nonlethal)	Commented [EB1596]: +0 (Com1) +0 Dex = +0
riding saddle, scale mail, shortbow	Space 5 ft.; Reach 5 ft. (15 ft. with whip)	Commented [EB1597]: +0 (Com1) +0 Wis = +0
Merchant CR 1	Base Atk +0; Grp +0	Commented [EB1582]: (2+3)*(2+0+1) = 15.
Illuskan or Tethyrian human expert 2	Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10	Handle Animal +3 (4 -1 Cha), Listen +2 (1cc -1 V [192]
Usually LN Medium humanoid (human)	Feats Exotic Weapon Proficiency (whip), Skill Focus (Handle	Commented [EB1583]: Expected: ? (>120 g([193]
Init -1; Senses Listen +1, Spot +1	Animal)	Commented [EB1598]: +0 (base) +0 (Str) = +0
Languages Chondathan, Common (Calant dialect)	Skills Handle Animal +7, Profession (wagoner) +4, Ride +4	Commented [EB1599]: 1 (human) +1 (Com1) = 2.
AC 13, touch 9, flat-footed 13	Possessions club, light wooden shield, padded armor, whip	
(-1 Dex, +4 armor)	Amphail Gray ^{CoV} CR 1	Commented [EB1600]: (1 +3) * (2 +0 +1) = ([197]
hp 7 (2 HD)	N Large animal	Commented [EB1601]: Expected: 12 gp. Act [198]
Fort +0, Ref -1, Will +4	Init +1; Senses low-light vision, scent; Listen +5, Spot +5	Commented [EB1602]: Champions of Valor, [199]
Speed 30 ft. (6 squares) Melee heavy mace +0 (1d8-1) or	AC 13, touch 10, flat-footed 12	Commented [EB1584]: 2 * (3.5 +0) = 7
Melee dagger +0 (1d4-1)	(-1 size, +1 Dex, +3 natural) hp 22 (3 HD)	Commented [EB1585]: +0 (Exp2) +0 Con = +0
Base Atk +1; Grp +0	Fort +6, Ref +4, Will +3	Commented [EB1586]: +0 (Exp2) -1 Dex = -1
Abilities Str 8, Dex 9, Con 11, Int 10, Wis 13, Cha 12	Speed 60 ft. (12 squares); Endurance, Run	
Feats Mercantile Background, Skill Focus (Profession	Melee 2 hooves -2 (1d4+1)	Commented [EB1587]: +3 (Exp2) +1 Wis = +4
[merchant])	Space 10 ft.; Reach 5 ft.	Commented [EB1588]: +1 (base) -1 (Str) = +0
Skills Appraise +5, Bluff +6, Diplomacy +10, Disguise +1 (+3 in	Base Atk +2; Grp +8	Commented [EB1603]: 3 * (4.5 +3) = 22.5
character), Gather Information +7, Intimidate +3,	Abilities Str 14, Dex 13, Con 17, Int 2, Wis 14, Cha 8	Commented [EB1604]: +3 +3 (Con) = +6
Knowledge (local – Waterdeep) +5, Profession (merchant) +9, Ride +0, Sense Motive +6	Feats Endurance, Run	Commented [EB1605]: +1 +2 (Wis) = +3
Possessions 10 bolts, chain shirt, dagger, heavy mace, light	Skills Listen +5, Spot +5 Steed An Amphail gray cannot fight while carrying a rider.	Commented [EB1589]: 1 (human) +1 (Exp 2) = 2.
crossbow, light horse (Amphail grail)	Carrying Capacity (Ex) A light load for an Amphail gray is up to	Commented [EB1590]: (2+3)*(6+0+1) = ([194]
Wagoner CR 1/3	150 pounds; a medium load, 151-300 pounds; a heavy load	
Illuskan or Tethyrian human commoner 1	301-450 pounds. An Amphail gray can drag 2,250 pounds.	Commented [EB1606]: Base: Str 14, Dex 13 [200]
Usually N Medium humanoid (human)	Duskwood Skewbald ^{CoV} CR 1	Commented [EB1607]: (2 -1) * (3 +3) = 6. L [201]
Init +0; Senses Listen +0, Spot +0	N Large animal	Commented [EB1591]: Expected: ? gp (>12([195]
Languages Chondathan, Common (Calant dialect)	Init +1; Senses low-light vision, scent; Listen +4, Spot +4	Commented [EB1592]: Not sure if there are [196]
AC 12, touch 10, flat-footed 12	AC 14, touch 10, flat-footed 13	Commented [EB1608]: Champions of Valor, [202]
		[202]
20	1	

(-1 size, +1 Dex, +4 natural)

hp 22 (3 HD)

Fort +6, Ref +4, Will +2

Speed 60 ft. (12 squares); Endurance, Run

Melee 2 hooves +4 (1d4+3) and

Melee bite -1 (1d3+1)

Space 10 ft.; Reach 5 ft.

Base Atk +2; Grp +9

Abilities Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6

Feats Endurance, Run

Skills Listen +4, Spot +4

Steed A duskwood skewbald can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity (Ex) A light load for a duskwood skewbald is up to 230 pounds; a medium load, 231-460 pounds; a heavy load 461-690 pounds. A duskwood skewbald can drag 3,450 pounds.

Oxen

CR 2

N Large animal

Init +0; Senses low-light vision, scent; Listen +7, Spot +5

AC 13, touch 9, flat-footed 13

(-1 size, +4 natural)

hp 37 (5 HD)

Fort +5, Ref +4, Will +2

Speed 40 ft. (8 squares); Endurance

Melee gore +8 (1d8+9)

Space 10 ft.; Reach 5 ft.

Base Atk +3; Grp +13 Special Attacks stampede

Abilities Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4

Feats Alertness, Endurance

Skills Listen +7, Spot +5

Carrying Capacity (Ex) A light load for an ox is up to 519 pounds; a medium load, 520-1,038 pounds; a heavy load 1,039-1,560 pounds. An ox can drag 7,800 pounds.

Stampede (Ex) A frightened herd of oxen flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five oxen in the herd (Reflex DC 18 half).

Steed An ox cannot fight while carrying a rider.

Diabolic Legacies

Blood Moon StagSM

CR 1/6

Fiendish male deer

NE Medium magical beast (augmented animal, native)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Listen +5, Spot +4

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 7 (2 HD)

SR7

Resist cold 5, fire 5

Fort +2, Ref +5, Will +1

Speed 60 ft. (12 squares)

Melee 2 hooves +7 (1d6+5) and

Melee gore +1 (1d4) [males only]

Base Atk +1; Grp +1

Special Attacks smite good (1/day, +2 damage vs. good foe)

Abilities Str 11, Dex 14, Con 9, Int 3, Wis 13, Cha 6

Feats Alertness

Skills Hide+6, Listen +5, Spot +4

Smite Good (Su) Once per day, a blood moon stag can make a normal melee attack to deal +2 extra damage against a good foe.

Devilwasp^{MM}

CR 4

Fiendish giant wasp

NE Large magical beast (augmented vermin, native)

Init +1; Senses darkvision 60 ft.; Listen +1, Spot +9

AC 14, touch 10, flat-footed 13

(-1 size, +1 Dex, +4 natural)

hp 32 (5 HD); DR 5/magic

SR 10

Immune vermin immunities

Resist cold 5, fire 5

Fort +6, Ref +2, Will +2

Speed 60 ft. (12 squares)

Melee sting +6 (1d3+6 plus poison)

Space 10 ft.; Reach 5 ft.

Base Atk +3; Grp +11

Atk Options poison (DC 14, 1d6/1d6 Dex)

Special Attacks smite good (1/day, +5 damage vs. good foe)

Abilities Str 18, Dex 12, Con 14, Int —, Wis 13, Cha 11

SQ magic natural attacks, vermin traits

Feats -

Skills Spot +9, Survival +1 (+5 orient self)

Magic Natural Attacks Natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Good (Su) Once per day, a devilwasp can make a normal melee attack to deal +5 extra damage against a good foe.

Lemure^{MN}

CR 1

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +0; Senses darkvision 60 ft., see in darkness; Listen +0, Spot

+0

AC 14, touch 10, flat-footed 14

(+4 natural)

hp 9 (2 HD); DR 5/good or silver

Immune fire, mind-affecting effects, poison

Resist acid 10, cold 1

Fort +3, Ref +3, Will +3

Commented [EB1612]: 3 (base) +1 (4 HD creature)

Commented [EB1613]: Left off extraplanar because it was born on the Material Plane.

Commented [EB1609]: I used the statistics for a bison (a type of bovine), as suggested in the *Monster Manual*, but then added the notes on serving as a steed and carrying capacity.

Commented [EB1610]: Silver Marches, pages 119-120, Player's Guide to Faerûn web enhancement, page 7.

Commented [EB1611]: Left off extraplanar because it was born on the Material Plane.

Speed 20 ft. (4 squares) Melee 2 claws +2 (1d4)

Base Atk +2; Grp +2

Abilities Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5

Feats — Skills —

Nightsteed^{MM}

CR 3

Fiendish Cormyrean destrier (heavy warhorse)

NE Large magical beast (augmented animal, native)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Listen +6, Spot +5

AC 14, touch 10, flat-footed 13

(-1 size, +1 Dex, +4 natural)

hp 30 (4 HD); DR 5/magic

SR9

Resist cold 5, fire 5

Fort +7, Ref +5, Will +3

Speed 50 ft. (10 squares); Run, Endurance

Melee 2 hooves +7 (1d6+5)

Space 10 ft.; Reach 5 ft. Base Atk +3; Grp +12

Special Attacks smite good (1/day, +4 damage vs. good foe)

Abilities Str 20, Dex 13, Con 17, Int 3, Wis 15, Cha 6

SQ magic natural attacks

Feats Endurance, Run

Skills Listen +6, Spot +5

Magic Natural Attacks Natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

Smite Good (Su) Once per day, a nightsteed can make a normal melee attack to deal +4 extra damage against a good foe.

Steed A nightsteed can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check (with a +1 bonus).

Carrying Capacity (Ex) A light load for a nightsteed is up to 400 pounds; a medium load, 401-800 pounds; a heavy load 801-1,200 pounds. A nightsteed can drag 6,000 pounds.

Foraging Animals

Badger^{MM}

CR ½

N Small animal

Init +3; Senses low-light vision, scent; Listen +3, Spot +3

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 6 (1 HD)

Fort +4, Ref +5, Will +1

Speed 30 ft. (6 squares), burrow 10 ft.

Melee 2 claws +4 (1d2-1) and

Melee bite -1 (1d3-1) Base Atk +0: Grp +5

Atk Options rage

Abilities Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Feats Track^B, Weapon Finesse

Skills Escape Artist +7, Listen +3, Spot +3

Rage (Ex) A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

When raging, a badger has the following changed statistics:

AC 13, touch 12, flat-footed 10

(+1 size, +3 Dex, +1 natural, -2 raging)

hp 8 (1 HD)

Fort +6

Melee 2 claws +6 (1d2+1) and

Melee bite +1 (1d3+1)

Abilities Str 12, Con 19

Bear, Black MM

N Medium animal

Init +1; Senses low-light vision, scent; Listen +4, Spot +4

AC 13, touch 11, flat-footed 12

(+1 Dex, +2 natural) **hp** 19 (3 HD)

Fort +5, Ref +4, Will +2

Speed 40 ft. (8 squares)

Melee 2 claws +6 (1d4+4) and

Melee bite +1 (1d6+2) Base Atk +2; Grp +6

Abilities Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Feats Endurance, Run

Skills Climb +4, Listen +4, Spot +4, Swim +8

BoarMM

N Medium animal

Init +0; Senses low-light vision, scent; Listen +7, Spot +5

AC 16, touch 10, flat-footed 16

(+6 natural)

hp 25 (3 HD)

Fort +6, Ref +3, Will +2

Speed 40 ft. (8 squares)

Melee Gore +4 (1d8+3)

Base Atk +2; Grp +4

Atk Options ferocity

Abilities Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4

Feats Alertness, Toughness

Skills Listen +7, Spot +5

Ferocity (Ex) A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Hoar Fox

CR 1

CR 2

CR 2

Always N Small magical beast (cold)

Commented [EB1614]: Champions of Valor, page 154, Monster Manual, pages 107-108, 273-274.

Commented [EB1615]: 2 (base) +1 (4 HD)

Commented [EB1616]: Left off extraplanar because it was born on the Material Plane.

Commented [EB1618]: Monster Manual, page 269.

Commented [EB1619]: Monster Manual, page 270.

Commented [EB1617]: Monster Manual, page 268.

Commented [EB1620]: New monster. Based on AD&D1 *Fiend Folio,* page 50.

Init +3; Senses darkvision 60 ft., low-light vision, scent; Listen +5, Spot +5

AC 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

hp 15 (2 HD)

Immune cold

Fort +5, Ref +6, Will +1

Weakness vulnerability to fire

Speed 40 ft. (8 squares)

Melee bite +0 (1d4-1)

Base Atk +1; Grp -4

Special Attacks hoar breath

Abilities Str 9, Dex 17, Con 15, Int 4, Wis 12, Cha 6

Feats Ability Focus^B (hoar breath), Alertness, Track^B

Skills Listen +5, Spot +5, Survival +1 (+5 tracking by scent), Swim +5

Advancement 3-4 HD (Small); 5-6 (Medium)

Hoar Breath (Su) 15-foot cone, once every 1d4 rounds, damage 2d6 cold, Reflex DC 14 half. This save DC is Constitution-based.

Improved Familiar A hoar fox can be acquired as an improved familiar (DMG 200). A spellcaster of any alignment can have a hoar fox familiar, but that character must have an arcane spellcaster level of 3rd and the Improved Familiar feat

Skills Hoar foxes have a +4 racial bonus on Swim checks. *Hoar foxes have a +4 racial bonus on Survival checks when tracking by scent.

Grazing Herd

Fen DeerSM

CR 1/6

N Medium animal

Init +1; Senses low-light vision, scent; Listen +5, Spot +4

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 7 (2 HD)

Fort +2, Ref +5, Will +1

Speed 60 ft. (12 squares)

Melee 2 hooves +1 (1d2) and [males only] gore +1 (1d4)

Base Atk +1; Grp +1

Abilities Str 11, Dex 14, Con 9, Int 2, Wis 13, Cha 6

Feats Alertness

Skills Hide+6, Listen +5, Spot +4

Shaggun^{FR5}

CR 2

N Large animal

Init +0; Senses low-light vision, scent; Listen +7, Spot +5

AC 13, touch 9, flat-footed 13

(-1 size, +4 natural)

hp 37 (5 HD)

Fort +5, Ref +4, Will +2

Speed 40 ft. (8 squares); Endurance

Melee gore +8 (1d8+9)

Space 10 ft.; Reach 5 ft.

Base Atk +3; Grp +13

Special Attacks stampede

Abilities Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4

Feats Alertness, Endurance

Skills Listen +7, Spot +5

Stampede (Ex) A frightened herd of shaggun flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five shaggun in the herd (Reflex DC 18 half).

Wild Horse^{MM}

CR 1

N Large animal

Init +1; Senses low-light vision, scent; Listen +4, Spot +4

AC 13, touch 10, flat-footed 12

(-1 size, +1 Dex, +3 natural)

hp 19 (3 HD)

Fort +5, Ref +4, Will +2

Speed 60 ft. (12 squares); Run, Endurance

Melee 2 hooves -2 (1d4+1)

Space 10 ft.; Reach 5 ft.

Base Atk +2; Grp +8

Abilities Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Feats Endurance, Run

Skills Listen +4, Spot +4

Steed A wild horse cannot be used as a steed, unless tamed, making it a light horse. If tamed, a light horse cannot fight while carrying a rider.

Carrying Capacity (Ex) If tamed, a light load for a light horse is up to 150 pounds; a medium load, 151-300 pounds; a heavy load 301-450 pounds. A light horse can drag 2,250 pounds.

Predators

Bobcat^{RoF}

CR ½

N Small animal

Init +3; Senses low-light vision, scent; Listen +3, Spot +3

AC 14, touch 14, flat-footed 11

(+1 size, +3 Dex)

hp 5 (1 HD)

Fort +2, Ref +5, Will +1

Speed 40 ft. (8 squares)

Melee bite +4 (1d4-2) and Melee 2 claws -1 (1d3-2)

Base Atk +1; Grp -1

Special Attacks pounce

Abilities Str 7, Dex 17, Con 12, Int 2, Wis 12, Cha 7

Feats Alertness, Weapon Finesse^B

Commented [EB1621]: 2 * (5.5 +2) = 15

Commented [EB1622]: +3 +2 (Con) = +5

Commented [EB1623]: +3 + 3 (Dex) = +6

Commented [EB1624]: +0 +1 (Wis) = +1

Commented [EB1625]: +1 (BAB) -1 (Str) -4 (Small) =

Commented [EB1630]: *Monster Manual*, page 273. Based on light horses.

Commented [EB1626]: (2-1) * (1+3) = 4. Listen +3 (2+1 Wis +2 Alertness), Spot +3 (2+1 Wis +2 Alertness), Survival +1 (0+1 Wis), Swim +5 (0+1 Str +4 racial).

Commented [EB1627]: 10 +1/2 +2 (Con) +2 (Ability Focus) = 14.5.

Commented [EB1628]: Silver Marches, pages 119-120, Player's Guide to Faerûn web enhancement, page 7. FRS – The Savage Frontier, page 14, calls them "fen deer."

Commented [EB1631]: Races of Faerûn, page 174.
Uses statistics of a lynx.

Commented [EB1629]: Name and description comes from *FR5 – The Savage Frontier*, page 14. Statistics are identical to bison.

Skills Balance +12, Climb +4, Hide +12 (+16 in tall grass or heavy undergrowth), Listen +3, Move Silently +8, Spot +3

Pounce (Ex) If a bobcat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Forest Troll^{MM3}

CE Medium giant

Init +7; Senses darkvision 90 ft., low-light vision, scent; Listen +5, Spot +5

Languages Giant

AC 18, touch 13, flat-footed 15

(+3 Dex, +5 natural)

hp 47 (5 HD); fast healing 5

Fort +9, Ref +4, Will +1

Speed 30 ft. (6 squares), climb 20 ft. Melee 2 claws +6 (1d4+3 plus poison) and

Melee bite +1 (1d4+1) or

Ranged javelin +6 (1d6+3 plus poison)

Base Atk +3; Grp +6

Atk Options poison (DC 17, 1d6 Con/1d6 Con)

Abilities Str 17, Dex 16, Con 21, Int 11, Wis 11, Cha 6

Feats Improved Initiative, Track

Skills Climb +11, Hide +6 (+8 in jungle or forest settings), Listen +5, Spot +5, Survival +5

Possessions 3 javelins

Hawk N Tiny animal

CR 1/3

Init +3; Senses low-light vision; Listen +2, Spot +14

AC 17, touch 15, flat-footed 14

(+2 size, +3 Dex, +2 natural)

hp 4 (1 HD)

Fort +2, Ref +5, Will +2

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee talons +5 (1d4-2)

Base Atk +0; Grp -10

Space 2 1/2 ft.; Reach 0 ft.

Abilities Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6

Feats Weapon Finesse

Skills Listen +2, Spot +14

Owl^{MM} N Tiny animal

CR 1/4

Init +3; Senses low-light vision; Listen +14, Spot +6 (+14 in shadowy illumination)

AC 17, touch 15, flat-footed 14

(+2 size, +3 Dex, +2 natural)

Fort +2, Ref +5, Will +2

Speed 10 ft. (2 squares), fly 40 ft. (average)

Melee talons +5 (1d4-3)

Base Atk +0; Grp -11

Space 2 1/2 ft.; Reach 0 ft.

Abilities Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4

Feats Weapon Finesse

Skills Listen +14, Move Silently +17, Spot +6 (+14 in shadowy illumination)

Owlbear^{MM}

CR 4

N Large magical beast

Init +1; Senses scent; Listen +8, Spot +8

AC 15, touch 10, flat-footed 14

(-1 size, +1 Dex, +5 natural)

hp 19 (3 HD)

Fort +9, Ref +5, Will +2

Speed 30 ft. (6 squares)

Melee 2 claws +9 (1d6+5) and

Melee bite +4 (1d8+2)

Space 10 ft.; Reach 5 ft.

Base Atk +5; Grp +14

Special Attacks improved grab

Abilities Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10

Skills Listen +8, Spot +8

Improved Grab (Ex) To use this ability, an owlbear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Wolf

CR 1

CR 1/3

N Medium animal

Init +2; Senses low-light vision, scent; Listen +3, Spot +3

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 13 (2 HD)

Fort +5, Ref +5, Will +1

Speed 40 ft. (8 squares)

Melee bite +3 (1d6+1)

Base Atk +1; Grp +2

Atk Options trip

Abilities Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Feats Track^B, Weapon Focus (bite)

Skills Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1 (+5 when tracking by scent)

Ferocity (Ex) A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Wayfarers

Farmer

Illuskan or Tethyrian human commoner 1

Usually N Medium humanoid (human) Init +0; Senses Listen +1, Spot +1

Languages Chondathan, Common (Calant dialect)

AC 11, touch 10, flat-footed 11

Commented [EB1635]: Monster Manual, page 206. Commented [EB1632]: Monster Manual III, page 179.

Commented [EB1636]: Monster Manual, page 283. Commented [EB1633]: Monster Manual, page 273.

Commented [EB1634]: Monster Manual, page 277.

Commented [EB1637]: Not sure if there are rules for the CR of a commoner 1, but it should at least be less than a warrior 1, which is CR 1/2.

Possessions 20 arrows, chain shirt, cloak of the North*, faith token

(+1 armor)

hp 5 (1 HD)	of Mielikki*, mwk composite longbow [+2], mwk		
Fort +0, Ref +0, Will +0	longsword, mwk short sword, restful crystal*		
Speed 30 ft. (6 squares)	Peddler CR 1/3		
Melee sickle +0 (1d6)	Illuskan or Tethyrian human commoner 1		
Base Atk +0; Grp +0	Usually N Medium humanoid (human)		
Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10	Init +0; Senses Listen +1, Spot +1		
Feats Skill Focus (Handle Animal), Toughness	Languages Chondathan, Common (Calant dialect)		
Skills Handle Animal +7, Listen +1, Profession (farmer) +4, Ride	AC 11, touch 10, flat-footed 11		
+2, Spot +1	(+1 armor)		
Possessions padded armor, sickle	hp 5 (1 HD)		
Hunter CR 1/2	Fort +0, Ref +0, Will +0		
Illuskan or Tethyrian human warrior 1	Speed 30 ft. (6 squares)		
Usually N Medium humanoid (human)	Melee club +0 (1d6)		
Init +0; Senses Listen +1, Spot +1	Base Atk +0; Grp +0		
Languages Chondathan, Common (Calant dialect)	Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10		
AC 12, touch 10, flat-footed 12	Feats Skill Focus (Handle Animal), Toughness		
(+2 armor)	Skills Handle Animal +7, Listen +1, Profession (peddler) +4,		
hp 4 (1 HD)	Ride +2, Spot +1		
Fort +2, Ref +0, Will +0	Possessions mule, padded armor, club		
Speed 30 ft. (6 squares)	Mule CR 1		
Melee short sword +1 (1d6/19-20) or			
Ranged shortbow +1 (1d6/x3)	N-Large animal		
Base Atk +0; Grp +0	Init +1; Senses low-light vision; scent; Listen +6; Spot +6		
Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10	AC 13, touch 10, flat-footed 12		
Feats Skill Focus (Survival), Track	(-1 size, +1 Dex, +3 natural) hp 22 (3 HD)		
Skills Listen +1, Profession (hunter) +4, Spot +1, Survival +7	Fort +6, Ref +4, Will +1		
Possessions 20 arrows, leather armor, shortbow, short sword	Speed 30 ft. (6 squares)		
Marshal CR 3	Melee 2 hooves +4 (1d4+3)		
Illuskan or Tethyrian human ranger 3	Space 10 ft.; Reach 5 ft.		
LN Medium humanoid (human)	Base Atk +2; Grp +9		
Init +2; Senses Listen +7, Spot +7	Abilities Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6		
Languages Chondathan, Common (Calant dialect)	Feats Alertness, Endurance		
AC 17, touch 12, flat-footed 15	Skills Listen +6, Spot +6		
(+2 Dex, +4 armor, +1 shield)	Steed A mule cannot fight while carrying a rider.		
hp 16 (3 HD)	Carrying Capacity: A light load for a mule is up to 230 pounds; a		
Fort +4, Ref +5, Will +2	medium load, 231–460 pounds; and a heavy load, 461–690		
Speed 30 ft. (6 squares)	pounds. A mule can drag 3,450 pounds.		
Melee mwk longsword +6 (1d8+2/19-20) and	Skills: Mules have a +2 racial bonus on Dexterity checks to avoid		
Melee mwk short sword +6 (1d6/19-20)	slipping or falling.		
Ranged mwk composite longbow [+2] +6 (1d8+2/x3)	Shepherd CR 1/3		
Base Atk +3; Grp +5			
Abilities Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10	Illuskan or Tethyrian human commoner 1 Usually N Medium humanoid (human)		
SQ favored enemy (humanoid [orc]), wild empathy +5 (+1 vs.	Init +0; Senses Listen +2; Spot +2		
magical beasts with Int 1 or 2)	Languages Chondathan, Common (Calant dialect)		
Feats Endurance, Investigator, Self-Sufficient, Track, Two-	AC 12, touch 10, flat-footed 12		
Weapon Fighting, Two-Weapon Defense	(+2 armor)		
Skills Handle Animal +5, Gather Information +2, Heal +4,	hp 5 (1 HD)		
Knowledge (nature) +5, Listen +7, Ride +4, Search +7, Spot	Fort +0, Ref +0, Will +0		
+7, Survival +9 (+11 aboveground, following tracks)	Speed 30 ft. (6 squares)		
The state of the s	Melee quarterstaff +0 (1d6) or		
	1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -		
20	00		

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Commented [EB1666]: Expected: 2,500 gp. (... [213])
Commented [EB1638]: 1 * (2.5 +0) +3 (Tou(... [203])
Commented [EB1639]: +0 (Com1) +0 Con = +0
Commented [EB1640]: +0 (Com1) +0 Dex = +0
Commented [EB1641]: +0 (Com1) +0 Wis = +0
Commented [EB1667]: Not sure if there are ... [214]
Commented [EB1642]: +0 (base) +0 (Str) = +0
Commented [EB1643]: 1 (human) +1 (Com1) = 2.
Commented [EB1644]: (1+3)*(2+0+1) = (... [204])
Commented [EB1645]: Expected: 12 gp. Act ... [205]
Commented [EB1668]: 1 * (2.5 +0) +3 (Tou ... [215])
Commented [EB1669]: +0 (Com1) +0 Con = +0
Commented [EB1670]: +0 (Com1) +0 Dex = +0
Commented [EB1671]: +0 (Com1) +0 Wis = +0
Commented [EB1672]: +0 (base) +0 (Str) = +0
Commented [EB1673]: 1 (human) +1 (Com1) = 2.
Commented [EB1674]: (1+3)*(2+0+1) = (... [216])
Commented [EB1646]: 1*(4.5+0) = 4.5
Commented [EB1647]: +2 (War1) +0 Con = +2
Commented [EB1648]: +0 (War1) +0 Dex = +0
Commented [EB1649]: +0 (War1) +0 Wis = +0
Commented [EB1675]: Expected: 12 gp. Act ... [217]
Commented [EB1650]: +1 (BAB) +0 (Str) = +1
Commented [EB1651]: +1 (BAB) +1 (Dex) = +1
Commented [EB1652]: 1 (human) +1 (War1) = 2.
Commented [EB1653]: (1+3)*(2+0+1) = (... [206])
Commented [EB1654]: Expected: 75 gp. Act
Commented [EB1655]: +2 (Dex) = +2
Commented [EB1676]: Not stated in write- [218]
Commented [EB1656]: 3*(4.5+1) = 16.5
Commented [EB1657]: +3 (Rgr3) +1 Con = +4
Commented [EB1658]: +3 (Rgr3) +2 Dex = +5
Commented [EB1659]: +1 (Rgr3) +1 Wis = +2
Commented [EB1660]: +3 (BAB) +2 (Str) +1 .... [208]
Commented [EB1661]: +3 (BAB) +2 (Dex) + ... [209]
Commented [EB1677]: Not sure if there are [... [219]
Commented [EB1662]: +3 (BAB) +2 (Str) = +5
Commented [EB1663]: 3 (Rgr 3) +0 (Cha) + ... [210]
Commented [EB1664]: 1 (human) +2 (Rgr3 .... [211])
Commented [EB1665]: (3+3)*(6-1+1) = (... [212]
Commented [EB1678]: 1 * (2.5 +0) +3 (Tou(... [220])
Commented [EB1679]: +0 (Com1) +0 Con = +0
Commented [EB1680]: +0 (Com1) +0 Dex = +0
Commented [EB1681]: +0 (Com1) +0 Wis = +0
Commented [EB1682]: +0 (base) +0 (Str) = +0
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Feat: Aftersight RoF

You have a trace of the Sight in your blood, an unreliable gift as hard to command as a dream, which enables you to pick up echoes of the past, both wondrous and terrible.

Prerequisite: Rashemi human (including the Gurs). Regions: Rashemen, Thay.

Benefit: As a full-round action, you can attempt to invoke a vision of the past tied to the local area in which you are standing. You must make a Wisdom check (DC 10) to invoke a vision, and you can make no more than three attempts in a single day. A successful vision serves to augment historical knowledge, providing a +4 bonus on all Knowledge (history) and bardic knowledge checks for the next minute. This feat does not grant bardic knowledge if it is not already

Melee quarterstaff -5/-5 (1d6/1d6)

Base Atk +0; Grp +0

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10 Feats Skill Focus (Handle Animal), Toughness

Skills Handle Animal +7, Listen +2, Profession (shepherd) +4, Spot +2

Possessions leather armor, shepherd's crook (quarterstaff)

Tinker

CR 1/3

GurRoF human commoner 1

Usually CN Medium humanoid (human)

Init +0: Senses Listen +0. Spot +0

Languages Chondathan, Common (Calant dialect), Selgur (Gur dialect of Rashemi)

AC 12, touch 10, flat-footed 12

(+1 armor, +1 shield)

hp 2 (1 HD)

Fort +0, Ref +0, Will +0

Speed 30 ft. (6 squares) Melee dagger +0 (1d4)

Ranged javelin +0 (1d6)

Base Atk +0; Grp +0

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Aftersight, Skill Focus (Craft [whitesmithing])

Skills Craft (whitesmithing) +5, Handle Animal +2, Knowledge (history) +1 (+5 with Aftersight), Profession (tinker) +4,

Possessions dagger, 2 javelins, light wooden shield, padded

Caravan Duty

Caravan Members

Delora "Sharpeye" Lythnaer

Female Tethyrian human expert 2 N Medium humanoid (human)

Init +0: Senses Listen +1, Spot +1

Languages Chondathan, Common (Calant dialect)

AC 14, touch 10, flat-footed 14

(+0 Dex, +4 armor)

hp 7 (2 HD)

Fort +0, Ref +0, Will +2

Speed 30 ft. (6 squares)

Melee heavy mace +0 (1d8-1) or

Melee dagger +0 (1d4-1)

Base Atk +1; Grp +0

Abilities Str 8, Dex 10, Con 11, Int 13, Wis 9, Cha 12

Feats Mercantile Background, Skill Focus (Profession

[merchant])

Skills Appraise +6, Bluff +6, Diplomacy +10, Disguise +1 (+3 in character), Gather Information +7, Intimidate +3,

Knowledge (geography) +4, Knowledge (local – Sword Coast) +6, Profession (merchant) +7, Ride +5, Sense Motive

Possessions 10 bolts, chain shirt, dagger, heavy mace, light crossbow, light horse (Amphail grail)

Meldar "Farwander" Lythnaer

Male old Tethyrian human expert 3

N Medium humanoid (human)

Init -1: Senses Listen +1, Spot +1

Languages Chondathan, Common (Calant dialect)

AC 14, touch 9, flat-footed 14

(-1 Dex. +5 armor)

hp 10 (3 HD)

Fort +1, Ref +0, Will +6

Speed 30 ft. (6 squares)

Melee heavy mace +2 (1d8) or Melee dagger +2 (1d4)

Base Atk +2; Grp +2

Abilities Str 10, Dex 9, Con 11, Int 10, Wis 17, Cha 12

Feats Mercantile Background, Negotiator, Skill Focus (Profession [merchant])

Skills Appraise +5, Bluff +6, Diplomacy +12, Disguise +1 (+3 in character), Gather Information +8, Intimidate +3,

Knowledge (local - Sword Coast) +6, Profession

(merchant) +12, Ride +3, Sense Motive +11.

Possessions 10 bolts, ±1 chain shirt, dagger, heavy mace, light crossbow, light horse (Amphail grail), potion of cure light wounds, wink brooch

Hellforged, The

Daernar "the Satyr" Jaqonspawn

CR1

CR 2

Male tiefling hexblade^{CW} 1

LE Medium outsider (native)

Init +1; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages Chondathan, Common, Infernal

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor)

hp 6 (1 HD)

Resist cold 5, electricity 5, fire 5

Commented [EB1683]: Races of Faerûn, pages 160-

Commented [EB1699]: 2*(3.5+0) = 7

Commented [EB1700]: +0 (Exp2) +0 Con = +0

Commented [EB1701]: +0 (Exp2) +0 Dex = +0

Commented [EB1702]: +3 (Exp2) -1 Wis = +2

Commented [EB1703]: +1 (BAB) -1 (Str) = +0

Commented [EB1704]: 1 (human) +1 (Exp 2) = 2.

Commented [EB1705]: (2+3)*(6+1+1) = 42. Appraise +6 (5 +1 Int), Bluff +6 (5 +1 Cha), Diplomacy +10 (5 +1 Cha +2 Bluff synergy +2 Sense Motive synergy), Disguise +1 (0 +1 Cha), Gather Information +7 (4 +1 Cha +2 Knowledge [local] synergy), Intimidate +3 (0

Commented [EB1706]: Expected: ? gp (>12(... [228])

Commented [EB1684]: 1 (human) +1 (Com1) = 2.

Commented [EB1685]: (1+3)*(2+0+1) = (... [221]

Commented [EB1686]: Expected: 12 gp. Act ... [222]

Commented [EB1687]: Not sure if there are [... [223]

Commented [EB1688]: Races of Faerûn, page 106.

Commented [EB1707]: 3*(3.5+0) = 10.5

Commented [EB1689]: Assuming this is a b ... [224]

Commented [EB1708]: +1 (Exp3) +0 Con = +1

Commented [EB1709]: +1 (Exp3) -1 Dex = +0

Commented [EB1710]: +3 (Exp3) +3 Wis = +6

Commented [EB1711]: +2 (BAB) +0 (Str) = +2

Commented [EB1690]: 1*(2.5+0) = 2.5

Commented [EB1712]: +2 (Exp3)

Commented [EB1713]: +2 (BAB) +0 (Str) = +2

Commented [EB1691]: +0 (Com1) +0 Con = +0 Commented [EB1692]: +0 (Com1) +0 Dex = +0

Commented [EB1693]: +0 (Com1) +0 Wis = +0

Commented [EB1714]: Base: Str 13, Dex 12 [229]

Commented [EB1715]: 1 (human) +2 (Exp 3) = 3.

Commented [EB1694]: +0 (BAB) +0 (Str) = +0

Commented [EB1695]: +0 (BAB) +0 (Dex) = +0

Commented [EB1716]: (3+3)*(6+0+1) = (

Commented [EB1696]: 1 (human) +1 (Com1) = 2.

Commented [EB1697]: (1+3) * (2+0+1) = (... [225]

Commented [EB1717]: Expected: 2,000 gp. (... [231]

Commented [EB1698]: Expected: 12 gp. Act ... [226]

Commented [EB1718]: +2 (Dex) = +2

Commented [EB1719]: 1*(5.5+1) = 6.5

CR 1

Fort +1, Ref +2, Will +2 Speed 30 ft. (6 squares) Melee mwk longsword +4 (1d8+2/19-20) Ranged composite longbow [+2] +3 (1d6+2/x3) Base Atk +1: Grp +3 Special Attacks hexblade's curse (1/day) Spell-Like Abilities (CL 1st) 1/day - darkness Abilities Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 13 SO outsider traits Feats Armor Proficiency (Medium) Skills Bluff +7, Hide +4, Ride +4 Possessions 20 arrows, bit and bridle, breastplate, composite shortbow [+2], light warhorse (duskwood skewbald^{CoV}), mwk longsword, riding saddle Hexblade's Curse (Ex) Once per day, as a free action, Daernar can unleash a curse upon a foe. The target must be visible to him and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 13) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse. Delg "Hellhorns" Dragonsteel CR 1 Male maeluth FF cleric 1 LE Medium outsider (dwarf, native) Init -1; Senses darkvision 60 ft.; Listen +4, Spot +4 Languages Alzhedo, Common (Calant dialect), Dwarven, Infernal AC 17, touch 9, flat-footed 17; +4 dodge bonus against giants (-1 Dex, +6 armor, +2 shield) hp 7 (1 HD) Fort +5, Ref -1, Will +4; +2 against poison, spells, and spell-like abilities Speed 20 ft. (4 squares) Melee mwk battleaxe +3 (1d8+2/x3) or Grapple spiked banded mail +2 (1d6+2) Base Atk +0; Grp +2 Special Attacks fiend hammer (1/day) spontaneous casting (inflict spells), turn undead 4/day (+1, 2d6+2, 1st) Cleric Spells Prepared (CL 1st) 1st−magic weapon^D (DC 13), protection from good^D (DC 13, CL 2nd), summon undead I* (human warrior skeleton, CL 2nd)

0th-cure minor wounds (DC 12), detect magic, guidance (DC

D: Domain spell. Deity: Abbathor. Domains: Dwarf, Evil.

Abilities Str 14, Dex 8, Con 17, Int 8, Wis 15, Cha 12

SQ aura of evil, aura of law, shield dwarf traits, outsider traits, rebuke undead Feats Alertness, Great Fortitude Skills Appraise -1 (+1 stone and metal), Concentration +4, Craft +1 (metalworking or stoneworking), Listen +4, Ride +0, Spot +4 Possessions bit and bridle, heavy steel shield, light warhorse (duskwood skewbald^{CoV}), mwk battleaxe, mwk spiked banded mail, riding saddle Fiend Hammer (Su) Once per day, Delg can grant a melee weapon the unholy special ability. This effect lasts for 1 Shield Dwarf Traits (Ex) stonecunning, stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. orcs and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type. Human^{MM} Warrior Skeleton^{MM} CR 1/3 NE Medium undead Init +5; Senses darkvision 60 ft.; Listen +0, Spot +0 AC 15, touch 11, flat-footed 14 (+1 Dex. +2 natural, +2 shield) hp 6 (1 HD); DR 5/bludgeoning Immune cold, undead immunities Fort +0, Ref +1, Will +2 Speed 30 ft. (6 squares) Melee scimitar +1 (1d6+1/18-20) or Melee 2 claws +1 (1d4+1) Base Atk +0; Grp +1 Abilities Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1 SO undead traits Feats Improved Initiative Possessions heavy steel shield, scimitar CR1 Naedytha of the Forked Tongue Female Illuskan human warlock CAre 1 LE Medium humanoid (human) Init +2; Senses devil's sight; Listen +0, Spot +0 Languages Common, Illuskan, Infernal AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor) hp 4 (1 HD) Fort +1, Ref +2, Will +2 Speed 30 ft. (6 squares) Melee mwk dagger -1 (1d4-1) Ranged Touch eldritch blast +2 (1d6) Base Atk +0: Grp -1 Special Attacks devil's favor (2/day), devil's tongue (2/day, DC 12) Warlock Invocations Known (CL 1st) Least-devil's sight* Abilities Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15

Commented [EB1720]: +0 (Hex1) +1 (Con) = +1 Commented [EB1721]: +0 (Hex1) +2 (Dex) = +2 Commented [EB1722]: +2 (Hex1) +0 (Wis) = +2 Commented [EB1740]: 1 (Clr1) +1 (Dwarf domain) Commented [EB1723]: +1 (BAB) +2 (Str) +1 (mwk longsword) Commented [EB1741]: (2-1)*(1+3) = 4. Appraise -1 (0 -1 Int), Craft -1 (0 -1 Int), Listen +4 (0 +2 Wis +2 Alertness), Ride +0 (1cc -1), Speak Language 2, Spot +4 (0 +2 Wis +2 Alertness) Commented [EB1724]: +1 (BAB) +2 (Dex) = +3 Commented [EB1742]: Expected: 900. Actual: 2 (bit and bridle) +20 (heavy steel shield) +150 (light warhorse) +310 (mwk battleaxe) +450 (mwk spiked banded mail) +30 (riding saddle) = 962. Commented [EB1725]: Base: Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 15. After Racial: Str 14, Dex 15 Commented [EB1726]: 1 (Hex1) Commented [EB1727]: (2+0)*(1+3) = 8. P(... [233] Commented [EB1728]: Expected: 900. Actu ... [234] Commented [EB1743]: Monster Manual, page 226. Commented [EB1729]: 10 + 1/2 +1 (Cha) = 13 Commented [EB1730]: One of the shield dw ... [235] Commented [EB1731]: Fiend Folio, pages Commented [EB1744]: Base: Str 17, Dex 11 Commented [EB1732]: -1 (Dex) = -1Commented [EB1733]: Assuming maeluths Commented [EB1734]: 1*(4.5+3) = 7.5Commented [EB1745]: Complete Arcane, pages 5-10. Commented [EB1735]: +2 (Clr1) +1 (Con) +(... [237]) Commented [EB1736]: +0 (Clr1) -1 (Dex) = -1Commented [EB1737]: +2 (Clr1) +2 (Wis) = +4 Commented [EB1746]: +2 (Dex) = +2. Commented [EB1738]: +0 (BAB) +2 (Str) +1 ... [238] Commented [EB1747]: 1*(3.5+1) = 4.5Commented [EB1748]: +0 (Wlk1) +1 Con = +1 Commented [EB1749]: +0 (Wlk1) +2 Dex = +2 Commented [EB1750]: +2 (Wlk1) +0 Wis = +2Commented [EB1751]: +0 (BAB) -1 (Str) = -1 Commented [EB1752]: +0 (BAB) +2 (Dex) = +2 Commented [EB1753]: +0 (Wlk1) = +0.

Commented [EB1754]: +0 (BAB) -1 (Str) = -1

Commented [EB1739]: Base: Str 14, Dex 10 ... [239]

Feat: Devil's Favor [P9H [Devil-Touched]

You have entered into an infernal pact with a dark power. In return for an indelible stain on your soul, and possibly an eternity of torment in Hell, you gain the ability to call upon the powers of Hell to aid your efforts.

Prerequisite: Pact with devil.

Benefit: When you attempt an attack, save, or check of any sort, you can beseech the dark powers to aid you. You gain a +2 bonus on the attack, save, or check.

You can use this ability a number of times per day equal to the total number of devil-touched feats you have selected, including this one.

Feat: Devil's Tongue [T9H [Devil-Touched]

You gain a devil's talent for trickery and deceit. Your words form a verbal maze that clouds your opponent's mind. As a physical mark of this ability, your tongue becomes forked

Prerequisites: Cha 15, Devil's Favor.

Benefit: As a standard action, you can speak soothing words of friendship and amity to any opponent within 60 feet. The target must be able to hear and understand you. The target must make a Will save (DC 10 + 1/2 your HD + your Cha modifier) or be dazed for 1 round. In addition, he is rendered flat-footed.

You can use this ability a number of times per day equal to the number of devil-touched feats you possess. You can choose to spend two uses of this ability to use it as a swift action rather than as a standard action.

This is a mind-affecting, language-dependent, supernatural ability.

Feats Devil's Favor^{T9H}, Devil's Tongue^{T9H}

Skills Bluff +5, Concentration +5, Use Magic Device +5

Possessions bit and bridle, chain shirt, eternal wand of ray of frost*

(Use Magic Device DC 20), light horse (Amphail Gray), mwk dagger, riding saddle

Tanalthass Dessintarss

Male yuan-ti tainted one MoF, RoF, SK (augmented human) scout CAdv 1

NE Medium monstrous humanoid

Init +2; Senses darkvision 60 ft.; Listen +6, Spot +6

Languages Chondathan, Common (Calant dialect), Infernal,

Yuan-Ti

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 armor)

hp 4 (1HD)

Immune charm, hold, poison

SR 12

Fort +2, Ref +4, Will +0

Speed 30 ft. (6 squares); Ride-By Attack

Melee mwk shortsword +2 (1d6+2/19-20)

Ranged composite shortbow [+2] +2 (1d6+2/x3)

Base Atk +0; Grp +2

Atk Options poison kiss, skirmish +1d6

Spell-Like Abilities (CL 1st)

1/day - poison (DC 13)

3/day-polymorph (snake forms only)

Abilities Str 14, Dex 15, Con 10, Int 12, Wis 10, Cha 13

SQ trapfinding

Feats Alertness^B, Mounted Combat, Ride-By Attack

Skills Climb +6, Hide +6, Listen +6, Move Silently +6, Ride +4, Search +5 (4 +1 Int), Spot +6 (4 +0 Wis +2 Alertness), Survival +4 (4 +0 Wis), Tumble +6

Possessions 20 arrows, bit and bridle, composite shortbow [+2] and 20 arrows, light warhorse (duskwood skewbald^{CoV}),

mwk shortsword, mwk studded leather, riding saddle Poison Kiss (Ex) While grappling, Tanalthass can choose to smear his opponent with poisonous saliva instead of dealing damage. This poison "kiss" can be used only

while grappling a foe with exposed skin. He makes an opposed grapple check instead of an attack and takes a -4 penalty on the check. If he wins, he successfully applies the poison (contact, Fortitude DC 13, 1d4/1d4 Con) by kissing, licking, or lightly biting his opponent.

Skirmish (Ex) Whenever Tanalthass moves at least 10 feet, he deals extra damage. This damage only applies to living creatures with discernible anatomies, and he must be able to see the target well enough to pick out a vital spot and be able to reach the spot. He can apply this extra damage to ranged attacks made against targets within 30 feet.

Trapfinding (Ex) Tanalthass can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Swords of the Worm

Jocko "the Wily" Tarkendar

CR₂ Male Illuskan scout^{CAdv} 1/<mark>favored soul^{CD,MH} 1 [Talos]</mark>

CE Medium humanoid (human)

Init +2; Senses Listen +5, Spot +5

Languages Chondathan, Common (Calant dialect), Orc

AC 16, touch 12, flat-footed 14; Dodge, Mobility

(+2 Dex, +4 armor)

hp 7 (2 HD)

Fort +1, Ref +6, Will +3

Speed 30 ft. (6 squares)

Melee mwk longspear +1 (1d8+0/x3, reach 10 ft.)

Ranged least thunderbolt of Talos +2 (1d6 electrical +1d6 sonic)

Base Atk +1; Grp +0

Atk Options skirmish +1d6

Favored Soul Spells Known (CL 1st)

1st (4/day) - bane (DC 13), cause fear (DC 13), shield of faith 0th (5/day) - cure minor wounds (DC 12), detect magic,

guidance (DC 12), resistance (DC 12)

Abilities Str 10, Dex 15, Con 8, Int 12, Wis 13, Cha 14

Feats Dodge, Mobility

Commented [EB1772]: 13 +0 (Con) = 13

Commented [EB1755]: Tyrants of the Nine Hells, page

Commented [EB1773]: Str 14, Dex 15, Con 8, Int 12, Wis 10, Cha 13. After template: Str 14, Dex 15, Con 10, Int 12, Wis 10, Cha 13

Commented [EB1774]: 1 (human) +1 (Scout 1) +1

Commented [EB1775]: (8+1)*(1+3) = 36. Climb +6 (4+2 Str), Hide +6 (4+2 Dex), Listen +6 (4+0 Wis +2 Alertness), Move Silently +6 (4 +2 Dex), Ride +4 (2 +2

Dex), Search +5 (4 +1 Int), Speak Language (2), [246]

Commented [EB1776]: Expected: 900 gp. A [247]

Commented [EB1777]: According to Serpen ... [248]

Commented [EB1756]: Tyrants of the Nine I(... [241]

Commented [EB1778]: 13 +0 (Con)

Commented [EB1757]: 1 (human) + (1st level) = 2.

Commented [EB1779]: N5 - Under Illefarn, page 22.

Commented [EB1758]: (2 + 1) * (1 + 3) = 12 ... [242]

Commented [EB1780]: Complete Divine, pag ... [249]

Commented [EB1759]: Expected: 900 gp. A ... [243]

Commented [EB1760]: 1 (Scout 1) +1 (taint ... [244])

Commented [EB1761]: Monsters of Faerûn, (... [245])

Commented [EB1781]: 1 * (4.5 -1) + 1 * (4.5 -1) = 7

Commented [EB1762]: +2 (Dex) = +2

Commented [EB1782]: +0 (Scout1) +2 (FS1 ... [250])

Commented [EB1783]: +2 (Scout1) +2 (FS1 ... [251])

Commented [EB1784]: +0 (Scout1) +2 (FS1(... [252]

Commented [EB1785]: +0 (BAB) +0 (Str) +1 ... [253]

Commented [EB1786]: +0 (BAB) +2 (Dex) = +2

Commented [EB1787]: +0 (Scout1) +0 (FS1) = +0 Commented [EB1788]: +0 (BAB) +0 (Str) = +0

Commented [EB1763]: 1*(4.5+0) = 4.5

Commented [EB1764]: 12 +1/2 =12

Commented [EB1765]: +0 (Scout 1) +0 (Con) = +0

Commented [EB1766]: +2 (Scout 1) +2 (Dex) = +4

Commented [EB1767]: +0 (Scout 1) +0 (Wis) = +0

Commented [EB1768]: +0 (BAB) +2 (Dex) = +2

Commented [EB1769]: +0 (BAB) +2 (Dex) = +2 Commented [EB1789]: 1 (human) +1 (Scou ... [254])

Commented [EB1770]: +0 (Scout 1)

Commented [EB1771]: +0 (BAB) +2 (Str) = +2

Skills Climb +4, Concentration +3, Hide +6, Jump +4, Knowledge (nature) +3, Listen +5, Move Silently +6, Search +3, Sense Motive +5, Spot +5, Survival +5, Tumble +6

Possessions mwk longspear, 3 least thunderbolts of Talos*, +1 studded leather armor

Skirmish (Ex) Whenever Jocko moves at least 10 feet, he deals extra damage. This damage only applies to living creatures with discernible anatomies, and he must be able to see the target well enough to pick out a vital spot and be able to reach the spot. He can apply this extra damage to ranged attacks made against targets within 30 feet.

Trapfinding (Ex) Jocko can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Wormridden Bandit

CR 1

Male Tethyrian human barbarian 1 CE Medium humanoid (human) Init +1: Senses Listen +3. Spot -1

Languages Chondathan (illiterate), Common (Calant dialect, illiterate)

AC 14, touch 9, flat-footed 13

(+1 Dex, +3 armor, +2 shield, -2 rage)

hp 10 (1 HD)

Fort +6, Ref +1, Will +1

Speed 30 ft. (6 squares) (hide armor), base 40 ft.

Melee battleaxe +5 (1d8+4/x3)

Ranged least thunderbolt of Talos +2 (1d6 electrical +1d6 sonic)

Base Atk +1; Grp +5

Atk Options Cleave, Power Attack, rage 1/day (7 rounds)

Abilities Str 19, Dex 13, Con 18, Int 10, Wis 8, Cha 12

Feats Cleave, Power Attack

Skills Climb +3, Intimidate +3, Jump +3, Listen +3, Survival +1

Possessions battleaxe, hide armor, large wooden shield, 3 least thunderbolts of Talos*

When not raging, a High Moor raider has the following changed statistics:

AC 16, touch 11, flat-footed 15

hp 8 (1 HD)

Fort +4, Will -1

Melee battleaxe +3 (1d8+2/x3) or

Grp +3

Abilities Str 15, Con 14

Skills Climb +1, Jump +1

Laughing Hollow

Animal

Bat Swarm^{MM} CR 2

N Diminutive animal (swarm)

Init +2; Senses blindsense 20 ft., low-light vision; Listen +11, Spot +11 AC 16, touch 14, flat-footed 12

(+4 size, +2 Dex)

hp 13 (3 HD)

Immune swarm immunities, weapon damage

Fort +3, Ref +7, Will +3

Speed 5 ft. (1 square), fly 40 ft. (good)

Melee swarm (1d6)

Space 10 ft.; Reach 0 ft.

Base Atk +2; Grp -

Special Attacks distraction, wounding

Abilities Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4

SQ swarm traits

Feats Alertness, Lightning Reflexes

Skills Listen +11, Spot +11

Distraction (Ex) Fortitude DC 11, nauseated 1 round.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic.

Wasp Swarm^{FF}

CR 2

N. Fine vermin (swarm).

... Init +3; Senses darkvision 60 ft.; Listen +0, Spot +0.

AC 14, touch 13, flat-footed 11.

(+3 Dex, +1 natural)

hp 22 (4 HD)

Immune swarm immunities, vermin immunities

Fort +5, Ref +4, Will +1

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee swarm (1d6 plus poison)

Space 10 ft.; Reach 0 ft.

Base Atk +3; Grp —

Atk Options poison (DC 16, 1d6/1d6 Dex)

Special Attacks distraction, wounding

Abilities Str 1, Dex 16, Con 13, Int —, Wis 10, Cha 2

SQ passive, swarm traits, vermin traits

Feats -

Skills

Distraction (Ex) Fortitude DC 13, nauseated 1 round.

Passive (Ex) Wasp swarms are often passive unless roused by loud noises or violent motion. A character can move through a passive swarm safely if he makes a successful Move Silently check (DC 20) and does not attack the swarm, moves at half speed, and does not make any sudden movements (such as spellcasting).

Beast

Bearhound^{MM3}

CR7

N Large magical beast

Init +2; Senses darkvision 60ft., low-light vision, scent; Listen +17, Spot +17

Commented [EB1790]: (1+3)*(8+1+1)+1*(2+1+1)=44. Climb+4 (4+0 Str+0 armor check penalty), Concentration+3 (4-1 Con), Hide+6 (4+2 Dex+0 armor check penalty), Jump+4 (4+0 Str+0 armor check penalty), Knowledge (nature)+3 (2+1 Int), Listen+5 (4+1 Wis), Move Silently+6 (4+2 Dex+0 armor check penalty), Search+3 (2+1 Int), Sense Motive+5 (4+1 Wis), Spot+5 (4+1 Wis), Survival+5 (4+1 Wis), Tumble+6 (4+2 Dex+0 armor check penalty)

Commented [EB1791]: Expected: 2000. Actual: 305 (mwk longspear) +600 (3 least thunderbolts of Talos) +1,175 (+1 studded leather armor) = 2,080.

Commented [EB1792]: 1 * (6.5 +4) = 10.5

Commented [EB1793]: +2 (Bar1) +4 Con = +6

Commented [EB1794]: +0 (Bar1) +1 Dex = +1

Commented [EB1795]: +0 (Bar1) -1 Wis +2 raging =

Commented [EB1796]: 30 ft. (base) +10 ft. (medium or lighter armor)

Commented [EB1797]: +1 (BAB) +4 (Str) = +5

Commented [EB1798]: +1 (BAB) +1 (Dex) = +2

Commented [EB1799]: +1 (BAB) +4 (Str) = +5

Commented [EB1800]: 3 +4 (Con while raging is 19)

Commented [EB1801]: 1 (human) +1 (Bar1) = 2.

Commented [EB1802]: (1+3)*(2+0+1) = 12. Climb +3 (2+4 Str -3 armor check penalty), Intimidate +3 (2+1 Cha), Jump +3 (2+4 Str -3 armor check penalty), Listen +3 (4-1 Wis), Survival +1 (2-1 Wis).

Commented [EB1803]: Expected: 900. Actual: 10 (battleaxe) +165 (masterwork hide armor) +3 (large wooden shield) +600 (3 least thunderbolts of Talos) = 778 gp.

Commented [EB1804]: 1 * (6.5 +2) = 8.5

Commented [EB1805]: +2 (Bar1) +2 Con = +4

Commented [EB1806]: +0 (Bar1) -1 Wis = -1

Commented [EB1807]: +1 (base) +2 (Str) = +3 Commented [EB1808]: +1 (BAB) +2 (Str) = +3

Commented [EB1809]: Climb +1 (2 +2 Str -3 armor check penalty), Jump +1 (2 +2 Str -3 armor check penalty),

Commented [EB1810]: Monster Manual III, page 16.

Languages Common (Calant dialect), Sylvan

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

hp 105 (10 HD)

Resist cold 10

Fort +12, Ref +9, Will +5

Speed 40 ft. (8 squares)

Melee bite +18 (1d8+9) and

Melee 2 claws +13 (1d6+5)

Base Atk +10; Grp +22

Space 10 ft.; Reach 5 ft.

Atk Options improved grab, Power Attack, trip

Abilities Str 27, Dex 15, Con 21, Int 16, Wis 14, Cha 12

 ${\bf SQ}$ enhanced natural weapons, trackless step, wild empathy

Feats Alertness, Power Attack, Skill Focus (Survival), Stealthy, ${\sf Track}^{\sf B}$

Skills Hide +13, Knowledge (nature) +16, Listen +17, Move Silently +4, Spot +17, Survival +18 (+20 in aboveground natural environments)

Enhanced Natural Weapons (Su) A bearhound gains a +1 enhancement bonus on attack and damage rolls with its natural weapons.

Improved Grab (Ex) To use this ability, a bearhound must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Trip (Ex) A bearhound that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without having to make a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the bearhound.

Trackless Step (Ex) A bearhound leaves no trail in natural surroundings and cannot be tracked. It can choose to leave a trail if so desired.

Wild Empathy (Ex) A bearhound can improve the attitude of an animal. This ability functions like a Diplomacy check to improve the attitude of a person. The bearhound rolls 1d20 and adds +11 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the bearhound and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

A bearhound can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but it takes a –4 penalty on the check.

Elven Hound^{RoW}

CR1

N Medium magical beast

Init +3; Senses low-light vision, scent; Listen +5, Spot +5

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 13 (2 HD)

Immune sleep

Fort +4, Ref +6, Will +1; +2 vs. enchantment

Speed 50 ft. (10 squares); sprint

Melee bite +5 (1d8+4)

Base Atk +2; Grp +5

Abilities Str 17, Dex 17, Con 13, Int 2, Wis 12, Cha 8

Feats Improved Natural Attack (bite), Track^B

Skills Balance +7, Hide +7, Jump +15, Listen +5, Spot +5, Survival +2. Swim +6

Sprint (Ex) Although an elven hound can go head to head with many creatures, its strength lies in the chase. Once per hour, an elven hound can move five times its normal speed (250 feet) when it makes a charge.

Pseudodragon^{MM}

CR 1

NG Tiny dragon

Init +3; Senses blindsense 60 ft., darkvision 60 ft., low-light vision; Listen +7, Spot +7

Languages telepathy 60 ft.

AC 18, touch 14, flat-footed 16

(+2 size, +2 Dex, +4 natural)

hp 15 (2 HD)

Immune sleep and paralysis

SR 19

Fort +4, Ref +5, Will +4

Speed 15 ft. (3 squares), fly 60 ft. (good)

Melee sting +4 (1d3-2 plus poison) and

Melee bite -1 (1)

Base Atk +2; Grp -8

Atk Options poison (DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours)

Space 2 1/2 ft.; Reach 0 ft. (5 ft. with tail)

Abilities Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10

Feats Weapon Finesse

Skills Diplomacy +2, Hide +20 (+24 in forests or overgrown areas). Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks)

Blindsense (Ex) A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su) Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Tressym

CR 1/

CG Tiny magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Listen +3, Spot +2

AC 14, touch 14, flat-footed 12

Commented [EB1812]: Monster Manual, pages 210-211.

Commented [EB1813]: Lost Empires of Faerûn, page

Commented [EB1811]: Races of the Wild, pages 189-

(+2 size, +2 Dex)

hp 2 (½ HD)

Immune poison

Fort +2, Ref +4, Will +1

Speed 30 ft. (6 squares), fly 50 ft. (good)

Melee 2 claws +4 (1d2-4) and

Melee bite -1 (1d3-4)

Base Atk +2; Grp +5

Space 2 ½ ft.; Reach 0 ft.

Abilities Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 13

Feats Weapon Finesse

Skills Balance +12, Climb +4, Hide +16 (+20 in tall grass or trees in leaf), Listen +3, Move Silently +8, Spot +2

Treant^{MM}

CR8

NG Huge plant

Init -1; Senses low-light vision; Listen +8, Spot +8

Languages Common (Calant dialect), Sylvan, Treant

AC 20, touch 7, flat-footed 20

(-2 size, -1 Dex, +13 natural) **hp** 66 (7 HD); **DR** 10/slashing

Fort +10, Ref +1, Will +7

Weakness vulnerability to fire

Speed 30 ft. (6 squares)

Melee 2 slams +12 (2d6+9)

Base Atk +5; Grp +22

Space 15 ft.; Reach 15 ft.

Special Attacks animate trees, double damage against objects, trample 2d6+13 (Reflex DC 22 half)

Abilities Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12

SQ plant trait

Feats Improved Sunder, Iron Will, Power Attack

Skills Diplomacy +3, Hide -9 (+7 in forests), Intimidate +6,

Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 above ground)

Animate Trees (Sp) A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak (caster level 12th). Animated trees have the same vulnerability to

fire that a treant has.

Double Damage against Objects (Ex) A treant or animated tree
that makes a full attack against an object or structure deals
double damage.

Unicorn^{MM}

CR 3

CG Large magical beast

Init +3; Senses darkvision 60 ft., low-light vision, scent; Listen +11, Spot +11

Aura magic circle against evil

Languages Common (Calant dialect), Sylvan

AC 18, touch 12, flat-footed 15

(-1 size, +3 Dex, +6 natural)

hp 42 (4 HD)

Immune poison, charm, compulsion

Fort +9, Ref +7, Will +6

Speed 60 ft. (12 squares)

Melee +3 horn +11 (1d8+8) and

Melee 2 hooves +3 (1d4+2)

Base Atk +4; Grp +13

Space 10 ft.; Reach 5 ft.

Spell-Like Abilities (CL 5th)

At will-detect evil (as a free action)

3/day - cure light wounds

1/day—*cure moderate wounds, greater teleport* (within forest boundaries only), *neutralize poison* (CL 8th, DC 21)

Abilities Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24

SQ wild empathy +13

Feats Alertness, Skill Focus (Survival)

Skills Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8 (+11 in its forest)

Magic Circle against Evil.(Su) This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

Fey

Crossroads Guardian^{MoF}

CR 7

N Huge fey (incorporeal)

Init +1; Senses low-light vision; Listen +25, Spot +25

Languages telepathy 100 ft.

AC 11, touch 11, flat-footed 10; Dodge, Mobility

(+1 Dex)

Miss Chance 50% (incorporeal)

hp 88 (16 HD); DR 5/cold iron

Immune incorporeal immunities

Fort +7, Ref +11, Will +16

Weakness Must stay within 50 feet of the crossroads

Speed 20 ft. (4 squares), fly 40 ft. (perfect), swim 20 ft.

Melee incorporeal touch +9 (1d12) Space 15 ft.; Reach 15 ft.

Base Atk +8; Grp —

Atk Options Combat Reflexes

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

SQ incorporeal traits

Feats Alertness, Combat Reflexes, Combat Expertise, Dodge, Iron Will, Mobility

Skills Bluff +21, Decipher Script +21, Diplomacy +6, Disguise +2
(+4 to act in character), Intimidate +23, Knowledge
(nature) +23, Listen +25, Sense Motive +23, Spot +25,
Survival +23 (+25 aboveground natural environments)

Summon Satyrs (Ex) Once per day, a crossroads guardian can attempt to summon 1d3 satyrs with pipes with a 35% chance of success. This ability has a duration of 1 hour. Commented [EB1815]: +6 racial +7 Cha

Commented [EB1814]: Monster Manual, pages 249-250.

Deldrach Longarrow

CR 4

Male feytouchedFF bard 4

CG Medium fey

Init +3; Senses low-light vision; Listen +6, Spot -1

Languages Common (Calant dialect), Elven, Seldruin, Sylvan

AC 20, touch 13, flat-footed 17

(+3 Dex, +5 armor, +2 shield)

hp 14 (4 HD); DR 2/cold iron

Immune mind-affecting effects

Fort +1 Ref +7, Will +6

Speed 30 ft. (6 squares)

Melee mwk longsword +4 (1d8+0/19-20) or

Ranged mwk shortbow +7 (1d6/x3)

Base Atk +3; Grp +3

Special Actions bardic music 4/day (countersong, fascinate 2 creatures, inspire competence, inspire courage +1),
Melodic Casting

Bard Spells Known (CL 4th)

2nd (1/day)—enthrall (DC 16), mirror image

1st (3/day)—disguise self, sleep (DC 15), Tasha's hideous laughter (DC 15)

0th (6/day)—dancing lights, detect crossroads*, detect magic, ghost sound (DC 14), lullaby (DC 14), summon instrument

Spell-Like Abilities (CL 4th)

1/day-charm person (DC 15)

Abilities Str 10, Dex 16, Con 11, Int 11, Wis 8, Cha 18

SQ bardic knowledge +4

Feats Melodic Casting CM, Fey Heritage B.CM, Fey Skin CM

Skills Bluff +9, Concentration +3, Diplomacy +6, Disguise +4 (+6 act in character), Intimidate +6, Knowledge (arcana) +6, Knowledge (nature) +7, Listen+6, Perform (singing) +11, Perform (pan pipes) +11, Spellcraft +7

Possessions darkwood shield, +1 mithral shirt, mwk longsword, mwk panpipes, mwk shortbow and 20 arrows, scroll of animal trance

Melodic Casting Whenever a Concentration check would be required to cast a spell or use a spell-like ability (such as when Deldrach casts defensively or is distracted or injured while casting), Deldrach can make a Perform check instead.

In addition, Deldrach can cast spells and activate magic items by command word or spell completion while using a bardic music ability. Bardic musical abilities that require concentration still take a standard action to perform.

Glaistig^{MM3}

CR 6

CN Medium fey

Init +1; Senses low-light vision; Listen +9, Spot +8

Languages Common (Calant dialect), Elven, Sylvan

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 33 (6 HD); DR 5/cold iron

Resist cold 10, fire 10

Fort +4, Ref +6, Will +9

Weakness water symbiosis

Speed 30 ft. (6 squares), swim 50 ft.

Melee bite +4 (1d6+1) and

Melee dagger -1 (1d4+1)

Base Atk +3; Grp +4

Atk Options beguiling song, blood drain

Spell-Like Abilities (CL 8th)

At will—dancing lights, fog cloud, hypnotism (DC 15), suggestion (DC 17)

1/day-water breathing

Abilities Str 12, Dex 13, Con 14, Int 13, Wis 14, Cha 19

SQ water breathing

Feats Ability Focus (beguiling song), Alertness, Iron Will Skills Bluff +14, Diplomacy +12, Disguise +12 (+14 acting),

Escape Artist +7, Hide +3, Intimidate +12, Knowledge (nature) +5, Listen +9. Move Silently +7, Sense Motive

+11, Spot +8, Swim +18, Use Rope +1 (+3 with bindings)

Beguiling Song (Su) A glaistig can attempt to beguile creatures with its song. A glaistig sings, targeting a single creature it can see within 300 yards of the body of water to which it is linked (see Water Symbiosis, below). This is a sonic charm effect, and the creature must be able to hear the glaistig for it to take effect. The targeted creature must make a DC 19 Will saving throw. A creature that successfully saves cannot be affected again by the same glaistig's song for 24 hours.

Failure indicates the creature is beguiled and moves toward the glaistig, taking the most direct route available. If that path leads into a dangerous area (such as very deep or fast-moving water), the beguiled creature gets a second saving throw. If that save is successful, the beguiling effect is broken, and that creature cannot be affected by that glaistig's song for 24 hours.

A glaistig that desires a companion often moves out of the water and bestows *water breathing* upon its beguiled victim so it can take him underwater. A beguiled creature takes no actions other than to defend himself. (Thus, a fighter cannot run away or attack, but takes no defensive penalties.) A beguiled victim that moves within 5 feet of the glaistig must make a DC 19 Will saving throw or be charmed, as by the *charm monster* spell cast by an 8th-level sorcerer. A creature that successfully saves cannot be affected again by the same glaistig's song for 24 hours. The beguiling effect continues so long as the glaistig sings. A glaistig does not need to continue singing to keep a victim charmed.

A glaistig can use its beguiling song both above and below the water. Most glaistigs move into deep water, forcing a beguiled victim to move toward them. If these unlucky creatures fail their second saving throw, they **Commented [EB1816]:** He is ready to enter the Lyric Thaumaturge prestige class (*Complete Mage*, pages 67-70) after one more level of bard.

Commented [EB1817]: +3 (Dex)

Commented [EB1818]: 4 * (3.5+0) = 14

Commented [EB1819]: +1 (Brd 4) +0 (Con)

Commented [EB1820]: +4 (Brd 4) +3 (Dex)

Commented [EB1821]: +4 (Brd 4) -1 (Wis) +3 (Fey Heritage)

Commented [EB1822]: +3 +0 Str +1 (mwk longsword)

Commented [EB1823]: +3 +3 Dex +1 (mwk shorthow)

Commented [EB1824]: Base: Str 10, Dex 14, Con 13, Int 11, Wis 8, Cha 15. After racial (+2 Dex, -2 Con, +2 Cha), level: Str 10, Dex 16, Con 11, Int 11, Wis 8, Cha 18.

Commented [EB1825]: 2 (4th level). Assuming Fey Heritage is a bonus feat for feytouched.

Commented [EB1826]: Complete Mage, page 44.

Commented [EB1827]: Complete Mage, page 43.1 decided this should be a bonus feat for feytouched characters, as they gain little other benefit from their ancestry and it's a natural fit (and didn't exist when the Fiend Folio was written).

Commented [EB1828]: Complete Mage, page 43.

Commented [EB1829]: (6+0)* (4+3) = 42. Bluff+9 (5+4 Cha), Concentration +3 (3+0 Con), Diplomacy +6 (0+4 Cha +2 Bluff synergy), Disguise +4 (+6 act in character) (0+4 Cha), Intimidate +6 (0+4 Cha +2 Bluff synergy), Knowledge (arcana) +6 (6+0 Int), Listen+6 (7-1 Wis), Perform (pan pipes) +11 (7+4 Cha), Perform (lyric poetry) +11 (7+4 Cha), Speak Language 2, Spellcraft +7 (5+0 Int+2 Knowledge [arcana] synergy)

Commented [EB1830]: Expected: 3,300 gp. Actual 257 (darkwood shield) +2,100 (+1 mithral shirt) +315 (mwk longsword) +100 (mwk pan pipes) +331 (mwk shortbow and 20 arrows) +200 (scroll of animal trance) = 3103 gp.

Commented [EB1831]: Monster Manual III, pages 60-61.

usually drown (see page 304 of Dungeon Master's Guide). The save DC is Charisma-based.

Blood Drain (Ex) A glaistig can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained.

Water Breathing (Ex) A glaistig can breathe either water or air. Water Symbiosis (Su) Each glaistig is mystically bound to a

body of water or a waterway as small as a pond or as large as a lake or river. A glaistig cannot move more than 300 yards away from its body of water and still breathe normally. If a glaistig strays farther away, it must hold its breath or immediately start to suffocate (see Suffocation, page 304 of the Dungeon Master's Guide). Once a glaistig has moved beyond the boundary of its connection, it cannot breathe normally until it has immersed itself in its

Grig^{MM}

CR1

NG Tiny fey

Init +4; Senses low-light vision; Listen +3, Spot +3 Languages Common (Calant dialect), Sylvan

AC 18, touch 16, flat-footed 16

(+2 size, +4 Dex, +2 natural)

hp 2 (1/2 HD); DR 5/cold iron

SR 17

Fort +1, Ref +6, Will +3

Speed 20 ft. (4 squares), fly 40 ft. (poor)

Melee short sword +6 (1d3-3/19-20) or

Ranged longbow +6 (1d4-3/x3)

Space 2 1/2 ft.; Reach 0 ft. Base Atk +0: Grp -11

Spell-Like Abilities (CL 9th)

3/day - disguise self, entangle (DC 13), invisibility (self only), pyrotechnics (DC 14), ventriloquism (DC 13)

Abilities Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14

Feats Dodge^B, Weapon Finesse

Skills Craft (any one) +4, Escape Artist +8, Hide +16, Jump +3, Listen +3, Move Silently +8 (+13 in forests), Perform (string instruments) +6, Search +2, Spot +3

Possessions fiddle (one grig per band), short sword, longbow and 20 arrows

Fiddle (Su) One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any non-sprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by Otto's irresistible dance for as long as the playing continues.

Hvbsil^{MoF}

NG Small fey

Init +3; Senses low-light vision, see invisible; Listen +3, Spot +3 Languages Common (Calant dialect), Elven, Sylvan

AC 16, touch 13, flat-footed 13 (+1 size, +3 Dex, +2 natural) hp 4 (1 HD)

Immune poison

Fort +1, Ref +5, Will +2

Speed 50 ft. (10 squares)

Melee dagger +3 (1d3/19-20) or

Ranged shortbow +3 (1d4/x3 plus sleep)

Base Atk +0; Grp -5

Spell-Like Abilities (CL 1st)

1/day - dancing lights, mirror image, jump (DC 11), pass without trace (CL 3rd, DC 11)

Abilities Str 8, Dex 17, Con 13, Int 13, Wis 10, Cha 10 Feats Dodge^B, Mobility^B, Weapon Finesse

Skills Bluff +3, Craft (any one) +4, Disable Device +3 (+7 traps in aboveground natural environments), Hide +10, Jump +12, Listen +3, Search +3 (+7 traps in aboveground natural environments), Spot +3, Survival +7, Use Rope +5

Possessions dagger, shortbow and 20 arrows, 3 sleep arrows (10% chance)

See Invisible (Su) Hybsils can see invisible beings and objects at will.

Sleep Arrows There is a 10% chance an individual hybsil will have 1d3 sleep arrows acquired from the pixies. Hybsils husband such arrows carefully, preferring to use them only in life-or-death situations. A creature struck by a sleep arrow must succeed at a Fortitude save (DC 15) or be affected s though by a sleep spell.

Nixie^{MM}

CR₁

N Small fey (aquatic)

Init +3; Senses low-light vision; Listen +8, Spot +8

Languages Aquan, Common (Calant dialect), Sylvan

AC 14, touch 14, flat-footed 11

(+1 size, +3 Dex)

hp 3 (1 HD); DR 5/cold iron

SR 16

Fort +0, Ref +5, Will +3

Speed 20 ft. (4 squares); swim 30 ft. Melee short sword +4 (1d4-2/19-20)

Ranged light crossbow +3 (1d6/19-20)

Base Atk +0; Grp -6

Spell-Like Abilities (CL 4th)

3/day-charm person (DC 15) 1/day-water breathing (CL 12th)

Abilities Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18

SQ amphibious, wild empathy +11

Feats Alertness, Dodge^B, Weapon Finesse^B Skills Bluff +8, Craft (any one) +5, Escape Artist +6, Handle

Animal +8, Hide +7, Listen +8, Perform (sing) +7, Search

+3, Sense Motive +5, Spot +8, Swim +6 (+11 in water)

Possessions 10 bolts, light crossbow, short sword

Amphibious (Ex) Although nixies are aquatic, they can survive indefinitely on land.

Commented [EB1835]: (6+1)*(1+3) = 28. Bluff +3 (3 +0 Cha), Craft +4 (3 +1 Int), Disable Device +3 (2 +1 Int), Hide +10 (3 +3 Dex +4 Size), Jump +12 (3 -1 Str +2 Racial +8 speed), Listen +3 (3 +0 Wis), Search +3 (3 +0 Int), Spot +3 (3 +0 Wis), Survival +7 (3 +0 Wis +4 racial), Use Rope +5 (2 +3 Dex). Fixed missing skill point by adding to Use Rope.

Commented [EB1832]: Monster Manual, page 235.

Commented [EB1836]: 1 (as druid 1) +4 (Cha) +6

Commented [EB1837]: (6+1)*(1+3) = 28. Bluff +3 (3 +0 Cha), Craft +4 (3 +1 Int), Disable Device +3 (2 +1 Int), Hide +10 (3 +3 Dex +4 Size), Jump +12 (3 -1 Str +2 Racial +8 speed), Listen +3 (3 +0 Wis), Search +3 (3 +0 Int), Spot +3 (3 +0 Wis), Survival +7 (3 +0 Wis +4 racial), Use Rope +5 (2 +3 Dex). Fixed missing skill point by adding to Use Rope.

Commented [EB1833]: Monsters of Faerûn, page 61. Player's Guide to Faerûn Web Enhancement, page 5

Commented [EB1834]: No languages are referred to in the write-up. I went with Common, Elven, and Sylvan, as they get one bonus language for Intelligence.

CR7

Wild Empathy A nixie can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The nixie rolls 1d20 and adds his wild empathy bonus.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually

To use wild empathy, the nixie and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

A nixie can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Nymph^{MM}

CG Medium fey

Init +3; Senses low-light vision; Listen +12, Spot +12

Languages Common (Calant dialect), Sylvan AC 17, touch 17, flat-footed 14

(+3 Dex, +4 deflection)

hp 27 (6 HD); DR 10/cold iron

Fort +7, Ref +12, Will +12 Speed 30 ft. (6 squares); swim 20 ft.

Melee dagger +6 (1d4/19-20)

Base Atk +3; Grp +3

Special Attacks blinding beauty, stunning glance

Spell-Like Abilities (CL 7th)

3/day - dimension door

Druid Spells Prepared (CL 7th)

4th-rusting grasp

3rd—call lightning (DC 16), cure moderate wounds (DC 16), protection from energy (DC 16)

2nd-barkskin, heat metal (DC 15), lesser restoration (DC 15), tree shape

1st-calm animals (DC 14), cure light wounds (DC 13), entangle (DC 14), longstrider, speak with animals 0th-cure minor wounds (DC 13), detect magic, flare (DC 13), guidance (DC 13), light, resistance (DC 13)

Abilities Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19 SQ wild empathy +17

Feats Combat Casting, Dodge, Weapon Finesse

Skills Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings)

Possessions dagger

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded

permanently as though by the blindness spell. A nymph can suppress or resume this ability as a free action.

Stunning Glance (Su) As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds.

Wild Empathy A nymph can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The nymph rolls 1d20 and adds her wild empathy bonus.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually

To use wild empathy, the nymph and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

A nymph can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Petal^{MM3}

CR 1

NG Tiny fey

Init +9; Senses low-light vision; Listen +4, Spot +4

Languages Common (Calant dialect), Sylvan

AC 17, touch 17, flat-footed 12

(+2 size, +5 Dex)

hp 5 (1 HD); DR 10/cold iron

Fort +2, Ref +7, Will +2

Speed 15 ft. (3 squares), fly 60 ft. (good)

Melee dagger +7 (1d2-4)

Base Atk +0; Grp -12

Abilities Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18

Feats Improved Initiative, Weapon Finesse^B

Skills Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge (nature) +6, Listen +4, Move Silently +9,

Spot +4, Tumble +9

Possessions dagger

Sleep Songs (Su) Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or

Lullaby: Any creature within a 20-foot-radius that fails a DC 14 Will save is affected as though by a lullaby spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 14 Will save or be affected as though by a sleep spell. Additional petals within 100 feet of a target can lend their voices to the song, Commented [EB1839]: Monster Manual 3, page 120

Commented [EB1838]: 7 (as druid 7) +4 (Cha) +6 (racial)

strengthening it and increasing the save DC by 1 per additional singer. A creature that successfully saves cannot be affected again by those petals' sleep

Pixie^{MM}

CR 4 or 5

NG Small fey

Init +4; Senses low-light vision; Listen +8, Spot +8

Aura greater invisibility

Languages Common (Calant dialect), Sylvan

AC 16, touch 15, flat-footed 12

(+1 size, +4 Dex, +1 natural)

hp 3 (1 HD); DR 10/cold iron

Fort +0, Ref +6, Will +4

Speed 20 ft. (4 squares), fly 60 ft. (good)

Melee short sword +5 (1d4-2/19-20)

Ranged longbow +5 (1d6-2/x3 plus special arrows)

Base Atk +0; Grp -6

Spell-Like Abilities (CL 8th)

1/day - dancing lights, detect chaos, detect good, detect evil, detect law, detect thoughts (DC 15), dispel magic, entangle (DC 14), lesser confusion (DC 14), permanent image (DC 19; visual and auditory elements only), polymorph (self only) 1/day - Otto's irresistible dance (1/10 pixies has this ability)

Abilities Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16

Feats Dodge^B, Weapon Finesse

Skills Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +8, Move Silently +8, Ride +8, Search +9, Sense

Motive +6, Spot +8 Possessions short sword, longbow and 20 arrows

Greater Invisibility (Su) A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Ex) Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to

Memory Loss: An opponent struck by this arrow must succeed on a DC 15 Will save or lose all memory. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a sleep spell.

Satyr^{MM}

CR 2 (4 with pipes)

CN Medium fey

Init +1 Senses low-light vision; Listen +15, Spot +15

Languages Common (Calant dialect), Sylvan

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 natural)

hp 22 (5 HD); DR 10/cold iron

Fort +2, Ref +5, Will +5

Speed 40 ft. (8 squares)

Melee head butt +2 (1d6) and

Melee dagger -3 (1d4/19-20

Ranged shortbow +3 (1d6/x3)

Base Atk +2; Grp -2

Special Attacks pipes

Abilities Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13

Feats Alertness^B, Dodge, Mobility

Skills Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +3, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 aboveground)

Possessions 20 arrows, dagger, pan pipes (1 satyr per group), shortbow

Pipes (Su) Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by charm person, sleep, or fear (CL 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-

Thorn^{MM3}

CR4

NG Small fey

Init +6; Senses low-light vision; Listen +9, Spot +9

Languages Common (Calant dialect), Sylvan

AC 19, touch 13, flat-footed 17

(+1 size, +2 Dex, +3 natural, +2 armor, +1 shield)

hp 33 (6 HD); DR 5/cold iron Fort +4, Ref +7, Will +5

Speed 20 ft. (4 squares)

Melee thorn longsword +8 (1d6+3/19-20) or

Ranged longbow +6 (1d6/x3 plus sleep arrow)

Base Atk +3; Grp +2

Atk Options sneak attack +2d6

Abilities Str 16, Dex 15, Con 15, Int 10, Wis 10, Cha 13 Feats Improved Initiative, Stealthy, Weapon Focus (longsword)

Feat: Daunting Presence [General]

You are skilled at inducing fear in your opponents.

Prerequisite: Cha 13, base attack bonus +1.

Benefits: You can take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an Intelligence score. If the opponent fails a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier), it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

Special: A fighter can select Daunting Presence as one of his fighter bonus feats

Commented [EB1840]: Monster Manual III, page 172.

Skills Diplomacy +3, Hide +17, Listen +9, Move Silently +13, Search +9, Sense Motive +9, Spot +9, Survival +0 (+2 following tracks)

Possessions buckler, leaf leather armor, longbow, thorn longsword

Sleep Arrows (Ex) Thorns carry sleep arrows. Any opponent struck by one of these arrows, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a sleep spell.

Interloper

Forest Haunt MM5

CR 10

NE Huge undead (incorporeal)

Init +0; Senses darkvision 60 ft., low-light vision; Listen +18, Spot +18

Languages Common (Calant dialect), Sylvan, Treant

AC 11, touch 11, flat-footed 11

(-2 size, +3 deflection)

Miss Chance 50% (incorporeal) hp 78 (12 HD); DR 10/slashing; rejuvenation

Immune incorporeal immunities, undead immunities

Resist +2 turn resistance

Fort +4. Ref +4. Will +13

Weakness vulnerability to fire

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +5 (1d4 Cha)

Space 15 ft.; Reach 15 ft.

Base Atk +6; Grp -

Special Actions arboreal vengeance, Daunting Presence (DC 19)

Abilities Str -, Dex 10, Con -, Int 12, Wis 16, Cha 16

SO incorporeal traits, undead traits

Feats Ability Focus (arboreal vengeance), Daunting Presence*, Iron Will, Track, Weapon Focus (incorporeal touch)

Skills Hide +7, Listen +18, Move Silently +15, Spot +18, Survival +18

Arboreal Vengeance (Su) A forest haunt can temporarily animate trees and undergrowth around it. When it activates this ability, each tree within 60 feet makes a melee attack against the nearest enemy. Trees have a reach of 20 feet. Each attack is made with a +9 bonus and deals 2d6+4 points of damage. In addition, undergrowth within 60 feet begins to writhe and grasp at creatures in the area. Any creature attempting to move out of a space containing undergrowth must succeed on a DC 21 Reflex save or be entangled for 1 round.

Rejuvenation A forest haunt is not destroyed if reduced to 0 hit points. It instead reappears in its grove 1d4 days later. This forest haunt can only be laid to rest if the dryad's bones are recovered (see #L145 in Chapter 6) and buried in her former grove.

Leucrotta CoS:W,MoF

CR4

CE Large magical beast

Init +1; Senses darkvision 60 ft., low-light vision, scent; Listen +0, Spot +6

Languages Common (Calant dialect), Draconic, Giant

AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural)

hp 57 (6 HD)

Immune charm and compulsion effects

Fort +9 (+13 vs. disease and poison), Ref +6, Will +2

Speed 50 ft. (10 squares), climb 20 ft.

Melee bite +10 (1d8+6/x3)

Space 10 ft.; Reach 5 ft.

Base Atk +6; Grp +14

Abilities Str 19, Dex 12, Con 18, Int 12, Wis 11, Cha 5

SQ adamantine bite, iron guts, mimicry sure-footed

Feats Improved Bull Rush, Improved Sunder^B, Power Attack, Track^B, Weapon Focus (bite)

Skills Balance +5, Bluff +3 (+11 mimicking voices), Climb +12, Hide +3 (+7 in mountainous terrain), Jump +12, Move Silently +7, Spot +6, Survival +6

Adamantine Bite (Ex) A leucrotta deals bite damage as if its teeth were magic adamantine weapons both for purposes of bypassing the hardness of objects and for overcoming a damage reduction. A leucrotta often attacks its opponent's weapons and shields.

Iron Guts A leucrotta can eat almost anything, no matter how rancid. It has a +4 racial bonus on Fortitude saves against disease and poison.

Mimicry A leucrotta has the ability to mimic animal cries and voices in any language. It can duplicate the voices of its victims, including screams, with uncanny accuracy.

Sure-footed A leucrotta ignores movement penalties for moving on slopes. However, a leucrotta lacks hands, and thus cannot climb ropes or vertical walls.

Spriggan^{FF}

CR3

CN or CE Small fey (gnome)

Init +9; Senses low-light vision; Listen +6, Spot -1

Languages Common (Calant dialect), Gnome

AC 19, touch 15, flat-footed 15

(+1 size, +4 Dex, +4 armor)

hp 22 (5 HD)

Fort +2, Ref +9, Will +3

Speed 20 ft. (4 squares)

Melee short sword +6 (1d6)

Base Atk +2; Grp -2

Atk Options sneak attack +3d6

Spell-Like Abilities (CL 8th)

At will - produce flame, scare (DC 12), shatter (DC 12)

Abilities Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11

SO size change

Feats Improved Initiative, Weapon Finesse

Skills Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10

Commented [EB1841]: Monster Manual V, pages 80-

Commented [EB1843]: Fiend Folio, pages 162-163.

Commented [EB1844]: This is not part of the Fiend Folio write-up, but it's kind of the whole point of the race. They are called gnomekin in the racial description.

Commented [EB1845]: 10 +2 (spell level) +0 Cha.

Commented [EB1842]: City of Splendors: Waterdeep, pages 136-137, Monsters of Faerûn, page 63.

Possessions chain shirt, short sword

Size Change (Su) At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4
Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attributes as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

When enlarged, a spriggan has the following changed statistics: CN or CE Large fey (gnome)

Init +7

AC 16, touch 12, flat-footed 13

(-1 size, +3 Dex, +4 armor)

hp 37 (5 HD)

Fort +5, Ref +7

Speed 30 ft. (6 squares)

Melee Large short sword +6 (1d8+6)

Grp +10

Space 10 ft.; Reach 10 ft.

Abilities Str 18, Dex 16, Con 18

Skills Climb +9, Disable Device +4, Hide +4, Move Silently +8, Open Lock +10, Sleight of Hand +8

Possessions Large chain shirt, Large short sword

Wild Elves

Melandrach

CR 11

Male venerable wild elf ranger 5 / wildrunner Row 9

CG Medium fey (augmented humanoid [elf])

Init +3; Senses low-light vision, scent; Listen +15 (+18 vs. orcs, undead), Spot +15 (+18 vs. orcs, undead)

Languages Chondathan, Common (Calant dialect), Dwarven, Elven, Sylvan

AC 19, touch 13, flat-footed 16

(+3 Dex, +6 armor)

hp 27 (14 HD); DR 2/cold iron

Immune sleep

Fort +7, Ref +13, Will +7; +2 vs. enchantment

Speed 40 ft. (8 squares)

Melee +1 swordbow +13/+8/+3 (1d8-1/19-20) (1d8+2/19-20 vs. orcs, undead)

Ranged +1 swordbow +18/+13/+8 (1d8-2/x3) (1d8/x3 vs. orcs, undead)

Base Atk +14: Grp +12

Atk Options Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Special Actions primal scream (5/day, lasts 1 round)

Ranger Spells Prepared (CL 5th)

1st-entangle (DC 14)

Spell-Like Abilities (CL 9th)

At will—endure elements (self only)

Abilities Str 4 (6 with gauntlets), Dex 12 (16 with boots), Con 4, Int 13, Wis 16, Cha 17

SQ elf favored enemy (humanoid [orc], undead), elven hound companion, fast movement, hide in plain sight, trackless step, unfettered stride, wild empathy +10 (+6 vs. magical beasts with Int 1 or 2)

Feats Endurance, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Track, Two-Weapon Fighting

Skills Balance +8, Bluff +3 (+4 to deceive with words), Climb +8, Handle Animal +8, Hide +13 (+16 vs. orcs, undead), Jump +8, Knowledge (history) +6, Knowledge (nature) +8, Listen +15 (+18 vs. orcs, undead), Move Silently +13 (+16 vs. orcs, undead), Ride +5, Search +3, Spot +15 (+18 vs. orcs, undead), Survival +13 (+15 aboveground natural environments, +16 vs. orcs, undead, +18 vs. orcs, undead in aboveground natural environments), Swim +2, Tumble +5

Possessions boots of the woodland king*, cloak of elvenkind, dryadkissed chainmail*, gauntlets of ogre power, +1 swordbow*

Fast Movement (Ex) Melandrach's land speed is 40 feet while wearing light, medium, or no armor.

Hide in Plain Sight (Ex) While in any sort of natural terrain, Melandrach can use the Hide skill even while being observed.

Primal Scream (Su) Melandrach can bring forth the power inherent within and release it in a blood-chilling scream as a free action that does not provoke attacks of opportunity. (He cannot use his primal scream if he cannot speak.) His primal scream induces a state of feral frenzy that lasts for 1 round and can be used 5/day.

In this frenzy, he gains +2 Str, +6 Dex. His jaw elongates and his teeth become razor-sharp; he gains a bite attack (1d6 damage). He has the ability to pounce on an opponent in the round in which he activates his primal scream. If he charges a foe in the same round that he screams, he may make a full attack, instead of the normal single attack allowed after a charge.

In addition, Melandrach's primal scream immobilizes enemies with fear when he activates the ability. This is a sonic, mind-affecting fear effect. Creatures in the area must make Will saves (DC 22). Creatures with more than 14 HD are immune to this effect. On a failed save, a creature with 8-14 HD is shaken for 9 rounds.

Creatures with 7 or less HD covers for 9 rounds.

Trackless Step (Ex) Melandrach leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired

Unfettered Stride (Ex) Melandrach can move through or across a variety of terrain features without it affecting his movement or skill checks. This ability applies to bogs, rubble, undergrowth, ice sheets, and natural stone floors. Commented [EB1860]: Base: Str 10, Dex 15, Con 8, Int 12, Wis 13, Cha 14. After racial (+2 Dex, -2 Int): Str 10, Dex 17, Con 8, Int 10, Wis 13, Cha 14. After level: Str 10, Dex 18, Con 10, Int 10, Wis 13, Cha 14. After age (-6 Str, -6 Dex, -6 Con, +3 Int, +3 Wis, +3 Cha): Str 4, Dex 12, Con 4. Int 13. Wis 16. Cha 17

Commented [EB1861]: 5 (Rgr 5) +3 (Cha) +2 Handle Animal synergy

Commented [EB1862]: 5 (14th level) +3 (Rgr5)

Commented [EB1863]: (6+1)*(5+3)+(4+1)*9=101. Balance +8 (5+3 Dex), Bluff +3 (0+3 Cha), Climb +8 (10-2 Str), Handle Animal +8 (5+3 Cha), Hide +13 (10+3 Dex), Jump +8 (10-2 Str), Knowledge (history) +6 (5cc+1 Int), Knowledge (nature) +8 (5+1 Int+2 Survival synergy), Listen +15 (10+3 Wis+2 racial), Move Silently +13 (10+3 Dex), Ride +5 (0+3 Dex+2 Handle Animal synergy), Search +3 (0+1 Int+2 racial), Speak (2), Spot+15 (10+3 Wis+2 racial), Survival +13 (10+3 Wis), Swim +2 (4-2 Str), Tumble +5 (0+3 Dex+2 Jump synergy)

Commented [EB1846]: This is not part of the *Fiend Folio* write-up, but it's kind of the whole point of the race. They are called gnomekin in the racial description.

Commented [EB1864]: Expected: 45,000 gp. Actual 2,500 (boots of elvenkind) +18,500 (cloak of the woodland king) 14,6150 (

dryadkissed chainmail) +4,000 (gauntlets of ogre power) +6,375 (+1 swordbow) = 46,025 gp.

Commented [EB1847]: Melandrach's class was a very difficult choice. Originally, he was a fighter 10 / druid 7. In first edition, the multi-class didn't add much (... [255]

Commented [EB1848]: Nominally 14. I made it lower (11) to reflect his venerable status, which signif ... [256]

Commented [EB1849]: Using the elf ranger racial substitution levels found in *Races of the Wild*, page ... [257]

Commented [EB1850]: Races of the Wild, pages 139-144.

Commented [EB1851]: Assuming it's a bonus langage for elves in the Laughing Hollow.

Commented [EB1852]: 5 * (3.5 - 3) + 9 * (5.5 - 3) = 5 +

Commented [EB1853]: +4 (Rgr5) +6 (Wildrunner 9) -

22.5 = 27.5

Commented [EB1854]: +4 (Rgr5) +6 (Wildrunner 9)

Commented [EB1855]: +1 (Rgr5) +3 (Wildrunner 9)

Commented [EB1856]: +14 -2 Str +1 (+1 swordbow)

Commented [EB1857]: +14 +3 Dex +1 (+1 swordbow)

Commented [EB1858]: +5 (Rgr5) +9 (Wildrunner 9)

Commented [EB1859]: +14 (BAB) -2 (Str) = +12

Wild Empathy (Ex) Melandrach can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

When using his primal scream, Melandrach has the following changed statistics:

Init +6

AC 22, touch 16, flat-footed 16

(+6 Dex, +6 armor)

Ref +16

Melee +1 swordbow +14/+9/+4 (1d8/19-20) (1d8+3/19-20 vs. orcs, undead)

Ranged +1 swordbow +21/+16/+11 (1d8-1/x3) (1d8+2/x3 vs. orcs, undead)

Abilities Str 6 (8 with gauntlets), Dex 18 (22 with boots)

Skills Balance +12, Climb +9, Hide +16 (+19 vs. orcs, undead), Jump +9, Move Silently +16 (+19 vs. orcs, undead), Ride +8, Swim +4, Tumble +8

Bowshot Row

CR -Melandrach's Elven Hound Animal Companion

N Medium magical beast

Init +3; Senses low-light vision, scent; Listen +5, Spot +5

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 13 (2 HD)

Immune sleep

Fort +4, Ref +6, Will +1; +2 vs. enchantment

Speed 50 ft. (10 squares); sprint

Melee bite +5 (1d8+4) Base Atk +2; Grp +5

Abilities Str 17, Dex 17, Con 13, Int 2, Wis 12, Cha 8

SQ link, search, share spells, tricks (attack, down, fetch, heel, seek, stay, track)

Feats Improved Natural Attack (bite), Track^B

Skills Balance +7, Hide +7, Jump +15, Listen +5, Spot +5, Survival +2. Swim +6

Link (Ex) Melandrach can handle his animal companion as a free action, or push it as a move action.

Search (Ex) An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Share Spells (Ex) At Melandrach's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal

companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the ranger before the duration expires.

Additionally, Melandrach may cast a spell with a target of "You" on his animal companion (as a touch range spell) instead of on himself. A ranger and his animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Sprint (Ex) Although an elven hound can go head to head with many creatures, its strength lies in the chase. Once per hour, an elven hound can move five times its normal speed (250 feet) when it makes a charge.

Wild Warrior

Wild elf warrior 1

CG Medium humanoid (elf)

Init +1; Senses low-light vision; Listen +2, Spot +2

Languages Common (Calant dialect), Elven, Sylvan

AC 15, touch 11, flat-footed 14

(+1 Dex, +3 armor, +1 shield) hp 4 (1 HD)

Immune sleep

Fort +2, Ref +1, Will -1; +2 vs. enchantment

Speed 30 ft. (6 squares)

Melee longsword +2 (1d8+1/19-20) or

Ranged longbow +3 (1d8/x3)

Base Atk +1; Grp +2

Abilities Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 8

SQ search

Feats Weapon Focus (longbow)

Skills Hide +1, Listen +2, Search +3, Spot +2

Possessions light wooded shield, longbow and 20 arrows,

longsword, studded leather

Search (Ex) An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

The Rescue Mission

Bullvblade

CR1

CR 1/2

Male Illuskan human warrior 2

N Medium humanoid (human)

Init +0; Senses Listen +0, Spot +0

Languages Chondathan, Common (Calant dialect)

AC 16, touch 10, flat-footed 16 (+0 Dex, +4 armor, +2 shield)

hp 14 (2 HD)

Fort +4, Ref +0, Will +0

Speed 30 ft. (6 squares)

Melee longsword +3 (1d8+1/19-20)

Ranged shortbow +2 (1d6)

Base Atk +2; Grp +3

Abilities Str 13, Dex 11, Con 12, Int 11, Wis 10, Cha 8

Commented [EB1865]: +4 (Rgr5) +6 (Wildrunner 9) +6 (Dex)

Commented [EB1866]: +14 -1 Str +1 (+1 swordbow)

Commented [EB1870]: Assuming it's a bonus langage for elves in the Laughing Hollow.

Commented [EB1867]: +14 +6 Dex +1 (+1 swordbow)

Commented [EB1871]: 1*(4.5+0) = 4.5

Commented [EB1872]: +2 (War1) +0 (Con)

Commented [EB1873]: +0 (War1) +1 (Dex)

Commented [EB1874]: +0 (War1) -1 (Wis)

Commented [EB1868]: Races of the Wild, pages 189-

Commented [EB1875]: +1 +1 Str

Commented [EB1876]: +1 +1 Dex +1 (Weapon Focus)

Commented [EB1877]: +1 (War1)

Commented [EB1878]: +1 (BAB) +1 (Str) = +2

Commented [EB1879]: Base: Str 13, Dex 11, Con 10, Int 12, Wis 9, Cha 8. After racial (+2 Dex, -2 Int): Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Commented [EB1880]: (1+3)*(2+0) = 8. Hide +1 (1 cc +1 Dex -1 armor check penalty), Listen +2 (1 cc -1 Wis +2 racial), Search +3 (1 cc +0 Int +2 racial), Spot +2 (1 cc -1 Wis +2 racial)

Commented [EB1881]: Expected: 45,000 gp. Actual 2,500 (boots of elvenkind) +18,500 (cloak of the woodland king) 14,150 (dryadkissed chainmail) +4,000 (gauntlets of ogre power) +6,375 (+1 swordbow) = 45,525 gp.

Commented [EB1869]: 6 (Int 2) +1 (Rgr4) = 7

Commented [EB1882]: +0 (Dex) = +0.

Commented [EB1883]: 2 * (4.5+1) +3 (Toughness) =

Commented [EB1884]: +3 (War2) +1 Con = +4

Commented [EB1885]: +0 (War2) +0 Dex = +0

Commented [EB1886]: +0 (War2) +0 Wis = +0

Commented [EB1887]: +2 (BAB) +1 Str

Commented [EB1888]: +2 (War2) = +2. Commented [EB1889]: +2 (BAB) +1 (Str) = +3

Feats Mounted Combat, Toughness

Skills Climb -1, Handle Animal +1, Intimidate +2, Ride +2

Possessions chain shirt, heavy steel shield, longsword, oil of magic weapon, potion of cure light wounds, shortbow and 20

Baron Agwain Delantar

CR3

Male Illuskan human swashbuckler^{CW} 3

CG Medium humanoid (human)

Init +2; Senses Listen +0, Spot +0

Languages Chondathan, Common (Calant dialect), Halfling

AC 17, touch 12, flat-footed 15; Dodge, Mobility

(+2 Dex, +5 armor)

hp 16 (3 HD)

Fort +3, Ref +4, Will +0

Speed 30 ft. (6 squares)

Melee mwk rapier +7 (1d6+1/18-20)

Ranged composite shortbow [+1] +5 (1d6+1/x3)

Base Atk +3; Grp +4

Atk Options insightful strike

Abilities Str 12, Dex 15, Con 10, Int 13, Wis 8, Cha 14 Feats Dodge, Mobility, Weapon Finesse, Weapon Focus (rapier) Skills Balance +4, Bluff +8, Diplomacy +12, Intimidate +4, Jump

+3, Knowledge (nobility and royalty) +4, Ride +5, Sense Motive +5, Tumble +8

Possessions composite shortbow [+1] and 20 arrows, +1 mithral shirt, mwk rapier

Insightful Strike (Ex): Agwain can place his finesse attacks where they deal greater damage. He applies his Intelligence bonus (+1) as a bonus on damage rolls (in addition to his Strength bonus) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to Agwain's insightful strike. Agwain cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

Call to Laughing Hollow

Shimmerling Swarm^{MM3}

CR8

CN Fine fey (swarm)

Init +6; Senses low-light vision; Listen +16, Spot +16

AC 24, touch 24, flat-footed 18

(+8 size, +6 Dex)

hp 41 (11 HD) Immune weapon damage

Fort +5, Ref +15, Will +11

Speed 5 ft. (1 square), fly 50 ft. (perfect)

Melee swarm (3d6) Base Atk +5; Grp -

Special Attacks dazzling illumination, distraction

Abilities Str 1, Dex 22, Con 11, Int 7, Wis 15, Cha 18

SO hive mind, swarm traits

Feats Great Fortitude, Iron Will, Lightning Reflexes, Toughness Skills Diplomacy +6, Hide +36, Listen +16, Move Silently +13, Sense Motive +9, Spot +16

Dazzling Illumination (Su) Each shimmerling in a shimmerling swarm glows in some color of the rainbow. When the members of a swarm concentrate this glow, the swarm sheds light equivalent to a daylight spell. This illumination dazzles any sighted creature within a 60-foot radius that has its eyes open, whether or not it is looking at the shimmerling swarm.

Furthermore, the swarm's display of light and movement is hypnotic. At the mere sight of an illuminated shimmerling swarm, a creature within 300 feet must succeed on a DC-19 Will save or be fascinated for as lon as the swarm is in sight. Any potential threat allows another saving throw against the effect, and an obvious threat automatically frees the creature from the effect, as does vigorous shaking. A creature that succeeds on the saving throw is immune to that shimmerling swarm's hypnotic form for 1 minute. This is a mind-affecting

A shimmerling swarm can activate or deactivate its dazzling illumination as a standard action. It cannot hide (automatically fails Hide checks) while shedding dazzling illumination.

Distraction (Ex) Any living creature vulnerable to a shimmerling swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check.

Hive Mind (Ex) A shimmerling swarm that has at least 1 hit point per Hit Die (or 11 points for a standard shimmerling swarm) forms a hive mind, giving it an Intelligence score of 7. When a shimmerling swarm is reduced below this hit point threshold, its Intelligence score is reduced to 1. This change reduces its skill modifiers to the following values: Diplomacy +4, Hide +36, Listen +2, Move Silently +6, Sense Motive +2, Spot +2.

Barghest^{MM}

LE Medium outsider (evil, extraplanar, lawful, shapechanger) Init +6; Senses darkvision 60 ft., scent; Listen +11, Spot +11 Languages Goblin, Worg, Infernal

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 33 (6 HD); DR 5/magic

Fort +6, Ref +7, Will +7

Speed 30 ft. (6 squares) Melee bite +9 (1d6+3) and

Melee 2 claws +4 (1d4+1)

Commented [EB1890]: 1 (human) +1 (War 1) = 2

Commented [EB1891]: (2+0)*(2+3) = 10. Climb -1 (2+1 Str -4 armor check penalty), Handle Animal +1 (2-1 Cha), Intimidate +2 (3-1 Cha), Ride +2 (2+0 Dex), Speak Language (Draconic) 1.

Commented [EB1892]: Expected: 900 GP (NPC Gear Level 1) seems high. I assumed 2 x max starting GP = 240 gp. Actual value: 100 (chain shirt) +20 (heavy steel shield) +15 (longsword) +50 (oil of magic weapon) +50 (potion of cure light wounds) +31 (shortbow and 20 arrows) = 266 gp.

Commented [EB1893]: Complete Swashbuckler, pages

Commented [EB1894]: 3 * (5.5+0) = 16.5

Commented [EB1895]: +3 (Swashbuckler 3) +0 Con =

Commented [EB1896]: +1 (Swashbuckler 3) +2 Dex +1 (grace) = +4

Commented [EB1897]: +1 (Swashbuckler 3) -1 Wis =

Commented [EB1898]: +3 (BAB) +2 Dex +1 (Weapon Focus) +1 (mwk rapier) = +7

Commented [EB1899]: +3 (BAB) +2 Dex = +5

Commented [EB1900]: +3 (Swashbuckler 3) = +3

Commented [EB1901]: +3 (BAB) +1 (Str) = +4 Commented [EB1902]: 2 (level) +1 (human) +1 (swashbuckler 3) = 4

Commented [EB1903]: (4+1+1)*(3+3) = 36. Balance +4 (0 +2 Dex +2 Tumble synergy), Bluff +8 (6 +2 Cha), Diplomacy +12 (6 +2 Cha +2 Bluff synergy +2 Sense Motive synergy), Intimidate +4 (0 +2 Cha +2 Bluff synergy), Jump +3 (0 +1 Str +2 Tumble synergy), Knowledge (nobility and royalty) +4 (3cc +1 Int), Ride +5 (3cc +2 Dex), Sense Motive +5 (6 -1 Wis), Tumble +8 (6

Commented [EB1904]: Expected: 2,500 gp. Actual value: 2,100 (+1 mithral shirt) +320 (mwk rapier) +151 (composite shortbow [+1] and 20 arrows) = 2,571 gp.

Commented [EB1905]: Monster Manual III, page 152.

Base Atk +6; Grp +9 Special Attacks feed Spell-Like Abilities (CL 6th)

> At will—blink, levitate, misdirection (DC 14), rage (DC 15) 1/day—charm monster (DC 16), crushing despair (DC 16), dimension door

Abilities Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14
SQ change shape, pass without trace (wolf form only)
Feats Combat Reflexes, Improved Initiative, Track
Skills Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11
(+15 in wolf form), Intimidate +13, Jump +12, Listen +11,
Move Silently +10, Search +11, Sense Motive +11, Spot +11,
Survival +11 (+13 following tracks)

Change Shape (Su) A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Feed (Su) When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

Pass Without Trace (Ex) A barghest in wolf form can use pass without trace (as the spell) as a free action.

Deadborn Vulture^{MM5}

CR8

NE Large magical beast

Init +3; Senses darkvision 60 ft., low-light vision; Listen +11, Spot +15

Languages understands Common; cannot speak

AC 18, touch 12, flat-footed 15 (-1 size, +3 Dex, +6 natural)

hp 67 (9 HD); deadborn

Fort +8, Ref +11, Will +4

Speed 10 ft. (2 squares); fly 70 ft. (poor); Flyby Attack **Melee** 2 claws +14 each (1d6+6 plus disease) and

Melee bite +12 (1d8+3) Space 10 ft.; Reach 5 ft.

Base Atk +9; Grp +19

Special Attacks foul breath

Abilities Str 22, Dex 17, Con 14, Int 10, Wis 12, Cha 10

SA disease, foul breath

Feats Alertness, Flyby Attack, Lightning Reflexes, Multiattack Skills Intimidate +8, Listen +11, Spot +15

Deadborn (Su) When a deadborn vulture is reduced to 0 hit points, it immediately dies and becomes a deadborn vulture zombie that retains the vulture's disease ability. This transformation does not cause a flying deadborn vulture to [all]

Disease (Ex) Claw, Fort DC 16 negates, incubation period 1 day, damage 1d4 Str.

Foul Breath (Ex) 30-foot cone, 1/day, nauseated 1d6 rounds, Fort DC 16 negates.

Deadborn Vulture Zombie^{MM5}

CR –

NE Large undead

Init +2, single actions only; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages

AC 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +9 natural)

hp 120 (18 HD); DR 5/slashing

Fort +6, Ref +8, Will +11

Speed 10 ft. (2 squares); fly 70 ft. (clumsy)

Melee claw +15 (1d6+7 plus disease) or

Melee bite +15 (1d8+7) or

Melee slam +15 (1d8+7) Space 10 ft.; Reach 5 ft.

Base Atk +9; Grp +20

Abilities Str 24, Dex 15, Con -, Int -, Wis 10, Cha 1

SA disease

SQ undead traits

Feats Toughness

Skills Listen +0, Spot +0

Single Actions Only (Ex) A deadborn vulture zombie can perform only a single move action or standard action each round. It can still charge.

Disease (Ex) Claw, Fort DC 19 negates, incubation period 1 day, damage 1d4 Str.

Runedardath

Antharzyreph

CR 11

Male adult black dragon

CE Large dragon (water)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses,

low-light vision; Listen +21, Spot +21

Aura frightful presence (180-ft. radius, DC 20 negates)

Languages Chondathan, Common (Calant dialect), Draconic

AC 27, touch 9, flat-footed 27

(-1 size, +18 natural)

hp 199 (19 HD); DR 5/magic

Immune acid, paralysis, poison (arsenic), sleep

Fort +15, Ref +11, Will +12

Speed 60 ft. (12 squares), fly 150 ft. (poor), swim 80 ft.

Melee bite +24 (2d6+6) and

2 claws +22 (1d8+3)

2 wings +22 (1d6+3)

tail slap +22 (1d8+9)

Space 10 ft.; Reach 5 ft. (10 ft. with bite) Base Atk +19; Grp +29

Atk Options Power Attack, Recover BreathDra

Special Actions breath weapon

Sorcerer Spells Known (CL 3rd)

1st (6/day) - alarm, protection from good (DC 12), true strike 0th (6/day) - daze (DC 11), detect magic, ghost sound (DC 11), ray of frost (DC 11), resistance (DC 11)

Spell-Like Abilities (CL 6th)

3/day-darkness (60 ft. radius)

1/day-corrupt water (DC 12, 180 ft. radius)

Abilities Str 23, Dex 10, Con 19, Int 12, Wis 13, Cha 12

Feats Clinging Breath Dra, Craft Wondrous Item, Flyby Attack, Poison Immunity COR (black dragon brew*), Power Attack, Multiattack, Recover Breath Dra

Skills Bluff +9, Craft (poisonmaking) +4, Diplomacy +13, Hide

+2, Intimidate +23, Knowledge (arcana) +7, Listen +21, Move Silently +20, Search +19, Sense Motive +9, Spellcraft +3, Spot +21, Swim +20

Possessions claws of the badger*, crystal ball of clarity*, ring of reduction*

Corrupt Water (Sp) Once per day, Antharzyreph can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 20) or become fouled.

Breath Weapon (Su) 80-foot line, once every 1d4 rounds, damage 12d4 acid, Reflex DC 23 half.

Water Breathing (Ex) Antharzyreph can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Antharzyreph, Reduced

CR 11

Male adult black dragon

CE Medium dragon (water)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses, low-light vision; Listen +21, Spot +21

Aura frightful presence (180-ft. radius, DC 20 negates)

Languages Chondathan, Common (Calant dialect), Draconic

AC 28, touch 10, flat-footed 28 (+18 natural)

hp 199 (19 HD): DR 5/magic

Immune acid, paralysis, poison (arsenic), sleep

SR 18

Fort +15, Ref +12, Will +12

Speed 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft., Flyby Attack, Wingover

Melee bite +24 (1d8+5) and

2 claws +22 (1d6+2)

2 wings +22 (1d4+2)

Base Atk +19; Grp +24

Atk Options Clinging Breath^{Dra} Power Attack, Recover Breath^{Dra}

Special Actions breath weapon

Sorcerer Spells Known (CL 3rd)

1st (6/day)—alarm, protection from good (DC 12), true strike 0th (6/day)-daze (DC 11), detect magic, ghost sound (DC 11), ray of frost (DC 11), resistance (DC 11)

Spell-Like Abilities (CL 6th)

3/day-darkness (60 ft. radius)

1/day-corrupt water (DC 12, 180 ft. radius)

Abilities Str 21, Dex 12, Con 19, Int 12, Wis 13, Cha 12

Feats Clinging Breath Pra, Craft Wondrous Item, Flyby Attack, Poison Immunity Cor (black dragon brew*), Power Attack, Multiattack, Recover Breath Dra

Skills Bluff +9, Craft (poisonmaking) +4, Diplomacy +13, Hide +7, Intimidate +23, Knowledge (arcana) +7, Listen +21, Move Silently +21, Search +19, Sense Motive +9, Spellcraft +3, Spot +21, Swim +19

Possessions claws of the badger*, crystal ball of clarity*, ring of reduction*

Corrupt Water (Sp): Once per day, Antharzyreph can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 20) or become fouled.

Breath Weapon (Su): 80-foot line, once every 1d4 rounds, damage 12d4 acid, Reflex DC 23 half

Water Breathing (Ex): Antharzyreph can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged

Clan Ironaxe

Korin Ironaxe

CR7

Male middle-aged shield dwarf fighter 7

LN Medium humanoid (dwarf)

Init +3: Senses darkvision 60 ft.: Listen +0, Spot +0

Languages Chondathan, Common (Calant dialect), Dwarven

AC 19, touch 9, flat-footed 19; +4 dodge bonus against giants (-1 Dex, +8 armor, +2 shield)

hp 52 (7 HD)

Fort +7, Ref +1, Will +2; +2 against poison, spells, and spell-like abilities

Commented [EB1914]: +19 (base) +5 (Str) = +24

Commented [EB1906]: +19 (base) +6 (Str) -1 (Large)

Commented [EB1915]: +19 (base) +5 (Str) +0 (Medium) = +24

Commented [EB1916]: 1 + 19/3 = 7

Commented [EB1917]: Draconomicon, pages 67-68.

Commented [EB1918]: Champions of Ruin, page 21.

Commented [EB1919]: Draconomicon, pages 73.

Commented [EB1920]: (6+1) * (19 + 3) = Bluff +9 (8cc +1 Cha), Craft (poisonmaking) +4 (3cc +1 Int), Diplomacy +13 (8 +1 Cha +2 Bluff synergy +2 Sense Motive synergy), Hide +7 (6 +1 Dex), Intimidate +23 (20 +1 Cha +2 Bluff synergy), Knowledge (arcana) +7 (6+1 Int), Listen +21 (20+1 Wis), Move Silently +21 (20+1 Dex), Search +19 (18 +1 Int), Sense Motive +9 (8+1 Wis), Spellcraft +3 (0 +1 Int +2 Knowledge [arcana] synergy), Spot +21 (20 +1 Wis), Swim +19 (6 +6 Str +8 racial)

Commented [EB1921]: Complete Adventurer, pages

Commented [EB1907]: 1 + 19/3 = 7

Commented [EB1908]: Draconomicon, pages 67-68.

Commented [EB1909]: Champions of Ruin, page 21.

Commented [EB1910]: Draconomicon, pages 73.

Commented [EB1911]: (6+1) * (19 + 3) = Bluff +9 (8cc +1 Cha), Diplomacy +13 (8+1 Cha +2 Bluff synergy +2 Sense Motive synergy), Hide +2 (6 +0 Dex -4 Large), Intimidate +23 (20 +1 Cha+2 Bluff synergy), Knowledge (arcana) +7 (6 +1 Int), Knowledge (nature) +7 (6 +1 Int), Listen +21 (20 +1 Wis), Move Silently +20 (20 +0 Dex), Search +19 (18 +1 Int), Sense Motive +9 (8+1 Wis), Spellcraft +3 (0 +1 Int +2 Knowledge [arcana] synergy), Spot +21 (20 +1 Wis), Swim +20 (6 +6 Str +8 racial)

Commented [EB1912]: Complete Adventurer, pages

Commented [EB1922]: Expected Value: 21,000. Actual Value: 4,800 (claws of the badger) +1,500 (crystal ball of clarity) +20,000 (ring of reduction) = 26,300 gp.

Commented [EB1913]: Expected Value: 21,000. Actual Value: 4,800 (claws of the badger) +1,500 (crystal ball of clarity) +20,000 (ring of reduction) =26,300 gp.

Commented [EB1923]: Assumes region is shield dwarf (Sword Coast).

Commented [EB1924]: 7 * (5.5+2) = 52.5

Commented [EB1925]: +5 (Ftr 7) +2 (Con)

Commented [EB1926]: +2 (Ftr 7) -1 (Dex)

Commented [EB1927]: +2 (Ftr 7) +0 (Wis)

Speed 15 ft. (3 squares)

Melee dwarven thrower +13 (1d8+7/x3) or

Ranged dwarven thrower +11 (2d8+7/x3)

Base Atk +7; Grp +10

Atk Options Cleave, Power Attack

Abilities Str 14, Dex 9, Con 15, Int 13, Wis 10, Cha 12

SQ shield dwarf traits

Feat Cleave, Ironstar Bloodline, Point Blank Shot, Power Attack, Stoneshaper Rof, Weapon Focus (Warhammer), Weapon Specialization (Warhammer)

Skills | Appraise +1 (+3 related to Stone/Metal/Armor/Weapons), Craft (Armorsmithing) +10, Craft (Blacksmithing) +8, Craft (Stonemasonry) +13, Craft (Weaponsmithing) +10, Intimidate +3, Knowledge (Architecture and Engineering) +6, Search +1 (+3 secret doors, +5 notice unusual stonework)

Possessions full plate, masterwork heavy steel shield, dwarven thrower, necklace of fireballs (7d6x1/5d6x1/3d6x1) (not worn, stored in #C48)

Shield Dwarf Traits (Ex) stonecunning, stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. orcs and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type

Beldas and Belgin Ironaxe CR 4 Each

Male shield dwarf scout CAdv 4

LG Medium humanoid (dwarf)

Init +4 Senses darkvision 60 ft.; Listen +9, Spot +9

Languages Chondathan, Common (Calant dialect), Dwarven

AC 17, touch 13, flat-footed 14; Dodge, skirmish +1 AC, uncanny dodge; +4 dodge bonus against giants
(+3 Dex, +4 armor)

hp 18 (4 HD)

Fort +2, Ref +7 Will +3; +2 against poison, spells, and spell-like abilities

Speed 30 ft. (6 squares)

Melee 2 +1 short sword +3 (1d6+2/19-20)

Base Atk +3; Grp +4

Atk Options skirmish +1d6

Abilities Str 12, Dex 16, Con 10, Int 13, Wis 14, Cha 8

SQ shield dwarf traits, trackless step, trapfinding

Feats Dodge, Thunder Twin PGtF, Two-Weapon Fighting

Skills Appraise +1 (+3 related to Stone/Metal/Traps); Balance +5, Craft (trapmaking) +8, Diplomacy +1, Hide +10, Intimidate +1, Jump +3, Knowledge (dungeoneering) +8, Knowledge (nature) +3, Listen +9, Move Silently +10, Search +8 (+10 notice unusual stonework), Spot +7, Survival +9 (+11 underground, following tracks), Tumble +10

Possessions mithral shirt, +1 short sword x2

Shield Dwarf Traits (Ex) stonecunning, stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. orcs and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type Skirmish (Ex) Whenever either Beldas or Belgin moves at least 10 feet, he deals extra damage. This damage only applies to living creatures with discernible anatomies, and he must be able to see the target well enough to pick out a vital spot and be able to reach the spot. He can apply this extra damage to ranged attacks made against targets within 30 feet.

In addition, either scout also gains a +1 competence bonus to AC whenever he moves at least 10 feet.

Thunder Twin (Ex) Beldas and Belgin are identical Thunder
Twins. If the other twin is alive and on the same plane, the
first Thunder Twin may attempt a DC 12 Wisdom check to
sense his direction. If successful, the first twin can note the
other twin's direction with a move action any time he
takes the time to do so during the next hour. A Thunder
Twin can retry this check once per hour.

Trapfinding (Ex) A dwarf scout can use the Şearch skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Trackless Step (Ex) A dwarf scout cannot be tracked in natural surroundings.

Gorn the Runecaster

CR9

Male old shield dwarf cleric 5/runecaster PGtF 4

LG Medium humanoid (dwarf)

Init -2; Senses darkvision 60 ft.; Listen +5, Spot +5

Languages Chondathan, Common, Dwarven

AC 17, touch 9, flat-footed 17; +4 dodge bonus against giants (-2 Dex, +8 armor, +1 deflection)

hp 40 (9 HD)

Fort +10, Ref +0, Will +13; +2 against poison, spells, and spelllike abilities

Speed 15 ft. (3 squares)

Melee maul +7 (1d10/x3, 1d10+1d6/x3 on sunder attempt)

Base Atk +6; Grp +6

Special Actions spontaneous casting (cure spells), turn undead 5/day (+2, 2d6+7, 5th)

Cleric Spells Prepared (CL 9th; creation spells CL 10th)

5th—summon monster V (dwarf ancestor), wall of stone^D (DC 20)

4th—cure critical wounds x2, divine power, greater magic weapon^D (DC 19)

3rd—glyph of warding x2 (DC 18), helping hand, prayer, stone shape^D

2nd—align weapon (DC 17), bear's endurance^D (DC 17), consecrate, lesser restoration (DC 17), sound burst (DC 17), spiritual weapon (melee force maul, +10 to hit, 1d8+3/x3) 1st—comprehend languages, detect evil, detect undead, divine

favor, magic weapon^D (DC 16), sanctuary (DC 16)
0th—detect magic, guidance x2 (DC 15), light, resistance (DC 15), virtue (DC 15)

D: Domain spell. Deity: Dumathoin. Domains: Craft, Dwarf.

Commented [EB1928]: +7 +2 Str +1 (Weapon Focus) +3 (*dwarven thrower* in hands of a dwarf)

Commented [EB1929]: +7-1 Dex+1 (Weapon Focus) +1 (Point Blank Shot) +3 (dwarven thrower in hands of a dwarf)

Commented [EB1930]: Starting: Str 15, Dex 10, Con 14, Int 12, Wis 8, Cha 13. After race, level adjustments: Str 15, Dex 10, Con 16, Int 12, Wis 9, Cha 11. After age adjustments: Str 14, Dex 9, Con 15, Int 13, Wis 10, Cha 12.

Commented [EB1931]: Races of Faerûn, page 169.

Commented [EB1932]: (2+1)* (7+3) = 30. Appraise +1 (0+1 Int); Craft (armorsmithing) +10 (5+1 Int+2 racial+2 Ironstar Bloodline); Craft (blacksmithing) +8 (5+1 Int+2 racial); Craft (stonemasonry) +13 (8+1 Int+2 Stoneshaper+2 racial); Craft (weaponsmithing) +10 (5+1 Int+2 racial+2 Ironstar Bloodline); Intimidate+3 (2+1 Cha); Knowledge (architecture and engineering)+6 (5+1 Int), Search+1/+5 (0+1 Int;+2 stonecunning+2 Stoneshaper).

Commented [EB1933]: Expected: 7,200 gp. Actual value: 1,500 (full plate) +170 (masterwork heavy steel shield) +60,312 (dwarven thrower) +2,250 (necklace of fireballs) = 64,232.

Commented [EB1947]: Player's Guide to Faerûn, pages 69-71.

Commented [EB1934]: Complete Adventurer, pages

Commented [EB1935]: +3 (Dex) +1 (Battle Fortitude)

Commented [EB1948]: 5 * (4.5+0) +4 * (4.5 +0) =

Commented [EB1949]: +4 (Clr 5) +4 (Run 4) +0 (Con) +2 (Great Fortitude)

Commented [EB1950]: +1 (Clr 5) +1 (Run 4 ... [264])

Commented [EB1951]: +4 (Clr 5) +4 (Run 4) +5 (Wis)

Commented [EB1936]: 4 * (4.5+0) = 18

Commented [EB1937]: +1 (Scout 4) +0 (Cor ... [258])

Commented [EB1938]: +4 (Scout 4) +3 (Dex)

Commented [EB1939]: +1 (Scout 4) +2 (Wis)

Commented [EB1952]: +6 +0 Str +1 (Weapon Focus)

Commented [EB1953]: +3 (Clr5) +3 (Run4)

Commented [EB1940]: +3 +1 Str -2 (Two-W ... [259]

Commented [EB1941]: +3 (Scout 4)

Commented [EB1942]: Gorn's abilities befo [260]

Commented [EB1943]: 2 (3rd level) +1 (Scout 4)

Commented [EB1944]: Player's Guide to Fa ... [261]

Commented [EB1945]: (8+1)*(4+3) = 63.(... [262])

Commented [EB1946]: Expected: 3,300 gp. (... [263])

Abilities Str 10, Dex 5 (7 with gloves), Con 11, Int 12, Wis 19, Cha

SQ aura of good, aura of law, shield dwarf traits, turn undead

Feats Craft Magic Arms and Armor, Great Fortitude⁸, Improved

Sunder⁸ (with shieldsmasher maul*), Inscribe Rune,

Stoneshaper^{8,08}, Weapon Focus (maul)

Skills Appraise +1 (+5 related to Stone/Metal), Concentration +6, Craft (metalworking) +18 (+20 inscribe runes), Craft (stonemasonry) +19 (+21 inscribe runes), Knowledge (arcana) +3, Search +1 (+5 notice unusual stonework), Spellcraft +5

Possessions gloves of dexterity +2, mwk artisan's tools (stonemasonry), mwk full plate, ring of protection +1, shieldsmasher maul*

Shield Dwarf Traits (Ex) stonecunning, stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. orcs and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type.

Rune Power (Ex) The DC for all attempts to erase, dispel, or disable Gorn's runes, and for caster level checks to overcome the spell resistance of their targets, increases by 1. This increase does not apply to the DC of the saving throw (if any) to resist a rune's effect.

Improved Runecasting (Su) Gorn has the ability to create runes with charges or that work when read or passed.

Works When Read or Passed: Any attempt to study, identify, or fathom a rune's meaning counts as "reading" the rune. Passing through any portal that bears a rune counts as "passing" it. To affect a target, a rune must have an unbroken line of effect to it and be within 30 feet of it.

Feat: Inscribe Rune [Item Creation]

You can create magic runes that hold spells until triggered.

Prerequisites: Int 13, appropriate Craft skill, divine spellcaster level 3rd.

Benefit: You can cast any divine spell you have access to as a rune. You must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay that cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when you begin writing the rune, but focuses are not. See Rune Magic in the Forgotten Realms Campaign Setting (3e) for details on runes and rune magic.

A single object of Medium size or smaller can hold only one rune. A larger object can hold one rune per 25 square feet of surface area. Runes cannot be placed on creatures, although they can be drawn on equipment a creature carries.

The rune has a price equal to its spell level \times caster level \times 50 gp. (A 0-level spell counts as 1/2 level.) You must spend 1/25 of the price in XP and use up raw materials costing one-half the price to inscribe the rune.

A rune that is triggered when passed can be set for almost any special condition the runecaster specifies. Runes can be set to trigger according to physical characteristics (such as height or weight) or creature type, subtype, or race (such as drow or aberration). They can also trigger based on good, evil, law, or chaos, or a creature's patron deity. They cannot, however, be set to trigger by class, Hit Dice, or level. Runes respond to invisible creatures normally but are not triggered by creatures that travel past them ethereally. When placing a rune with a "pass" trigger, a runecaster can specify a password or phrase that prevents the rune from triggering.

Dwarf Ancestor MM4

CR6

LG Large outsider (native)

Init -1; Senses darkvision 60 ft.; Listen +9, Spot +9

Aura ancestral spirit (30 ft.)

Languages Dwarven

AC 26, touch 8, flat-footed 26

(-1 size, -1 Dex, +18 natural)

hp 67 (5 HD); DR 5/adamantine

Fort +18, Ref +3, Will +5

Speed 20 ft. (4 squares)

Melee +1 greataxe +11 (1d12+10/x3)

Space 10 ft.; Reach 10 ft.

Base Atk +5; Grp +9

Atk Options Cleave, Power Attack

Abilities Str 22, Dex 8, Con 28, Int 8, Wis 13, Cha 14

SQ blink out

Feats Cleave, Power Attack

Skills Climb +14, Intimidate +10, Jump -4, Knowledge (history)

+7, Knowledge (the planes) +7, Listen +9, Spot +9, Survival

+1 (+3 on other planes)

Possessions +1 greataxe

Ancestral Spirit (Su): Any dwarf within 30 feet of a dwarf ancestor gains a +1 morale bonus on attack rolls and damage rolls.

Blink Out (Su) Once per day, a dwarf ancestor can become incorporeal until the beginning of the next turn.

Activating this ability is a free action that does not provoke attacks of opportunity.

Ibin "the Scorcher" Azerkyn

CR 3

Male azerblood pra350 sorcerer 4

LN Medium outsider (native)

Init +0; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages Common (Calant dialect), Dwarven, Ignan

AC 12, touch 12, flat-footed 11

(+1 Dex, +1 deflection)

hp 18 (3 HD)

Resist fire resistance 10

Fort +3 Ref +2, Will +4 (+1 against heat and fire; +2 against poison; +2 against spells and spell-like abilities)

Commented [EB1954]: Base: Str 13, Dex 8, Con 12, Int 10, Wis 15, Cha 14. After race /level adjustments: Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12. After age adjustments: Str 10, Dex 5, Con 11, Int 12, Wis 19, Cha 14.

Commented [EB1955]: 4 (9th level)

Commented [EB1956]: Races of Faerûn, page 169.

Commented [EB1957]: (2+1)* (9+3) = 36. Appraise +1 (0+1 Int; +2 racial +2 Craft checks); Concentration +6 (6+0 Con); Craft (metalworking) +18 (12+1 Int +2 racial +3 Craft domain); Craft (stonemasonry) +19 (12+1 Int +2 Stoneshaper +2 racial +2 mwk artisan's tools); Knowledge (arcana) +3 (2+1 Int), Search +1/+5 (0+1 Int; +2 stonecunning +2 Stoneshaper), Spellcraft +5 (4+1 Int)

Commented [EB1958]: Expected: 12,000 gp. Actual value: 4,000 (gloves of dexterity +2) +55 (mwk artisan's tools) +1,650 (mwk full plate) + 4,315 (shieldsmasher maul) +2,000 (ring of protection +1) = 12,020.

Commented [EB1960]: Monster Manual IV, page 52-

Commented [EB1959]: Player's Guide to Faerûn, page 40.

Commented [EB1961]: 3 (Sor3). Level Adjustment +2 seems to add +1 to CR (see drow), but Level Adjustment +1 seems to add +0 to CR (see aasimar).

Commented [EB1962]: Dragon #350, pages 50-52.

Commented [EB1963]: Assuming Ignan is an automatic language for azerbloods.

Commented [EB1964]: 7 * (5.5+3) = 59.5

Commented [EB1965]: +5 (Ftr 7) +3 (Con)

Commented [EB1966]: +2 (Ftr 7) +3 (Dex)

Commented [EB1967]: +2 (Ftr 7) +0 (Wis)

Speed 30 ft. (6 squares)

Melee dwarven waraxe +5 (1d10+3/x3) or

Ranged light crossbow +2 (1d8+2/19-20/x2) or

Ranged Touch alchemist's fire +3 (1d6 fire +1 fire to creatures within 5 feet)

Base Atk +2; Grp +5

Sorcerer Spells Known (CL 4th)

2nd (4/day)—scorching ray (CL 5th)

1st (7/day)—burning hands (CL 5th, DC 13), mage armor (DC 13), true strike

0th (6/day)—dancing lights, detect magic, flare (DC 12), light, mending (DC 12), resistance (DC 12)

Spell-Like Abilities (CL 5th)

1/day-heat metal (DC 14)

Abilities Str 16, Dex 12, Con 15, Int 8, Wis 10, Cha 14

SQ azerblood traits, forged

Feats Elemental Spellcasting PH (Fire), Martial Weapon
Proficiency (dwarven waraxe)

Skills Appraise -1 (+1 related to Fire/Stone/Metal), Concentration +3, Craft (alchemy) +3 (+5 related to fire, stone, or metal), Knowledge (the planes) +1

Possessions alchemist's fire (6 vials), bronze azer kilt, light crossbow and 10 bolts, dwarven waraxe, oil of flame arrow (33 applications remain), ring of protection +1, scroll of fireball

Alchemist's Fire Range: 10 ft. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Azerblood Traits (Ex) For all special abilities and effects, lbin is considered a dwarf. Stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. mephitis (fire, magma, and steam only) and salamanders.

Forged (Ex) Ibin gains a +1 bonus on all saving throws against head and fire spells and effects.

Kealea "the Lucky" of Torstultok CR 4

Female shield dwarf cleric 4

CG Medium humanoid (dwarf)

Init +1; Senses darkvision 60 ft.; Listen +3, Spot +3

Languages Chondathan, Common (Calant dialect), Dwarven

AC 16, touch 10, flat-footed 16; Dodge, Mobility, +4 dodge bonus against giants

(+1 Dex, +5 armor) hp 22 (4 HD) Fort +5, Ref +2, Will +7; +2 against poison, spells, and spell-like abilities

Speed 15 ft. (3 squares)

Melee +1 flaming greatsword +6 (2d6+2+1d6 fire/19-20/x2)

Base Atk +3; Grp +5

Special Actions spontaneous casting (cure spells), turn undead 4/day (+3, 2d6+5, 4th)

Cleric Spells Prepared (CL 4th)

2nd—bear's endurance (DC 15), bull's strength (DC 15), consecrate, spiritual weapon^D (melee force greatsword, +7 to hit, 1d8+1/19-20)

1st—bless, detect undead, divine favor, entropic shield^D, obscuring mist

0th—create water, guidance x2 (DC 13), resistance (DC 13), virtue (DC 13)

D: Domain spell. Deity: Haela Brightaxe. Domains: Luck, War.

Abilities Str 13, Dex 12, Con 12, Int 8, Wis 16, Cha 12

SQ aura of chaos, aura of good, shield dwarf traits, turn undead
Feats Dodge, Martial Weapon Proficiency⁸ (greatsword),
Mobility, Weapon Focus⁸ (greatsword)

Skills | Appraise -1 (+1 related to Stone/Metal), Concentration +3, Knowledge (religion) +4, Search +1 (+3 notice unusual stonework)

Possessions chain mail, +1 flaming greatsword

Shield Dwarf Traits (Ex) stonecunning, stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. orcs and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type

Dwarf Defender

CR 1

Male and female shield dwarf warrior 2

LG Medium humanoid (dwarf)

Init +0; Senses darkvision 60 ft.; Listen +3, Spot +3

Languages Chondathan, Common (Calant dialect), Dwarven

AC 16, touch 10, flat-footed 16; +4 dodge bonus against giants (+4 armor, +2 shield)

hp 13 (2 HD)

Fort +5, Ref +0, Will -1; +2 against poison, spells, and spell-like abilities

Speed 15 ft. (3 squares)

Melee dwarven waraxe +4 (1d10+1/x3) or

Ranged shortbow +2 (1d6/x3)

Base Atk +2; Grp +3

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6

SQ shield dwarf traits

Feats Weapon Focus (dwarven waraxe)

Skills Appraise +1 (+3 related to Metal/ +5 related to Stone), Craft (Blacksmithing) +2, Craft (Stonemasonry) +2, Listen +3, Spot +3

Possessions dwarven waraxe, heavy steel shield, chainmail, shortbow and 20 arrows

Commented [EB1978]: +4 (Clr 4) +1 (Con)

Commented [EB1979]: +1 (Clr 4) +1 (Dex)

Commented [EB1980]: +4 (Clr 4) +3 (Wis)

Commented [EB1968]: +2 +3 Str

Commented [EB1969]: +2 +2 Dex

Commented [EB1981]: +3 +1 Str +1 (Weapon Focus) +1 (+1 flaming greatsword)

Commented [EB1982]: +3 (Clr4)

Commented [EB1983]: +1 (Cha) +2 (Knowledge [religion])

Commented [EB1970]: Sor4 + Elemental Spellcasting

Commented [EB1971]: Base: Str 14, Dex 12, Con 13, Int 8, Wis 10, Cha 15. After racial (+2 Str, +2 Con, -2 Cha), level: Str 16, Dex 12, Con 15, Int 8, Wis 10, Cha 14.

Commented [EB1972]: 2 (4th level)

Commented [EB1973]: Planar Handbook, page 39.

Commented [EB1984]: Base: Str 13, Dex 12, Con 10, Int 8, Wis 15, Cha 14. After racial/level: Str 13, Dex 12, Con 12, Int 8, Wis 16, Cha 12.

Commented [EB1974]: (2-1)*(4+3) = 7. Appraise -1 (0-1 Int), Concentration +3 (1+2 Con), Craft (alchemy) +3 (4-1 Int), Knowledge (the planes) +1 (2-1 Int).

Commented [EB1985]: 2 (4th level) +3 (Fighter 5)

Commented [EB1975]: Expected: 3,300 gp. Actual value: 60 (6 vials of alchemist's fire at half cost due to skill) +0 (bronze azer kilt) +36 (light crossbow and 10 bolts) +330 (mwk dwarven waraxe) +495 (oil of flame arrow, 33 applications) +2,000 (ring of protection +1) +375 (scroll of fireball) = 3,296.

Commented [EB1986]: (2 -1) * (4 +3) = 7. Appraise -1 (0 -1 Int), Concentration +3 (2 +1 Con), Knowle ... [266]

Commented [EB1987]: Expected: 3,300 gp. (... [267])

Commented [EB1988]: Shield Dwarf, Sword ... [268]

Commented [EB1989]: 4*(2.5+2) = 18

Commented [EB1990]: +1 +2 Con

Commented [EB1991]: +1 +1 Dex

Commented [EB1992]: +4 +0 Wis

Commented [EB1993]: +2 +1 Str +1 (Weapon Focus)

Commented [EB1994]: +2 +0 Dex

Commented [EB1995]: Base: Str 13, Dex 11 ... [269]

Commented [EB1976]: Shield Dwarf, Sword ... [265]

Commented [EB1996]: (2+0)*(2+3) = 10.(...[270])

Commented [EB1997]: Expected: Unclear. 9 ... [271]

Commented [EB1977]: 4*(4.5+1) = 22.

Shield Dwarf Traits (Ex) stonecunning, stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. orcs and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type

Pony, Whiteshield Cov

CR 1/2

N Medium animal

Init +2; Senses low-light vision, scent; Listen +4, Spot +4

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2 HD)

Fort +5, Ref +4, Will +0

Speed 40 ft. (8 squares); Endurance

Melee 2 hooves +4 (1d3+3)

Base Atk +1; Grp +4

Abilities Str 17, Dex 15, Con 14, Int 2, Wis 9, Cha 2

Abilities Str 17, Dex Feats Endurance

Skills Listen +4, Spot +4

Steed A whiteshield pony can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity (Ex) A light load for a whiteshield pony is up to 130 pounds; a medium load, 131-260 pounds; and a heavy load, 261-390 pounds. A whiteshield pony can drag 1,950 pounds.

Cult of the Dragon

Kelthas the Dread

CR7

Male Tethyrian human necromancer 6 wearer of the purple 1

CE Medium humanoid (human)

Init +2; Senses Listen +0, Spot +0

Languages Chondathan, Common (Calant dialect), Draconic,

Dwarven, Orc

AC 13, touch 11, flat-footed 11

(+2 Dex, +1 deflection)

hp 25 (7 HD)

Immune frightful presence of dracoliches

Resist acid 5

Fort +3, Ref +4, Will +9; +4 vs. frightful presence of dragons

Speed 30 ft. (6 squares)

Melee +1 quarterstaff +2 (1d6-1) or

Melee black dragonfang dagger +2 (1d4-1 plus 1 acid)

Base Atk +2; Grp +1

Wizard Spells Prepared (CL 7th)

4th—summon undead IV* (spiked felldrake zombie)

3rd—lightning bolt (DC 16), protection from energy (DC 16), vampiric touch

2nd—flaming sphere (DC 15), ghoul touch (DC 17), spectral hand x2

1st—chill touch (DC 16), color spray (DC 14), shield, shocking grasp x2

0th - message, ray of frost (x2), touch of fatigue (DC 15)

Abilities Str 8, Dex 14, Con 13, Int 16, Wis 10, Cha 12

SO summon familiar

Feats Craft Wondrous Item, Follower of the Scaly WayDoF, Greater Spell Focus (Necromancy), Iron Will, Scribe Scroll^p, Spell Focus (Necromancy)

Skills Concentration +9, Craft (alchemy) +11, Diplomacy +5,

Knowledge (arcana) +12, Knowledge (local—Sword Coast)
+6, Ride +7, Spellcraft +14 (+16 to learn Necromancy spells)

Possessions black dragonfang dagger*, +1 darkwood quarterstaff,
Grimoire of Dread*, 2 potions of darkvision, ring of dragons*,
ring of protection +1, scroll of clairaudience / clairvoyance,
scroll of fear, Tome of the Dragon*, wand of magic missiles (20
charges)

Necromancer Kelthas has specialized in the school of
Necromancy. His prohibited schools are Conjuration and
Enchantment. He can prepare one additional Necromancy
spell per spell level each day.

Familiar: Kelthas chooses not to summon a familiar, seeing a potential familiar as more of a vulnerability than an asset.

Animated Undead Kelthas controls 28 HD worth of undead, including 4 dreads (3 HD each), 8 goblin warrior skeletons (1 HD each), and 4 shield dwarf warrior zombies (2 HD each), through repeated use of animate dead spells.

Spellbook Kelthas has two spellbooks, the Tome of the Dragon* and the Grimoire of Dread*, both of which are fully detailed in Appendix 1.

Spiked Felldrake Prac Zombie MM

CR 4

NE Large undead

Init +2; Senses darkvision 60 ft.; Listen +0, Spot +0

AC 21, touch 10, flat-footed 20

(-1 size, +1 Dex, +11 natural)

hp 81 (12 HD); DR 5/slashing

Immune undead immunities

Fort +4, Ref +5, Will +8

Speed 40 ft. (8 squares)

Melee bite +11 (2d6+6) and

Melee 2 claws +6 (1d8+3) or Melee slam +11 (1d8+6)

Ranged spikes +6 (1d8+6)

Space 10 ft : Reach 5 ft

Space 10 ft.; Reach 5 ft.

Base Atk +6; Grp +16

Abilities Str 22, Dex 12, Con —, Int —, Wis 10, Cha 1

SQ single actions only, undead traits

Feats Toughness

Skills -

Single Actions Only (Ex) Zombie spiked felldrakes have poor reflexes and can perform only a single move action or attack action each round. A zombie horned felldrake can move up to its speed and attack in the same round, but only if it attempts a charge.

Commented [EB2009]: 1 (human) +3 (7th level) +1 (Scribe Scroll) +1 (Wiz5) = 6.

Commented [EB2010]: (2 + 3) * (6 + 3) + (2 + 3) * 1 = 50. Concentration +9 (8 +1 Con), Craft (alchemy) +11 (8 +3 Int), Diplomacy +5 (4cc +1 Cha), Knowledge (arcana) +12 (9 +3 Int), Knowledge (local—The Sword Coast) +6 (3 +3 Int), Ride +7 (5 +2 Dex), Spellcraft +14 (9 +3 Int +2 Knowledge [arcana] synergy).

Commented [EB1998]: Champions of Valor, page 157.

Commented [EB2011]: Expected: 7,200 gp. Actual value: 1,340 (+1 darkwood quarterstaff) +3,400 (Grimoire of Dread), +600 (2 potions of darkvision) +2,000 (ring of protection +1) +700 (scroll of fear) + 375 (scroll of clairaudience / clairvoyance) +300 (wand of magic missiles [20 charges]) +602 (white dragonfang dagger) = 9,317 gp. Ring of dragons is 25,000 and Tome of the Dragon is 20,000. Both are kept for story awards.

Commented [EB1999]: Base: Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4. After template: Str 17, Dex 15, Con 14, Int 2, Wis 9, Cha 2.

Commented [EB2012]: Draconomicon, pages 160-161.

Commented [EB2000]: In N5 – Under Illefarn, page 36, Kelthas was a "necromancer," which meant a 10th level magic-user. The level seemed to have been a function of the fact that animate dead was a 5th level spell. In Lost Empires of Faerûn, page 145, Kelthas was presumed to have died in this adventure and returned as a mohrg. His statistics are listed as: CE male human mohrg necromancer 10). I decided to dial him b ... [272]

Commented [EB2001]: +2 (Dex) = +2.

Commented [EB2013]: 12 * 6.5 +3 = 42.

Commented [EB2014]: +4 (+1/3 HD)

Commented [EB2015]: +4 (+1/3 HD) +1 (Dex)

Commented [EB2016]: +6 (+1/2 HD) +2

Commented [EB2017]: +6 +6 (Str) -1 (size)

Commented [EB2002]: 6 * (2.5+1) + 1 * (3.5 ... [273])

Commented [EB2018]: +11 -5 (2nd attack)

Commented [EB2019]: +6 +1 (Dex) -1 (size)

Commented [EB2003]: +2 (Wiz6) +0 (WotP(... [274]) Commented [EB2004]: +2 (Wiz6) +0 (WotP(... [275])

Commented [EB2005]: +5 (Wiz6) +2 (WotP(... [276

Commented [EB2020]: 12 HD / 2

Commented [EB2021]: +6 +6 (Str) +4 (size) = +16

Commented [EB2006]: +7 +4 Str +1 (Weap(... [277])

Commented [EB2022]: Base: Str 20, Dex 14 ... [278]

Commented [EB2007]: +2 (Wiz5) = +2.

Commented [EB2008]: +2 (BAB) -1 (Str) = +1

Feat: Follower of the Scaly Way DoF

You are an adherent of Sammaster's teachings. You hold dragons in high esteem and revere the Sacred Ones (dracoliches).

Prerequisite: Speak Draconic, member of Cult of the Dragon

Benefits: You receive a +4 bonus on saves against the frightful presence of true dragons. You are immune to the frightful presence and paralyzing gaze of dracoliches.

Clerics of evil deities can substitute the Dragon Dra domain or the Scalykind PG domain for one of their regular domains.

Jorykul, Bone Dancer of Myrkul CR 6

Male half-orc cleric 5 / bone wing* 1

NE Medium humanoid (orc)

Init +3; Senses darkvision 60 ft.; Listen +5, Spot +5

Languages Chondathan, Common (Calant dialect), Draconic, Orc

AC 17, touch 9, flat-footed 17

(-1 Dex, +8 armor)

hp 27 (6 HD)

Immune frightful presence of dracoliches

Fort +6, Ref +2, Will +7; +4 vs. frightful presence of dragons

Speed 20 ft. (6 squares)

Melee +1 keen scythe +6 (2d4+2/19-20/x4)

Base Atk +3; Grp +5

Special Actions spontaneous casting (inflict spells), rebuke animals (reptilian creatures and snakes only) and undead

8/day (+3, 2d6+6, 5th)

Cleric Spells Prepared (CL 5th)

3rd—greater magic fang^D (DC 16), prayer, summon undead III* (horned felldrake zombie)

2nd – darkness, desecrate^D, silence (DC 15), spiritual weapon (melee force scythe, +6 to hit, 1d8+2 /x4)

1st—cause fear (DC 14), cure light wounds (DC 14), divine favor, magic fang^D (DC 14), shield of faith (DC 14)

 $0 th-detect\ magic,\ detect\ poison,\ light,\ resistance\ x2\ (DC\ 13)$

D: Domain spell. Deity: Myrkul. Domains: Dragon, Scalykind, Undeath.

Abilities Str 15, Dex 8, Con 10, Int 10, Wis 16, Cha 12 SQ aura of evil, dracolich affinity, rebuke undead

Feats Alertness, Extra Turning^B, Follower of the Scaly Way^{DoF},
Improved Initiative, Martial Weapon Proficiency (scythe)^B

Improved Initiative, Martial Weapon Proficiency (scythe Skills Bluff +6, Concentration +2, Diplomacy +3, Intimidate +5,

Knowledge (religion) +5, Listen +5, Spot +5

Possessions +1 keen scythe, full plate, scroll of bear's endurance

Dracolich Affinity (Ex): Jorykul's concept of himself as a part of an unholy dracolich that serves the church of Myrkul draws upon a mystic link to dracoliches. This grants him a +5 circumstance bonus on Bluff, Diplomacy, Gather Information, and Sense Motive checks made regarding dracoliches as well as black dragons.

Animated Undead Jorykul controls 20 HD worth of undead, including 6 orc warrior skeletons (1 HD each) and 7 Dragon Cult warrior zombies (2 HD each), through

repeated use of animate dead spells. Horned Felldrake^{MM2} Zombie^{MM}

- CR 3

NE Medium undead

Init +0; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 18, touch 9, flat-footed 18

(-1 Dex, +9 natural)

hp 55 (8 HD); DR 5/slashing

Immune undead immunities

Fort +2, Ref +1, Will +4

Speed 30 ft. (6 squares)

Melee horn +9 (2d6+6) or

Melee slam +9 (1d6+5) Base Atk +4; Grp +9

Abilities Str 19, Dex 8, Con —, Int —, Wis 10, Cha 1

SQ single actions only, undead traits

Feats Toughness

Skills -

Adapted Prestige Class: Bone Wing

The bone wing prestige class is a variant of the swift wing prestige class, detailed in *Dragon Magic*, pages 50-54.

The bone wing prestige class is identical to the swift wing prestige class, except as listed below.

Entry Requirements

Base Attack Bonus: +3

Feats: Follower of the Scaly Way*, (after the Time of Troubles) Servant of the Fallen Eof (Myrkul)

Languages: Draconic

Spellcasting: Ability to cast 3rd-level divine spells.

Special: Ability to rebuke undead.

Patron: Myrkul.

Class Features

Dracolich Affinity (Ex): Your concept of yourself as a part of an unholy dracolich that serves your church draws upon a mystic link to dracoliches. This grants you a ±5 circumstance bonus on Bluff, Diplomacy, Gather Information, and Sense Motive checks made regarding dracoliches as well as one kind of evil dragon (such as black or red).

Breath of Unlife (Su): At 3rd level, you gain the ability to channel negative energy into a breath weapon. As a standard action, you can spend one of your turn rebuke undead ability to create a 30-foot-long, cone-shaped breath weapon. The breath weapon deals 1d6 points of damage per level to living creatures; successful Reflex save (DC 10 + class level + Cha modifier) halves this damage. Undead creatures within the area of the breath weapon are instead healed of 1 point of damage per level.

Commented [EB2023]: Dragons of Faerûn, page 57.

Commented [EB2041]: Monster Manual II, pages 98-

Commented [EB2042]: +2 (Dex) = +2.

Commented [EB2043]: 8 * (6.5 + 0) +3 (Toughness) =

Commented [EB2024]: Faiths & Avatars, page 125.

Commented [EB2044]: +2 (+1 / 3 HD)

Commented [EB2045]: +2 (+1 / 3 HD) -1 Dex = +1

Commented [EB2046]: +4 (+1 / 2 HD) +0 Wis = +4

Commented [EB2047]: +4 (BAB) +5 (Str

Commented [EB2025]: -1 (Dex) +4 (Improved Initiative) = +3.

Commented [EB2048]: 8 HD / 2 = 4.

Commented [EB2049]: +4 (BAB) +5 (Str) = +9

Commented [EB2050]: Base: Str 17, Dex 10, Con 15, Int 5, Wis 12, Cha 8.

Commented [EB2051]: 1 (human) +3 (7th level) +1 (Scribe Scroll) +1 (Wiz5) = 6.

Commented [EB2026]: 5 * (4.5+0) + 1 * (4.5+0) = 27

Commented [EB2052]: (2 + 3) * (6 + 3) + (2 + 3) * 1 = 51. Concentration +10 (9 +1 Con), Craft (alchemy) +11 (8 +3 Int), Diplomacy +5 (4cc +1 Cha), Knowledge (arcana) +12 (9 +3 Int), Knowledge (local—The Sword Coast) +6 (3 +3 Int), Ride +7 (5 +2 Dex), Spellcraft +14 (9 +3 Int +2 Knowledge [arcana] synergy).

Commented [EB2027]: +4 (Clr5) +2 (BW1) +0 Con = +6

Commented [EB2028]: +1 (Clr5) +2 (BW1) -1 Dex = +2

Commented [EB2029]: +4 (Clr5) +0 (BW1) +3 Wis = +7

Commented [EB2030]: +3 +2 Str +1 (+1 keen scythe)
Commented [EB2031]: +3(Clr5) +0 (BW1)= +3.

Commented [EB2032]: +2 (BAB) -1 (Str) = +1

Commented [EB2033]: 3 + 1 (Cha) +4 (Extra Turning) = 8

Commented [EB2034]: +1 (Cha) +2 (Knowl ... [279]

Commented [EB2053]: , pages 9, 41, 43.

Commented [EB2035]: Lost Empires of Faer ... [280]

Commented [EB2036]: Myrkul's domains lic ... [281] Commented [EB2037]: Base: Str 13, Dex 8, (... [282])

Commented [EB2038]: 3 (6th level) +1 (Un(... [283])

Commented [EB2039]: (2 + 0) * (5 + 3) + (2 ... [284])

Commented [EB2040]: Expected: 5,600 gp. (... [285])

Single Actions Only (Ex) Zombie horned felldrakes have poor reflexes and can perform only a single move action or attack action each round. A zombie horned felldrake can move up to its speed and attack in the same round, but only if it attempts a charge.

Dragon Cult Apprentice

CR3

Male and female (various) human necromancer 3

CE Medium humanoid (human)

Init +2; Senses Listen +1, Spot +1

Languages Chondathan, Common (Calant dialect), Draconic, Orc

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 10 (3 HD)

Immune frightful presence of dracoliches

Fort +2, Ref +3, Will +4; +4 vs. frightful presence of dragons

Speed 30 ft. (6 squares)

Melee black dragonfang dagger +1 (1d4-1 plus 1 acid)

Base Atk +1; Grp +0

Wizard Spells Prepared (CL 3rd)

2nd-scare (DC 15), summon undead II* (spitting felldrake zombie)

1st-chill touch (x2) (DC 14), ray of enfeeblement (DC 14) 0th-detect magic, ghost sound (DC 12), touch of fatigue x2 (DC 13)

Abilities Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10

Feats Dragoncrafter ra, Follower of the Scaly Way DoF, Scribe Scroll^B, Spell Focus (Necromancy)

Skills Concentration +7, Craft (alchemy or armorsmithing or weaponsmithing) +7, Decipher Script +6, Gather Information +2, Knowledge (arcana) +7, Knowledge (local - Sword Coast) +7, Ride +7, Spellcraft +10 (+12 to learn Necromancy spells)

Possessions black dragon blood elixir*, black dragonfang dagger*, elixir of fire breath, everburning torch, wand of magic missiles (3rd level, 15 charges)

Necromancer Each Dragon Cult apprentice has specialized in the school of Necromancy. Their prohibited schools are Conjuration and Enchantment. Each apprentice can prepare one additional Necromancy spell per spell level

Familiar: These Dragon Cult apprentices choose not to summon a familiar, seeing a potential familiar as more of a vulnerability than an asset.

Spitting Felldrake^{MM2} Zombie^{MM}

CR₂

NE Medium undead

Init +1; Senses darkvision 60 ft., low-light vision; Listen +10, Spot +10

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural) hp 42 (6 HD); DR 5/slashing

Immune undead immunities

Fort +2, Ref +4, Will +3

Speed 30 ft. (6 squares)

Melee bite +6 (1d6+3) or Melee slam +6 (1d6+3) or

Ranged Touch spit +5 (2d4 acid)

Base Atk +3; Grp +6

Abilities Str 16, Dex 13, Con -, Int -, Wis 10, Cha 1

SQ single actions only, undead traits

Feats Toughness

Skills -

Single Actions Only (Ex) Zombie spitting felldrakes have poor reflexes and can perform only a single move action or attack action each round. A zombie spitting felldrake can move up to its speed and attack in the same round, but only if it attempts a charge.

Spit (Ex) A spitting felldrake can spit aid up to 30 feet as a ranged touch attack with no range increment. Attack +5, damage 2d4 acid.

CR3

Dragon Cult Acolyte

Male Tethyrian human cleric 3

CE Medium humanoid (human)

Init +3; Senses Listen +4, Spot +4

Languages Chondathan, Common (Calant dialect), Draconic

AC 15, touch 9, flat-footed 15

(-1 Dex, +6 armor)

hp 13 (3 HD)

Immune frightful presence of dracoliches

Fort +3, Ref +0, Will +5; +4 vs. frightful presence of dragons

Speed 20 ft. (4 squares)

Melee scythe +3 (2d4+1/x4)

Base Atk +2; Grp +3

Special Actions spontaneous casting (inflict spells), rebuke undead 9/day (+4, 2d6+5, 3rd)

Cleric Spells Prepared (CL 3rd)

2nd - desecrateD, spiritual weapon (melee force scythe, +4 to hit, 1d8+1/x4), summon undead II* (spitting felldrake

1st-deathwatch, divine favor, magic fang^D (DC 13), shield of faith (DC 13)

0th-detect magic, detect poison, light, resistance (DC 12) D: Domain spell. Deity: Myrkul. Domains: Dragon, Undeath.

Abilities Str 13, Dex 8, Con 10, Int 12, Wis 15, Cha 14 SQ aura of evil, rebuke undead

Feats Alertness, Extra Turning^B, Follower of the Scaly Way^{DoF}, Improved Initiative, Martial Weapon Proficiency (scythe)^B

Skills Bluff +7, Concentration +4, Diplomacy +4, Intimidate +8, Knowledge (religion) +6, Listen +4, Spot +4

Possessions +1 dragonhide breastplate, mwk scythe, potion of shield of faith +4

Commented [EB2068]: +2 (+1/3 HD)

Commented [EB2069]: +3 (+1/3 HD) +1 Dex

Commented [EB2070]: +3 (+1/2 HD) +0 Wis

Commented [EB2071]: Base: Str 14, Dex 15, Con 13, Int 8. Wis 10. Cha 9

Commented [EB2054]: +2 (Dex) = +2.

Commented [EB2055]: 3 * (2.5+1) = 10.5

Commented [EB2056]: +1 (Wiz3) +1 Con = +2

Commented [EB2057]: +1 (Wiz3) +2 Dex = +3

Commented [EB2058]: +3 (Wiz6) +1 Wis = +4

Commented [EB2059]: +1 -1 Str +1 (black dragonfang dagger) = +1

Commented [EB2060]: +1 (Wiz3) = +1.

Commented [EB2061]: +1 (BAB) -1 (Str) = +0.

Commented [EB2072]: -1 (Dex) +4 (Improved Initiative) = +3.

Commented [EB2073]: 3*(4.5+0) = 13.5

Commented [EB2062]: 1 (human) +2 (3rd level) +1 (Scribe Scroll) = 4.

Commented [EB2063]: Draconomicon, page 105.

Commented [EB2074]: +3 (Clr3) +0 Con = +3

Commented [EB2075]: +1 (Clr3) -1 Dex = +0

Commented [EB2076]: +3 (Clr3) +2 Wis = +5

Commented [EB2064]: (2+2)*(3+3) = 36. Concentration +7 (6 +1 Con), Craft (alchemy) +7 (5 +2 Int), Decipher Script +6 (4 +2 Int), Gather Information +2 (0 +0 Cha +2 Knowledge [local] synergy), Knowledge (arcana) +7 (5 +2 Int), Knowledge (local—The Sword Coast) +7 (5 +2 Int), Ride +7 (5 +2 Dex), Spellcraft +10 (6

+2 Int +2 Knowledge [arcana] synergy). Commented [EB2077]: +2 +1 Str

Commented [EB2078]: +2 (Clr3) = +2.

Commented [EB2079]: +2 (BAB) -1 (Str) = +1

Commented [EB2080]: 3 + 2 (Cha) +4 (Extra

Turning) = 9

Commented [EB2081]: +2 (Cha) +2 (Knowl [289]

Commented [EB2065]: Expected: 2,500 gp. (... [286])

Commented [EB2082]: Lost Empires of Faer ... [290]

Commented [EB2083]: Myrkul's domains li ... [291]

Commented [EB2084]: 1 (human) +2 (3rd l(... [292])

Commented [EB2066]: Monster Manual II, p ... [287]

Commented [EB2085]: (2 + 1) * (3 + 3) = 18 ... [293] Commented [EB2086]: Expected: 2,500 gp. (... [294])

Dragon Cult Warrior CR 1 Male and female (various) human warrior 2 CE Medium humanoid (human) Init +0; Senses Listen +0, Spot +0 Languages Chondathan, Common (Calant dialect), Draconic AC 16, touch 10, flat-footed 16 (+0 Dex, +4 armor, +2 shield) hp 14 (2 HD) Immune frightful presence of dracoliches Fort +4, Ref +0, Will +0; +4 vs. frightful presence of dragons Speed 20 ft. (4 squares) Melee longsword +3 (1d8+1/19-20) Ranged shortbow +2 (1d6) Base Atk +2; Grp +3 Abilities Str 13, Dex 11, Con 12, Int 11, Wis 10, Cha 8 Feats Follower of the Scaly WayDoF, Toughness Skills Climb -3, Handle Animal +1, Intimidate +2, Ride +1 Possessions heavy steel shield, longsword, oil of magic weapon, potion of cure light wounds, scale mail, shortbow and 20 arrows Dragon Cult Warrior Zombie^{MM} CR 1/2 NE Medium undead Init -1; Senses Listen +0, Spot +0 AC 17, touch 9, flat-footed 17 (-1 Dex, +2 natural +4 armor, +2 shield) hp 16 (2 HD); DR 5/slashing Immune undead immunities Fort +0, Ref -1, Will +1 Speed 20 ft. (4 squares) Melee longsword +3 (1d8+2/19-20) or Melee slam +3 (1d6+2) or Ranged shortbow +0 (1d6) Base Atk +1; Grp +3

Possessions heavy steel shield, longsword, oil of magic weapon, potion of cure light wounds, scale mail, shortbow and 20 arrows

Single Actions Only (Ex) Dragon Cult warrior zombies have poor reflexes and can perform only a single move action or attack action each round. A Dragon Cult warrior zombie can move up to its speed and attack in the same

poor reflexes and can perform only a single move action or attack action each round. A Dragon Cult warrior zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Dragonkin Dra, MoF CR 3

Abilities Str 15, Dex 9, Con —, Int —, Wis 10, Cha 1

SQ single actions only, undead traits

Feats Toughness

Skills -

AC 17, touch 10, flat-footed 16 (+1 Dex, -1 size, +7 natural)

CE Large monstrous humanoid (reptilian)

Init +5; Senses darkvision 60 ft., Listen +12, Spot +12

hpj38 (7 HD)
Fort +5, Ref +6, Will +7;
Speed 20 ft. (4 squares), fly 40 ft. (good)
Melee 2 foreclaws +10 (1d6+4) or
Melee longspear +10/+5 (1d10+6)
Base Atk +7; Grp +15
Atk Options rake
Abilities Str 19, Dex 12, Con 13, Int 10, V

Abilities Str 19, Dex 12, Con 13, Int 10, Wis 14, Cha 13 SQ detect magic

Feats Flyby Attack, Great Fortitude, Improved Initiative
Skills Listen +12. Spot +12

Possessions longspear

Detect Magic (Su) Dragonkin have the innate ability to use *detect* magic as a free action, once per round.

Rake (Ex) When attacking from the air, dragonkin can make 2 additional attacks with their rear claws. Attack bonus +10, damage 1d6+2.

CR 2

DreadLEOF

NE Small undead

Init +3; Senses darkvision 60 ft.; Listen +5, Spot +5

Aura frightful presence (30 ft., DC 12)

AC 16, touch 14, flat-footed 13

(+1 size, +3 Dex, +2 natural)

hp 19 each (3 HD); DR 5/bludgeoning

Fort +1, Ref +4, Will +4 Speed fly 40 ft. (8 squares) (good)

Melee Medium longsword +3 (1d8+1/19-20) or

Melee 2 claws +3 each (1d3+1)

Space 5 ft.; Reach 5 ft.

Base Atk +1; Grp -2

Abilities Str 12, Dex 16, Con —, Int —, Wis 12, Cha 1

SQ frightful presence, undead immunities, weapon use

Feats -

Skills Listen +5, Spot +5

Frightful Presence (Su) Any creature that has 2 or fewer HD and comes within 30 feet of a dread must succeed on a DC 12 Will save or be shaken for 2d6 rounds. A creature that is already shaken (by the frightful presence of another dread, for example) becomes frightened instead. If the creature is already frightened, the dread's frightful presence has no further effect. A successful save renders the creature immune to that dread's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Undead Immunities A dread is immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, and ay effect that requires a Fortitude save. It is not subject to extra damage from sneak attacks, critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage.

Commented [EB2110]: 6 * (2.5+1) + 1 * (3.5+1) =

Commented [EB2087]: +0 (Dex) = +0.

Commented [EB2088]: 2 * (4.5+1) +3 (Toughness) =

Commented [EB2089]: +3 (War2) +1 Con = +4

Commented [EB2090]: +0 (War2) +0 Dex = +0

Commented [EB2091]: +0 (War2) +0 Wis = +0

Commented [EB2092]: +2 (BAB) +1 Str

Commented [EB2093]: +2 (War2) = +2.

Commented [EB2094]: +2 (BAB) +1 (Str) = +3

Commented [EB2095]: 1 (human) +1 (War 1) = 2

Commented [EB2096]: (2+0)*(2+3) = 10. Climb -3 (2+1 Str -6 armor check penalty), Handle Animal +1 (2-1 Cha), Intimidate +2 (3-1 Cha), Ride +1 (1+0 Dex), Speak Language (Draconic) 2.

Commented [EB2097]: Expected: Unclear. 900 GP (NPC Gear Level 1) seems high. I assumed 2 x max starting GP = 240 gp. Actual value: 20 (heavy steel shield) +15 (longsword) +50 (oil of magic weapon) +50 (scale mail) +50 (potion of cure light wounds) +31 (shortbow and 20 arrows) = 216 gp.

Commented [EB2111]: Lost Empires of Faerûn, page 169.

Commented [EB2098]: +0 (Dex) = +0.

Commented [EB2099]: (2 * 6.5) +3 (Toughness) = 16

Commented [EB2100]: +1/3HD = +0

Commented [EB2101]: +1/3HD -1 Dex

Commented [EB2102]: +1/2 HD +0 Wis = +1

Commented [EB2103]: +7 +4 Str +1 (Weapon Focus) +3 (dwarven thrower in hands of a dwarf)

Commented [EB2104]: +1 (2 HD /2)

Commented [EB2105]: Base: Str 13, Dex 11, Con 12, Int 11, Wis 10, Cha 8

Commented [EB2106]: 1 (human) +1 (War 1) = 2

Commented [EB2107]: (2+0)* (2+3) = 10. Climb +3 (2+1 Str), Handle Animal +1 (2-1 Cha), Intimidate +2 (3-1 Cha), Ride +2 (2+0 Dex), Speak Language (Draconic) 1.

Commented [EB2108]: Expected: Unclear. 900 GP (NPC Gear Level 1) seems high. I assumed 2 x max starting GP = 240 gp. Actual value: 15 (longsword) +20 (heavy steel shield) +50 (oil of magic weapon) +50 (scale mail) +50 (potion of cure light wounds) +31 (shortbow and 20 arrows) = 216 gp.

Commented [EB2109]: Draconomicon, pages 150-151. Monsters of Faerûn, pages 45-46.

Weapon Use (Ex) A Small dread can use weapons sized for Medium creatures with no penalty, since its arms are roughly the same size as those of a Medium humanoid.

Goblin^{MM} Warrior Skeleton^{MM}

CR 1/.

NE Small undead

Init +6; Senses darkvision 60 ft.; Listen +0, Spot +0

AC 17, touch 13, flat-footed 15

(+1 size, +2 Dex, +1 natural, +2 armor, +1 shield)

hp 6 (1 HD); DR 5/bludgeoning

Immune cold, undead immunities

Fort +0, Ref +2, Will +0

Speed 30 ft. (6 squares)

Melee falchion +1 (1d6) or

Melee 2 claws +1 (1d3) or

Ranged javelin +3 (1d4)

Base Atk +0; Grp -4

Abilities Str 11, Dex 15, Con -, Int -, Wis 10, Cha 1

SQ undead traits

Feats Improved Initiative

Skills -

Possessions studded leather armor, light shield, falchion, 2 iavelins

OrcMM Warrior SkeletonMM

CR 1/3

NE Medium undead

Init +5; Senses darkvision 60 ft.; Listen +0, Spot +0

AC 15, touch 10, flat-footed 15

(+2 natural, +3 armor)

hp 6 (1 HD); DR 5/bludgeoning

Immune cold, undead immunities

Fort +0, Ref +1, Will +0

Speed 30 ft. (6 squares)

Melee falchion +3 (2d4+4/18-20) or

Melee 2 claws +3 (1d4+3) or

Ranged javelin +1 (1d6+3)

Base Atk +0; Grp +3

Abilities Str 17, Dex 13, Con —, Int —, Wis 10, Cha 1

SQ undead traits

Feats Improved Initiative

Skills -

Possessions studded leather armor, falchion, 3 javelins

Shield Dwarf^{MM} Warrior Zombie^{MM} CR 1/2

NE Medium undead

Init -1; Senses darkvision 60 ft.; Listen +0, Spot +0

AC 15, touch 9, flat-footed 15

(-1 Dex, +4 armor, +2 shield)

hp 16 (2 HD); DR 5/slashing Immune undead immunities

Fort +0, Ref +1, Will +1

Speed 15 ft. (3 squares)

Melee dwarven waraxe +3 (1d10+2/x3) or

Ranged shortbow +0 (1d6/x3)

Base Atk +1; Grp +3

Abilities Str 15, Dex 9, Con -, Int -, Wis 10, Cha 1

SQ single actions only, undead traits

Feats Toughness

Skills -

Possessions dwarven waraxe, heavy steel shield, chainmail,

shortbow and 20 arrows

Single Actions Only (Ex) Shield dwarf warrior zombies have poor reflexes and can perform only a single move action or attack action each round. A shield dwarf warrior zombie can move up to its speed and attack in the same

round, but only if it attempts a charge.

Direlord Tribe

Wartsnak Direlord

CR 7

Male half-fiend orc fighter 5

LE Medium outsider (orc)

Init +3; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Giant, Goblin, Infernal, Orc

AC 21, touch 13, flat-footed 18

(+3 Dex, +8 armor)

hp 42 (5 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; SR 15

Fort +7, Ref +4, Will -1

Weakness light blindness

Speed 20 ft. (4 squares); fly 30 ft. (average)

Melee +1/+1 orc double axe +12 (1d8+9/x3) and

+1/+1 orc double axe +12 (1d8+9/x3) and

Melee bite +12 (1d6+3) or

Melee bite +12 (1d6+7) and

Melee 2 claws +12 each (1d4+3)

Base Atk +5; Grp +12

Atk Options Cleave, Power Attack

Special Attacks smite good (1/day, +5 damage vs. good foe)

Spell-Like Abilities (CL 5th)

1/day – desecrate, unholy blight (DC 15)

3/day — darkness

Abilities Str 24, Dex 17, Con 16, Int 12, Wis 6, Cha 12

Feats Cleave, Power Attack, Two-Weapon Fighting, Weapon Focus (orc double axe), Weapon Specialization (orc double

Skills Intimidate +5, Listen +2, Spot +2

Possessions +1 half-plate, +1/+1 orc double axe

Light Sensitivity (Ex) Wartsnak is dazzled in bright sunlight or within the radius of a *daylight* spell.

Smite Good (Su) Once per day, Wartsnak can make a normal melee attack to deal +5 extra damage against a good foe.

Ellisin

- CR 7

Male goblin cleric 7

LE Small humanoid (goblinoid)

Init +6; Senses darkvision 60 ft.; Listen +3, Spot +3

Commented [EB2131]: Base: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8. After racial: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 6. After zombie: Str 15, Dex 9, Con —, Int —, Wis 10, Cha 1

Commented [EB2132]: Expected: Unclear. 900 GP (NPC Gear Level 1) seems high. I assumed 2 x max starting GP = 240 gp. Actual value: 30 (dwarven waraxe) +150 (chainmail) +20 (heavy steel shield) +31 (shortbow and 20 arrows) = 231 gp.

Commented [EB2112]: +2 (Dex) +4 (Improved Initiative) = +6

Commented [EB2113]: 1 * 6.5 = 6.5

Commented [EB2114]: +1/3 HD = +0

Commented [EB2115]: +1/3 HD +2 Dex = +2

Commented [EB2116]: +1/2 HD +0 Wis = +0

Commented [EB2133]: 5 (Ftr5) +2 (Half-Fiend) = 7

Commented [EB2117]: 1 HD / 2 = 0.

Commented [EB2118]: Base: Str 11, Dex 13 ... [295]

Commented [EB2134]: +3 (Dex)

Commented [EB2135]: Assumes Infernal is [297]

Commented [EB2136]: 5 * (5.5+3) = 42.5

Commented [EB2137]: +4 (Ftr5) +3 (Con) = +7

Commented [EB2138]: +1 (Ftr5) +3 (Dex) = +4

Commented [EB2139]: +1 (Ftr5) -2 (Wis) = -1.

Commented [EB2140]: +5 (BAB) +7 (Str) +1 [298]

Commented [EB2119]: 1 * 6.5 = 6.5

Commented [EB2120]: +1/3 HD = +0

Commented [EB2121]: +1/3 HD +1 Dex = +1

Commented [EB2122]: +1/2 HD +0 Wis = +0

Commented [EB2141]: +5 (BAB) +7 (Str) = +12.

Commented [EB2123]: $1 \, \text{HD} / 2 = 0$.

Commented [EB2124]: Base: Str 17, Dex 11 ... [296]

Commented [EB2142]: Base Str 15, Dex 13, ... [299]

Commented [EB2143]: 2 (5th level) +3 (Fighter 5)

Commented [EB2144]: (2+1)*(5+3) = 24. ... [300]

Commented [EB2145]: Expected value: 4,3(... [301]

Commented [EB2125]: (2 * 6.5) +3 (Toughness) = 16.

Commented [EB2126]: +1/3HD = +0

Commented [EB2127]: +1/3HD +1 Dex

Commented [EB2128]: +1/2 HD +0 Wis = +1

Commented [EB2129]: +1 +2 Str

Commented [EB2146]: +2 (Dex) = +2.

Commented [EB2130]: +1 -1 Dex

Languages Common (Calant dialect), Goblin, Worg

AC 18, touch 13, flat-footed 16

(+1 size, +2 Dex, +5 armor)

hp 24 (7 HD)

Fort +4, Ref +4, Will +8

Speed 30 ft. (6 squares)

Melee +1 warhammer +6 (1d6/x3)

Base Atk +5; Grp +1

Special Attacks spontaneous casting (inflict spells), rebuke undead 8/day (+3, 2d6+9, 8th)

Cleric Spells Prepared (CL 7th)

4th—summon monster IV (fiendish dire wolf), imbue with spell ability $^{\mathrm{D}}$

3rd—clairaudience/clairvoyance^D, deeper darkness, prayer, searing light (+8 ranged touch attack, 3d8 normal, 7d6 vs. undead)

2nd—cure moderate wounds (DC 15), death knell (+5 melee touch, DC 15), invisibility^D, sound burst (DC 15), spiritual weapon (melee force warhammer +8, 1d8+2/x3)

1st-bane (DC 14), cause fear (DC 14), cure light wounds (DC

14), deathwatch^D, divine favor, shield of faith (DC 14) 0th—create water, detect magic, detect magic, guidance (DC

13), purify food and drink (DC 13), virtue (DC 13)
D: Domain spell. Deity: Maglubiyet. Domains Planning,
Trickery.

Abilities Str 11, Dex 14, Con 8, Int 10, Wis 16, Cha 12

SQ aura of evil, rebuke undead

Feats Extend Spell, Extra Turning, Improved Turning, True

Skills Bluff +6, Concentration +7, Diplomacy +3, Intimidate +3, Knowledge (religion) +5

Possessions claw of Maglubiyet*, +1 chain shirt, necklace of copper dragon scales, scroll of mass inflict moderate wounds (CL 11th, DC 21), +1 warhammer

Feat: True Believer MIC

Your deity rewards your unquestioning faith and devotion.

Prerequisite: Must choose a single deity to worship. Must be within one step of that deity's alignment.

Benefit: Once per day when you are about to attempt a saving throw, you can declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic of the deity you worship without sacrificing a spell slot.

Fiendish^{MM} Dire Wolf^{MM}

CR 4

NE Large magical beast (extraplanar)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Listen +7, Spot +7

AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural)

hp 45 (6 HD); DR 5/magic

SR 11

Resist cold 5, fire 5

Fort +8, Ref +7, Will +6

Speed 50 ft. (10 squares)

Melee bite +11 (1d8+10)

Base Atk +4; Grp +15

Special Attacks smite good (1/day, +6 damage vs. good foe)

Abilities Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10

Feats Alertness, Run, Track^B, Weapon Focus (bite)

Skills Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 tracking by scent)

Smite Good (Su) Once per day, a fiendish dire wolf can make a normal melee attack to deal +6 extra damage against a good foe.

Trip (Ex) A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Emee

CR4

Male goblin ranger 4

NE Small humanoid (goblinoid)

Init +3; Senses darkvision 60 ft., scent; Listen +8, Spot +8

Languages Common (Calant dialect), Goblin, Worg

AC 18, touch 14, flat-footed 15

(+1 size, +3 Dex, +4 armor)

hp 14 (4 HD)

Fort +4, Ref +7, Will +3

Speed 30 ft. (6 squares)

Melee mwk morningstar +8 (1d4+2)

Ranged mwk composite short bow +9 (1d6+2/x3)

Base Atk +4; Grp +2

Attack Options Point Blank Shot, Rapid Shot

Ranger Spells Prepared (CL 2nd)

1 st-long strider

Abilities Str 14, Dex 16, Con 10, Int 8, Wis 12, Cha 11

SQ favored enemy (humanoid [dwarf]), worg companion

Feats Mounted Archery, Mounted Combat, Point Blank Shot, Rapid Shot (light armor only), Track

Skills Handle Animal +5, Hide +14, Listen +8, Move Silently +14, Ride +16, Spot +8, Survival +8

Possessions chain shirt, collars of companionship*, mwk composite shortbow [+2], mwk Morningstar

Hellfang

CR 2

Emee's worg animal companion

NE Medium magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Listen +6, Spot +6

Languages Common (Calant dialect), Goblin

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 natural)

hp 30 (4 HD)

Commented [EB2147]: 7 * (4.5-1) = 24.5

Commented [EB2148]: +5 (Clr7) -1 Con = +4

Commented [EB2149]: +2 (Clr7) +2 Dex = +4

Commented [EB2150]: +5 (Clr7) +3 Wis = +8

Commented [EB2151]: +5 +0 Str +1 (+1 warhammer)

Commented [EB2152]: +5 (Clr5) = +5.

Commented [EB2153]: +5 (BAB) +0 (Str) -4 (size)=

Commented [EB2154]: 3 + 1 (Cha) +4 (Extra Turning) = 8

Commented [EB2155]: +1 (Cha) +2 (Knowledge [religion])

Commented [EB2162]: Originally, Emee was a cleric 4, but I decided the Direlord Tribe needed more variety.

Commented [EB2163]: +3 (Dex) = +3

Commented [EB2156]: Faiths & Pantheons, page 221. Complete Divine, page 124. Went with the former source.

Commented [EB2157]: Base: Str 13, Dex 12, Con 8, Int 10, Wis 15, Cha 14. After race/level: Str 11, Dex 14, Con 8, Int 10, Wis 16, Cha 12.

Commented [EB2164]: 4 * (3.5+0) = 14.

Commented [EB2165]: +4 (Rgr4) +0 Con = +4

Commented [EB2166]: +4 (Rgr4) +3 Dex = +7

Commented [EB2167]: +1 (Rgr4) +1 Wis = +2

Commented [EB2158]: 3 (7th level) +1 (Planning Domain) = 4.

Commented [EB2168]: +4 +2 Str +1 size +1 (mwk weapon) = +8

Commented [EB2159]: (2 + 0) * (7 + 3) = 20. Bluff +6 (5 + 1 Cha), Concentration +7 (8 - 1 Con), Diplomacy +3 (0 +1 Cha +2 Bluff synergy), Intimidate +3 (0 +1 Cha +2 Bluff synergy), Knowledge (religion) +5 (5 +0 Int), Speak Language (2).

Commented [EB2169]: +4 +3 (Dex) +1 (size) +1 (mwk weapon) = +9

Commented [EB2170]: +4 (Rgr4) = +4.

Commented [EB2171]: +4 (BAB) +2 (Str) -4 (size) =

Commented [EB2160]: Expected: 7,200 gp. Actual value: 1,500 (*claw of Maglubiyet*) 1,250 (*+1 chai* [302]

Commented [EB2172]: Base: Str 15, Dex 14 ... [304]

Commented [EB2161]: Magic Item Compend ... [303]

Commented [EB2173]: 2 (4th level) +3 (gob ... [305]

Commented [EB2174]: (8-1)*(4+3) = 49.(...[306])

Commented [EB2175]: Expected: 3,300 gp. [307]

Fort +6, Ref +6, Will +3

Speed 50 ft. (10 squares)

Melee bite +7 (1d6+4)

Base Atk +4; Grp +7 Atk Options trip

Abilities Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10

SQ link, search, share spells, tricks (attack, down, fetch, heel, seek, stay, track)

Feats Alertness, Track

Skills Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2 (+6 when tracking by scent)

Link (Ex) Emee can handle his animal companion as a free action, or push it as a move action.

Share Spells (Ex) At Emee's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if

Goblin Ranger

Goblins have long been allied with worgs, and the two races often live in close proximity. Goblin rangers form a close bond with their tribe's allied worg pack, learning to track by scent, ride worgs into combat, and can select a worg as an animal companion.

Hit Die: d6.

Requirements

To take a goblin ranger substitution level, a character must be a creature with the goblinoid subtype (e.g. a goblin or a worghest^[na350]) about to take his 1st, 3rd, or 4th level of ranger.

Class Skills

Goblin ranger substitution levels grant the same class skills as the standard ranger class, plus Tumble.

Skill Points at Each Level: 8 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the goblin ranger's racial substitution levels.

Scent (Ex): A goblin ranger can detect approaching enemies, sniff out hidden foes, and track by sense of smell. He can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

A goblin ranger detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the ranger before the duration expires.

Additionally, Emee may cast a spell with a target of "You" on his animal companion (as a touch range spell) instead of on himself. A ranger and his animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Trip (Ex): A worg that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip the worg.

the creature can pinpoint that source.

A goblin ranger can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Goblin rangers tracking by scent ignore the effects of surface conditions and poor visibility.

Goblin rangers with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for airbreathing creatures. Water-breathing goblins that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

This substitution feature replaces the standard ranger's class feature of wild empathy.

Mounted Combat: A goblin ranger gains Mounted Combat as a bonus feat at 3rd level, assuming he meets the prerequisites.

This substitution feature replaces the standard ranger's bonus feat of Endurance gained at 3rd level.

| Worg Companion| (Ex): A 4th-level goblin ranger can select a worg as his animal companion, even though the creature is a magical beast. For the purpose of any of the ranger's spells that affect animals, as well as his use of Handle Animal or wild empathy (if granted by a different class) on the companion, the worg is treated as an animal.

Commented [EB2176]: 6 (Int 6) +1 (Rgr4) = 7

Commented [EB2177]: Dragon #350, pages 56-57.

Commented [EB2178]: This is patterned after *Races of the Wild*, page 156.

Goblin Ranger Substitution Levels					Hit Die: d6		
1	Base Attack	Fort	Ref	Will			
Level	Bonus	Save	Save	Save	Special	Spells per Day	
1st	+1	+2	+2	+0	Favored enemy, Track, scent	-	
3rd	+3	+3	+3	+1	Mounted Combat	-	
4th	+4	+4	+4	+1	Worg Companion	As standard ranger	

Feat: Fiendish Heritage CM

You are descended from creatures native to the Lower Planes. You share some of your ancestors' natural resistance to poison, and you are resistant to the magic of good foes. Prerequisite: Non-good alignment.

Benefit: You gain a +4 bonus on Fortitude saving throws against poison.

You also gain a +1 bonus on saving throws against spells or other effects produced by good creatures

Feat: Fiendish Power^{CM}

Your fiendish heritage augments the power of certain types

Prerequisites: Non-good alignment, Fiendish Heritage. Benefit: Your caster level and save DCs for evil spells and warlock invocations increase by 1.

Orc^{MM} Warlock

CR3

Male orc warlock CArc 3

LE Medium humanoid (orc)

Init +2; Senses darkvision 60 ft.; Listen -1, Spot -1

Languages Common (Calant dialect), Infernal, Orc

AC 17, touch 12, flat-footed 15

(+2 Dex, +5 armor) hp 13 (3 HD); DR 1/cold iron

Fort +2 (+6 vs. poison), Ref +3, Will +2; +1 vs. good creatures

Speed 30 ft. (6 squares)

Melee mwk quarterstaff +3/+3 (1d6+1/1d6+1)

Ranged Touch eldritch blast +4 (2d6)

Base Atk +2; Grp +3

Warlock Invocations Known (CL 3rd)

Least-eldritch spear*, frightful blast* (DC 14)

Spell-Like Abilities (CL 3rd)

At will-detect magic

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 13

Feats Fiendish Heritage^{CM}, Fiendish Power^{CM}

Skills Concentration +6, Use Magic Device +6

Possessions +1 chain shirt, eternal wand of magic missile* (Use

Magic Device DC 20), scroll of investiture of the spined devil, mwk quarterstaff

Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Goblin^{MM} Worg-rider

CR1

Male goblin scout 1

NE Small humanoid (goblinoid)

Init +3; Senses Listen +3, Spot +3

Languages Goblin, Worg

AC 16, touch 14, flat-footed 15

(+1 size, +3 Dex, +2 armor)

hp 5 (1 HD)

Fort +1, Ref +5, Will -1

Speed 30 ft. (6 squares)

Melee morningstar +1 (1d6) or

Ranged javelin +4 (1d4)

Base Atk +0; Grp -4

Abilities Str 10, Dex 17, Con 13, Int 10, Wis 8, Cha 12

SQ trapfinding

Feats Mounted Combat

Skills Balance +5, Handle Animal +5, Knowledge (nature) +4, Listen +3, Ride +7, Spot +3, Survival +3

Possessions bit and bridle, exotic military saddle (worg), 3 javelins, leather armor, morningstar, smokestick

Skirmish (Ex) Whenever a goblin worg-rider moves at least 10 feet, he deals extra damage. This damage only applies to living creatures with discernible anatomies, and he must be able to see the target well enough to pick out a vital spot and be able to reach the spot. He can apply this extra damage to ranged attacks made against targets within 30

Trapfinding (Ex) A goblin worg-rider can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps.

Goblin^{MM} Warrior

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +1; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common (Calant dialect), Goblin

AC 15, touch 12, flat-footed 14

(+1 size, +1 Dex, +2 armor, +1 shield) hp 5 (1 HD)

Fort +3, Ref +1, Will +1

Speed 30 ft. (6 squares)

Melee morningstar +2 (1d6) or

Ranged javelin +3 (1d4)

Base Atk +1; Grp -3

Abilities Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Skills Listen +1, Spot +1

Possessions falchion, 2 javelins, light wooden shield, studded leather armor

Commented [EB2179]: Complete Mage, page 43.

Commented [EB2197]: 1 * (4.5+1) = 5.5

Commented [EB2198]: +0 (Scout 1) +1 Con = +1

Commented [EB2199]: +2 (Scout 1) +3 Dex = +5

Commented [EB2200]: +0 (Scout 1) -1 Wis = -1

Commented [EB2201]: +0 +0 Str +1 (size)

Commented [EB2202]: +0 +3 Dex +1 (size)

Commented [EB2203]: +0 (Scout1) = +0.

Commented [EB2204]: +0 (BAB) +0 (Str) -4 (size) = -

Commented [EB2205]: Base: Str 12, Dex 15, Con 13, Int 10, Wis 8, Cha 14. Racial: Str 10, Dex 17, Con 13, Int 10, Wis 8, Cha 12.

Commented [EB2180]: Complete Mage, page 43.

Commented [EB2206]: 1 (1st level) = 1.

Commented [EB2207]: (8-1)*(1+3) = 28. Balance +5 (2 +3 Dex), Handle Animal +5 (4 +1 Cha), Knowledge (nature) +4 (4 +0 Int), Listen +3 (4 -1 Wis), Ride +7 (4 +3 Dex), Speak Language (2), Spot +3 (4-1 Wis), Survival +3 (4 -1 Wis)

Commented [EB2208]: Expected: 100 gp. (Avg. starting gold for a scout.) Actual value: 2 (bit and bridle) +60 (exotic military saddle [worg]) +3 (3 javelins) +10 (leather armor) + 8 (morningstar) +20 (smokestick) =

Commented [EB2181]: Complete Arcane, pages 5-10.

Commented [EB2182]: +2 (Dex) = +2.

Commented [EB2183]: 3*(3.5+1) = 13.5

Commented [EB2184]: +1 (Wlk3) +1 Con = +2 Commented [EB2185]: +1 (Wlk3) +2 Dex = +3

Commented [EB2186]: +3 (Wlk3) -1 Wis = +2

Commented [EB2187]: +2 (BAB) +1 (Str) = +3

Commented [EB2188]: +2 (BAB) +2 (Dex) = +4

Commented [EB2189]: +2 (Wlk3) = +2.

Commented [EB2190]: +2 (BAB) +1 (Str) = +3

Commented [EB2191]: 10 +2 (level) +1 (Cha) +1 (Fiendish Power)

Commented [EB2192]: Base: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15. After racial: Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 13

Commented [EB2193]: 2 (3rd level) = 2.

Commented [EB2194]: (2+0)*(3+3)=12 ... [308]

Commented [EB2195]: Expected: 2,500 gp. (... [309])

Commented [EB2209]: Expected: ?. Actual 7 ... [310]

Commented [EB2196]: +3 (Dex) = +3.

OrcMM Warrior CR 1/2 Orc warrior 1 CE Medium humanoid (orc) Init +0; Senses darkvision 60 ft.; Listen +1, Spot +1 Languages Common (Calant dialect), Orc AC 13, touch 10, flat-footed 13 (+3 armor) hp 5 (1 HD) Fort +3, Ref +0, Will -2 Weakness light blindness Speed 30 ft. (6 squares) Melee falchion +4 (2d4+4/18-20) or Ranged javelin +1 (1d6+3) Base Atk +1; Grp +4 Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Feats Alertness Skills Listen +1, Spot +1 Possessions falchion, 3 javelins, studded leather armor Light Sensitivity (Ex) Orcs are dazzled in bright sunlight or within the radius of a daylight spell. Ogre^{MM} CR3 CE Large giant Init -1; Senses darkvision 60 ft., low-light vision; Listen +2, Spot +2 Languages Giant AC 16, touch 8, flat-footed 16 (-1 size, -1 Dex, +5 natural, +3 armor) hp 29 (4 HD) Fort +6, Ref +0, Will +1 Speed 30 ft. in hide armor (6 squares); base speed 40 ft. Melee greatclub +8 (2d8+7) or Ranged javelin +1 (1d8+5) Space 10 ft.: Reach 10 ft. Base Atk +3; Grp +12 Abilities Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6 Feats Toughness, Weapon Focus (greatclub) Skills Climb +5, Listen +2, Spot +2 Possessions hide armor, greatclub, 3 javelins $Troll^{MM}$ CR5 CE Large giant Init +2; Senses darkvision 90 ft., low-light vision, scent; Listen +5, Spot +6 Languages Giant AC 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural) hp 63 (6 HD); regeneration 5

Fort +11, Ref +4, Will +3

Speed 30 ft. (6 squares)

Melee 2 claws +9 (1d6+6) and bite +4 (1d6+3) Space 10 ft.; Reach 10 ft.

Base Atk +4; Grp +14 Atk Options rend 2d6+9 Abilities Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6 Feats Alertness, Iron Will, Track Skills Listen +5, Spot +6 Regeneration (Ex) Acid and fire deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh, dealing an additional 2d6+9 points of damage. Worg^{MM} CR 2 NE Medium magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Listen +4, Spot +4 Languages Common (Calant dialect), Goblin, Worg AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 30 (4 HD) Fort +6, Ref +6, Will +3 Speed 50 ft. (10 squares) Melee bite +7 (1d6+4) Base Atk +4; Grp +7 Atk Options trip Abilities Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10 Feats Alertness, Track Skills Hide +4, Listen +4, Move Silently +6, Spot +4, Survival +2 (+6 when tracking by scent) Trip (Ex): A worg that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to the trip the worg. Other Monsters Battle Effigy Cov CR 6 N Medium construct Init +0; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0 AC 18, touch 10, flat-footed 18 (+8 natural) hp 58 (7 HD); fast healing 5; DR 5/adamantine Immune construct immunities Fort +2, Ref +2, Will +2 Speed 20 ft. (4 squares)

Commented [EB2210]: Expected: ?. Actual 75 (falchion) +3 (3 javelins) +25 (studded leather armor) = 103 gp.

Commented [EB2211]: Reduced by 4 points so 4 points into Speak Language.

Commented [EB2212]: Champions of Valor, page 153.

Melee greataxe +9 (1d12+6/x3 plus stun)

Abilities Str 18, Dex 10, Con —, Int —, Wis 11, Cha 1

Base Atk +5; Grp +9

Stun (Ex) Any creature hit by a battle effigy's attack is stunned for 1 round (Fortitude DC 17 negates).

Carrion Crawler^{MM}

CR 4

N Large aberration

Init +2; Senses darkvision 120 ft., scent; Listen +6, Spot +6

AC 17, touch 11, flat-footed 15

(-1 size, +2 Dex, +6 natural)

hp 19 (3 HD)

Fort +3, Ref +3, Will +5

Speed 30 ft. (6 squares), climb 15 ft.

Melee 8 tentacles +4 (paralysis) and

bite -2 (1d4+1)

Base Atk +2; Grp +8

Abilities Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6

Feats Ability Focus (paralysis), Alertness⁸, Weapon Focus (tentacles)

Skills Climb +12, Listen +6, Spot +6

Paralysis (Ex) Those hit by a carrion crawler's tentacle attack must succeed on a DC 15 Fortitude save or be paralyzed for 2d4 rounds.

Skills Carrion crawlers have a+8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Choker^{MM}

CR

CE Small aberration

Init +6; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Undercommon

AC 17, touch 13, flat-footed 15 (+1 size, +2 Dex, +4 natural)

hp 16 (2 HD)

Fort +2, Ref +5, Will +4

Speed 20 ft. (4 squares), climb 10 ft.

Melee 2 tentacles +6 each (1d3+3)

Space 5 ft.; Reach 10 ft.

Base Atk +2; Grp +5

Atk Options constrict, improved grab, quickness

Abilities Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7

Feats Improved Initiative^B, Lightning Reflexes, Stealthy

Skills Climb +13*, Hide +10, Move Silently +6

Constrict (Ex) A choker deals 1d3+3 points of damage with a successful grapple check against a Larger or smaller creature. Because the choker seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex) To use this ability, a choker must hit a
Large or smaller opponent with a tentacle attack. It can
then attempt to start a grapple as a free action without
provoking attacks of opportunity. If it wins the grapple
heck, it establishes a hold and can constrict. Chokers have
a +4 racial bonus on grapple checks.

Quickness (Su) Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills *A choker has a +8 racial bonus on Climb checks. In addition, it can always choose to take 10 when making a Climb check, even if rushed or threatened.

Darkmantle^{MM}

CR

N Small magical beast

Init +4; Senses blindsight 90 ft.; Listen +5*, Spot +5*

AC 17, touch 11, flat-footed 17

(+1 size, +6 natural)

hp 6 each (1 HD)

AC 16, touch 14, flat-footed 13

Fort +1, Ref +4, Will +4

Speed fly 20 ft. (4 squares); fly 30 ft. (poor)

Melee slam +5 (1d4+4)

Base Atk +1; Grp +0

Atk Options improved grab, constrict 1d4+4

Abilities Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10

Feats Improved Initiative

Skills Hide +10, Listen +5*, Spot +5*

Darkness (Su) Once per day a darkmantle can cause darkness as the *darkness* spell (CL 5th). It most often uses this ability just before attacking.

Improved Grab (Ex) To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex) A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex) A darkmantle can "see" by emitting highfrequency sounds, inaudible to most other creatures, which allows it to ascertain objects and creatures within 90 feet. A silence spell negates this ability and effectively blinds.the darkmantle.

Skills A darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight s negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

Arcrown Devin Ironaxe

CR 11

Male ghost (augmented shield dwarf) fighter 9

LN Medium undead (incorporeal) (augmented humanoid [dwarf])

Init +3; Senses darkvision 60 ft.; Listen +11, Spot +11

Languages Chondathan, Common (Calant dialect), Dwarven

AC 21, touch 10, flat-footed 21; uncanny dodge, +4 dodge bonus against giants

(-1 Dex, +9 armor, +2 shield, +1 dodge)

Miss Chance 50% (incorporeal)

hp 58 (9 HD)

Commented [EB2216]: 5 (fighter 9) +2 (ghost) = 11.

Commented [EB2213]: +2 (BAB) +2 (Str) -1 (size) +1

Commented [EB2214]: Variant feat selection as

Commented [EB2215]: 10 +1 (3 HD / 2) +2 Con +2

suggested in Dungeonscape, page 103.

Ability Focus = +15.

Commented [EB2217]: -+4 (Improved Initiative) -1

Commented [EB2218]: Shield Dwarf , Sword Coast

Commented [EB2219]: 9 * 6.5 (ghost is all d12, no Con) = 58.5

Immune incorporeal immunities, undead immunities

Fort +6, Ref +2, Will +4; +2 against poison, spells, and spell-like
abilities

Speed 20 ft. (4 squares); fly 30 ft. (perfect)

Melee +1 greatsword +15/+10 (2d6+5/19-20)

Base Atk +9; Grp +12

Atk Options Great Cleave, Improved Sunder, Power Attack

Abilities Str 17, Dex 8, Con -, Int 10, Wis 12, Cha 15

Attack Options draining touch (+12 vs., ethereal opponents, +8 vs. nonethereal opponents), frightful moan, manifestation

SQ incorporeal traits, rejuvenation, turn resistance +4, undead traits

Feats Cleave, Great Cleave, Greater Weapon Focus (greatsword),

Endurance, Improved Initiative, Improved Sunder, Power
Attack, Weapon Focus (greatsword), Weapon
Specialization (greatsword)

Skills Appraise +0 (+2 metal or stone), Craft (armorsmithing) +6 (+8 metal armor), Craft (weaponsmithing) +6 (+8 metal weapons), Hide -1, Intimidate +4, Listen +11, Search +8 (+10 unusual stonework), Spot +11

Possessions +1 full plate, +1 ghost touch greatsword, +1 heavy steel shield

Draining Touch (Su) If Devin hits a living target with his incorporeal touch attack, he drains 1d4 points from any one ability score he selects. On each such successful attack, Devin heals 5 points of damage to himself.

Frightful Moan (Su) Devin can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Devin's moan for 24 hours.

Manifestation (Su) Devin dwells on the Ethereal Plane and, as an ethereal creature, he cannot affect or be affected by anything in the material world. When Devin manifests, he partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. When manifested, Devin can be harmed only by other incorporeal, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. When manifested, Devin can pass through solid objects at will, and his own attacks pass through armor. When manifested, Devin always moves silently. When manifested, Devin can strike with his touch attack or with his +1 ghost touch greatsword. When manifested, Devin remains partially on the Ethereal Plane, where he is not incorporeal. When manifested, Devin can be attacked by opponents on either the Material Plane or the Ethereal Plane. His incorporeality helps protect him from foes on the Material Plane, but not from foes on the Ethereal Plane.

As a ghost, Devin has two home planes, the Material Plane and the Ethereal Plane. He is not considered extraplanar when on either of these planes.

Rejuvenation (Su) It is difficult to destroy Devin's ghost through simple combat: His "destroyed" spirit will restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. If destroyed, Devin's ghost returns to its old haunts with a successful level check (1d20+9) against DC 16. The only way to get rid of Devin's ghost permanently is for a dwarf to wear the crown of Daurvos* in Runedardath. This condition can be determined by use of a commune spell to speak with the Mordinsamman or similar magic.

Shield Dwarf Traits (Ex) stonecunning, stability (+4 to resist being bull rushed or tripped), +1 on attacks vs. orcs and goblinoids, +4 dodge bonus to Armor Class against monsters of the giant type

When manifesting, Devin has the following changed statistics: AC 23, touch 12, flat-footed 23; uncanny dodge (-1 Dex, +9 armor, +2 shield, +1 dodge, +2 deflection)

Ephemeral Swarm^{MM3}

CR.5

CE Tiny undead (incorporeal, swarm)

Init +4; Senses darkvision 60 ft.; Listen +9, Spot +10

AC 20, touch 20, flat-footed 16

(+2 size, +4 Dex, +4 deflection)

Miss Chance 50% (incorporeal)

hp 90 (12 HD)

Immune incorporeal immunities, undead immunities

Fort +4, Ref +8, Will +8

Speed fly 50 ft. (good)

Melee swarm (1d6 Str)
Base Atk +6; Grp —

Special Attacks distraction, Strength damage

Abilities Str -, Dex 18, Con -, Int 2, Wis 11, Cha 18

SQ half damage from slashing and piercing, incorporeal traits, swarm traits, undead traits

Feats Alertness, Toughness (4)

Distraction (Ex) Any living creature vulnerable to an ephemeral swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 20 Fortitude save negates the effect. Even after a successful save, spellcasting or concentrating on spells within an area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Charisma-based.

Strength Damage (Su): The swarm attack of an ephemeral swarm deals 1d6 points of Strength Damage to any living creature whose space it occupies at the end of its move. A creature reduced to Strength 0 by an ephemeral swarm dies. This is a negative energy effect.

Commented [EB2220]: +6 (Ftr9) +0 Con = +6

Commented [EB2221]: +3 (Ftr9) -1 Dex = +2

Commented [EB2222]: +3 (Ftr9) +1 Wis = +4

Commented [EB2223]: +9 +3 (Str) +1 (Greater Weapon Focus) +1 (Weapon Focus) +1 (+1 ghost touch greatsword)

Commented [EB2224]: +9/+4 (Ftr9) = +9.

Commented [EB2225]: +9 (BAB) +3 (Str) = +12.

Commented [EB2226]: Base: Str 15, Dex 8, Con 14, Int 10, Wis 12, Cha 13. After racial / level: Str 17, Dex 8, Con 16, Int 10, Wis 12, Cha 11. After ghost template: Str 17, Dex 8, Con —, Int 10, Wis 12, Cha 15.

Commented [EB2227]: 4 (9th level) +5 (Ftr9) = 9. Appraise +0 (0 +0 Int), Craft (armorsmithing) +6 (6 +0 Int), Craft (weaponsmithing) +6 (6 +0 Int), Hide -1 (0 -1 Dex +8 racial -8 armor check penalty), Intimidate +4 (4 +2 Cha), Listen +11 (2cc +1 Wis +8 racial), Search +8 (0 +0 Int +8 racial), Spot +11 (2cc +1 Wis +8 racial)

Commented [EB2228]: (2+0)*(9+3)=24.

Commented [EB2229]: Expected: 12,000 gp. Actual value: 8,350 (+1 ghost touch greatsword) +2,650 (+1 full plate) +1,170 (+1 heavy steel shield) = 12,170 gp.

Commented [EB2230]: 10 +9/2 (HD) +2 (Cha) =16.5.

Gelatinous CubeMM

CR3

N Large ooze

Init -5; Senses blind, blindsight 60 ft.; Listen -5

AC 4, touch 4, flat-footed 4 (-1 size, -5 Dex)

hp 54 (4 HD)

Immune electricity, ooze immunities

Speed 15 ft. (3 squares)

Melee slam +2 each (1d6 plus 1d6 acid)

Space 10 ft.: Reach 5 ft. Base Atk +3; Grp +7

Atk Options paralysis Special Attacks engulf

Abilities Str 10, Dex 1, Con 26, Int 0, Wis 1, Cha 1

SQ ooze traits, transparent

Feats -

Skills -

Acid (Ex) A gelatinous cube's acid does not harm metal or stone. Blindsight (Ex) An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Transparent (Ex) Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Grick^{MM}

N Medium aberration

Init +2; Senses darkvision 60 ft.; Listen +6, Spot +6

Languages Undercommon

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 9 (2 HD)

Fort +0, Ref +2, Will +5

Speed 30 ft. (6 squares), climb 20 ft.

Melee 4 tentacles +3 each (1d4+2) and

bite -2 (1d3+1)

Base Atk +1; Grp +3

Abilities Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5

Feats Alertness, Track^B

Skills Climb +10, Hide +3 (+11 in natural rocky areas), Listen +6,

Guardgoyle Cos:W, Advanced CR 3

Init +4; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 20, touch 14, flat-footed 16

(+4 Dex, +6 natural)

hp 47 (5 HD); DR 5/adamantine or bludgeoning

Fort +1, Ref +5, Will +1

Speed 20 ft. (4 squares), fly 50 ft. (good)

Melee bite +7 (1d6+4, plus poison) and

2 claws +5 each (1d4+2)

Base Atk +3; Grp +7

Atk Options poison (DC 12, 1d4 Con/1d4 Con), shriek Abilities Str 19, Dex 18, Con —, Int 6, Wis 11, Cha 10

SO alarm, construct traits

Feats Flyby Attack, Multiattack, Weapon Finesse^B

Skills Hide +8, Move Silently +8

Alarm (Sp): If an item guarded by a guardgoyle is disturbed in any way, the person who gave the creature its charge receives a mental alarm from the guardgoyle. The range of this ability is 1 mile; if the guardgoyle's master is farther away, he is not warned. The master notes a single mental "ping" that awakens him from normal sleep but does not otherwise disturb his concentration. A silence spell has no effect on a mental alarm.

Poison (Ex): Injury or contact, Fortitude DC 12, initial and secondary damage 1d4 Con. The save DC is Charismabased. A guardgoyle stores enough poison in its fangs for two poisonous bites. After that, its poison must be replenished. Other types of poison are possible.

Shriek (Su) A guardgoyle can emit an ear-piercing shriek in a cone-shaped burst with a range of 30 feet. Any creature within the area is deafened for 1d2 rounds and takes 2d6 points of sonic damage. A DC 12 Fortitude save negates the deafening effort and reduces the damage by half. The save DC is Charisma-based.

Spectator^{LoM,MoF}

CR 4

LN Medium aberration (extraplanar)

Init +5; Senses all-around vision, darkvision 60 ft.; Listen +3 Spot +14

Languages Beholder, Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

Commented [EB2231]: City of Splendors: Waterdeep, page 135-136.

Commented [EB2232]: By formula, CR 2, which already seemed low. Now it would seem way too low.

Commented [EB2233]: 5 * 5.5 +20 = 47.5

Commented [EB2234]: +3 (Clr5) +4 (Str or Dex) +0

Commented [EB2235]: +3 (as Cleric)

Commented [EB2236]: +3 +4 (Str) +0 (Size) = +7

Commented [EB2237]: (2-2)*(5+3) = 8. Hide +8 (4 +4 Dex), Move Silently +8 (4 +4 Dex)

Commented [EB2238]: 10 + 5/2 + 0 (Cha) = 12.

Commented [EB2239]: 10 + 5/2 + 0 (Cha) = 12.

Commented [EB2240]: Lords of Madness, pages 140-141; Magic of Faerûn, page 182-183.

hp 26 (4 HD); planar fast healing 3

SR 12

Fort +3, Ref +2, Will +5

Speed 5 ft. (1 square), fly 20 ft. (good)

Ranged 4 eve rays +4 (touch) and

Melee bite +3 (1d6)

Base Atk +3; Grp +3

Atk Options eye rays

Spell-Like Abilities (CL 6th)

3/day - create food and water (60 ft. radius)

1/day-plane shift (DC 17) (180 ft. radius)

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 12, Cha 15

SQ flight, spell turning

Feats Alertness^B, Flyby Attack, Improved Initiative

Skills Knowledge (the planes) +9, Listen +3, Search +13, Sense Motive, +8, Spot +14, Survival +1 (+3 following tracks)

Eye rays (Su) Each of a spectator's four small eyes can produce a magical ray once per round as a free action. During a single round, it can aim only one eye ray at targets in any one 90-degree arc (up, forward, backward, left, right, or down). Each ray has a range of 60 feet. The four eye rays include:

Fatigue: The target must make a Fortitude save (DC 14) or become fatigued. A fatigued creature that fails to save against this effect becomes exhausted.

Inflict Moderate Wounds: This ray works like the spell, causing 2d8+6 points of damage (Will half, DC 14).

Hold Monster: The target must succeed on a Will

save (DC 14) or be affected as though by the spell.

Telepathy: A spectator can communicate telepathically with its target for the round. As a free action, a spectator can make a suggestion (as the spell; Will negates, DC 14) to any creature it is currently telepathically speaking to.

Flight (Ex) A spectator's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Planar Fast Healing (Ex) While on Mechanus, a spectator has fast healing 3

Spell Turning (Su) A spectator's central eye produces a 90-foot cone that reflects any spell cast upon it by a creature within the cone back upon its source. This functions just like spell turning (CL 6th). Up to one spell can be reflected per round.

$Stirge^{MM} \\$

CR 2

N Tiny magical beast

Init +4; Senses darkvision 60 ft., low-light vision; Listen +4, Spot +4

AC 16, touch 16, flat-footed 12 (+2 size, +4 Dex)

hp 1 (5 HD)

Fort +2, Ref +6, Will +1

Speed 10 ft. (2 squares), fly 40 ft. (average)

Melee touch +7 each (attach)

Space 2 1/2 ft.; Reach 0 ft.

Base Atk +1; Grp -11 (+1 when attached)

Atk Options attach

Special Attacks blood drain

Abilities Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

Feats Alertness, Weapon Finesse^B

Skills Hide +14, Listen +4, Spot +4

Attach (Ex) If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex) A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Yellow Musk Creeper FF

CR 4

N Huge plant

Init +3; Senses blindsight 30 ft.; Listen +0, Spot +0

AC 17, touch 11, flat-footed 14

(-2 size, +3 Dex, +6 natural) **hp** 57 (6 HD); regeneration 5

Immune critical hits, mind-affecting effects, paralysis, poison, sleep, stunning, polymorph

Fort +10, Ref +5, Will +2

Speed 5 ft. (1 square)

Melee 6 vine whips +5 (1d6) or

Ranged Touch musk puff +5

Space 15 ft.; Reach 15 ft.

Base Atk +4; Grp +12
Atk Options consume intelligence, musk puff

Abilities Str 10, Dex 16, Con 21, Int -, Wis 10, Cha 9

SQ plant traits

Feats Weapon Finesse^B

Skills -

Consume Intelligence (Ex) As a free action, a yellow musk creeper can extend dozens of probing, sharp-edged tendrils into the head of any helpless or unresisting creature that also occupies its space. These tendrils begin to devour the victim's brain, dealing 1d4 points of Intelligence damage each round. If the damage reduces a

Commented [EB2241]: Fiend Folio, page 190-191.

victim's Intelligence to 0, the victim must make a Fortitude save (DC 18). Those who fail die, and their bodies grant sustenance to the hungry plant. Those who succeed are implanted with a seed and become yellow musk zombies (see the next entry).

The only way to stop a yellow musk creeper from consuming a victim's Intelligence is to kill either the victim or the creeper.

Musk Puff (Ex) Yellow musk creepers attack by puffing a spray of potent-smelling dust upon a nearby target. The musk has a range of 30 feet and can target one creature per

Creatures struck by a yellow musk creeper's musk puff must make a Fortitude save (DC 18) or fall under a mind-affecting compulsion to get closer to the entrancing source of the musk. The duration of the effect is 2d8 rounds, although creatures within the plant remain under the compulsion until removed from the creeper.

Creatures under the yellow musk creeper's compulsion can take no actions other than moving to enter the plant's space. (The creeper does not oppose these attempts, of course.) Affected creatures do anything they can to comply with the compulsion and even attack companions who seek to restrain them. Once within the plant, the affected creature drops anything in hand and stands motionless. The creature is dazed and does not resist the creeper's attacks as long as it remains within the plant.

Regeneration (Ex) Fire and acid deal normal damage to a yellow musk creeper. Attack forms that don't deal hit point damage ignore regeneration, and a yellow musk creeper does not restore hit points lost from starvation, thirst, or suffocation

Yellow Musk Zombie FF

Yellow musk zombie orc warrior 1

N Medium plant (augmented humanoid [orc])

Init +0; Senses darkvision 60 ft., low-light vision; Listen -2, Spot

AC 15, touch 10, flat-footed 15

(+2 natural, +3 armor)

Immune critical hits, mind-affecting effects, paralysis, poison,

sleep, stunning, polymorp

Fort +3, Ref +0, Will -2 Weakness light blindness

Speed 30 ft. (6 squares)

Melee falchion +4 (2d4+4/18-20) or

Ranged javelin +1 (1d6+3)

Base Atk +1; Grp +4

Abilities Str 17, Dex 10, Con 12, Int 2, Wis 7, Cha 6

SQ creeper loyalty, deadened mind, light sensitivity, plant traits, seeded

Feats

Skills -

Possessions studded leather armor, falchion, 3 javelins

Creeper Loyalty (Ex) Yellow musk zombies always act to protect and nurture the yellow musk creeper that created them. They can range no farther than 100 feet from their progenitor for the first two months of their existence.

Thereafter, they wander freely for 1d4 days before dropping dead. Unless cured (see below), a yellow musk zombie automatically dies two days after the death of its patron creeper.

Deadened Mind (Ex) A yellow musk zombie recalls nothing of its previous life, and it exists only to serve its parent plant. It cannot make use of class abilities, skills, or feats it previously knew. It also cannot use magic devices, although it can still wield weapons and use armor.

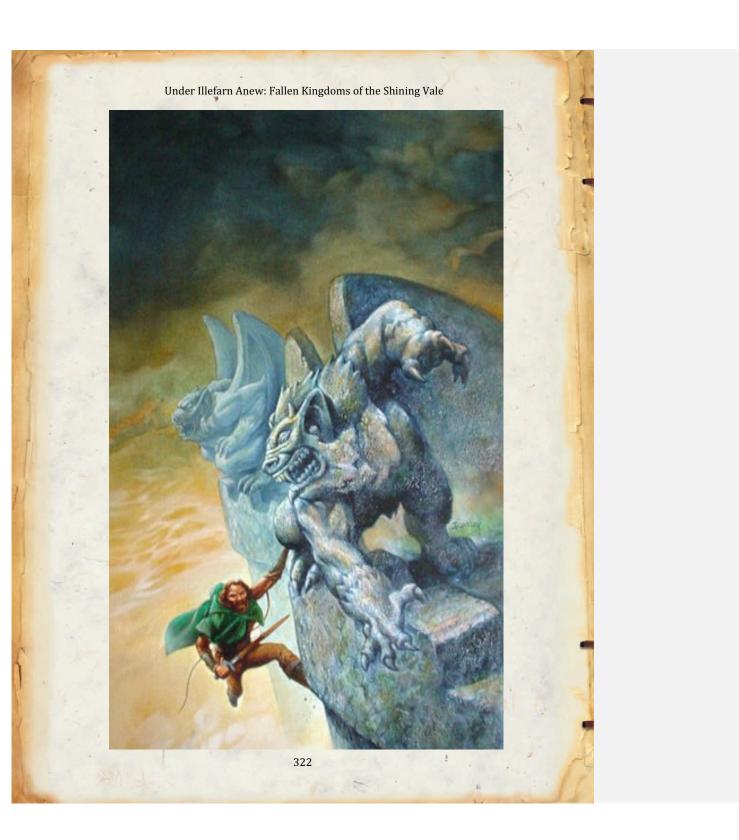
Light Sensitivity (Ex) Yellow musk zombie orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Seeded (Ex) A yellow musk zombie's patron plant must be killed before the zombie can be cured of its affliction. Thereafter, a cleric of at least 12th level must cast regenerate or heal upon the character before the implanted seed germinates.

If a yellow musk zombie dies, the growing seed inside its head takes root and grows into a yellow musk creeper within 1 hour.

Commented [EB2242]: Fiend Folio, page 191-192.

CR 1/2



Page 165: [1] Commented [EB643] Eric Boyd 8/27/14 3:47:00 PM

Treat this room as empty as the rest are encountered as Normal and Augmented Tribal Patrols and Event #9H.

Treat this room as partially empty as one creature is encountered as part of the 3rd Augmented Direlord Tribal Patrol.

Page 165: [3] Commented [EB658] Eric Boyd 8/27/14 12:08:00 PM

Warsnak: 4410. Ellisin: 7.282. Total: 11.692.

60 (coffer) + 2,500 (emeralds) + 500 (silver chain) = 3,060 gp.

Page 165: [5] Commented [EB660] Eric Boyd 8/27/14 12:05:00 PM

Bryn: 2,537 gp. Kelthas: 9,317 gp. *Ring of dragons* is 25,000 and *Tome of the Dragon* is 20,000. Both are kept for story awards. Total =

Page 165: [6] Commented [EB661] Eric Boyd 8/27/14 4:49:00 PM

2,100 (EL 7) + 1,050 (EL 5) = 3,150.

Dragon's possessions: 4,800 (claws of the badger) +1,500 (crystal ball of clarity) +20,000 (ring of reduction) = 26,300 gp. The dragon's hoard includes: 2,500 gp in mixed coins, 8 blue quartz (10 gp each), 1 jade statue of an elven maiden (120 gp), 2 violet garnets called the "blood of Stonebridge" (400 gp each), the armor of Bharaun*, the cloak of Shining*, and the crown of Daurvos*. Total = 2,500 + 1,000 + 12,500 (armor of Bharaun) +2,500 (cloak of elvenkind) +4,000 (crown of Daurvos) = 22,500. Adding the two together yields: 26,300 + 22,500 = 48,800 gp.

(2 + 2 + 1) * (3 + 3) = 30. Concentration +6 (6 +0 Con), Decipher Script +8 (6 +2 Int), Diplomacy +3 (0 +1 Cha +2 Knowledge [nobility and royalty] synergy), Knowledge (arcana) +8 (6 +2 Int), Knowledge (nature) +5 (3 +2 Int), Knowledge (nobility and royalty) +5 (3 +2 Int), Spellcraft +10 (6 +2 Int +2 Knowledge [arcana] synergy).

Page 260: [9] Commented [EB993] Eric Boyd 6/1/12 10:59:00 AM

Expected: 2,500 gp. Actual value: 500 (arcanist's gloves) +1,650 (Bronwyn's arcanabula) +2,302 (+1 dagger) =4,452 gp.

Page 260: [10] Commented [EB1002] Eric Boyd 8/17/12 8:53:00 AM

Base: Str 14, Dex 8, Con 13, Int 12, Wis 10, Cha 15. After level: Str 14, Dex 8, Con 13, Int 12, Wis 10, Cha 16.

Page 260: [11] Commented [EB1004] Eric Boyd 8/17/12 8:53:00 AM

2 (level) + 1 (human) + 2 (knight 5) = 5.

Page 260: [12] Commented [EB1005] Eric Boyd 8/17/12 8:53:00 AM

(2 + 1) * (5 + 3) = 24. Diplomacy +5 (0 +3 Cha +2 Knowledge [nobility and royalty] synergy), Handle Animal +8 (5 +3 Cha), Intimidate +9 (6 +3 Cha), Knowledge (nobility and royalty) +6 (5 +1 Int), Ride +9 (8 -1 Dex +2 Handle Animal synergy)

Page 260: [13] Commented [EB1006] Eric Boyd 8/17/12 8:53:00 AM

Expected: 4,300 gp. Actual value: +2,300 (*brute ring*) +1,750 (+1 half-plate) +20 (heavy steel shield) +300 (*potion of cat's grace*) = 4,370 gp. *Gorget of swallows* (61,200), and *Lawflame* (52,535) included for story reasons.

Page 260: [14] Commented [EB1007] Eric Boyd 8/17/12 8:53:00 AM

Replaces the 1e version's *ring of telekinesis* with 6 charges.

Page 261: [15] Commented [EB1011] Eric Boyd 6/1/12 10:59:00 AM

See Chapter 1, "Alicorn Tower of Mab" for an explanation of the spellcasting tradition in which Gwydion was raised. This also has the effect of reducing his effective wizard level to 9, which is less of a gap from the PCs.

Page 263: [16] Commented [EB1038]	Eric Boyd	6/1/12 10:59:00 AM
Tyrants of the Nine Hells, page 92-95.		
Page 263: [17] Commented [EB1040]	Eric Boyd	6/1/12 10:59:00 AM
Spawn of Dragonspear, page 22, 27.		
Page 263: [18] Commented [EB1041]	Eric Boyd	8/23/12 6:37:00 AM
5 * (4.5 +0) + 2 * (5.5 +0) = 33.5		
Page 263: [19] Commented [EB1042]	Eric Boyd	6/1/12 10:59:00 AM
+4 (Rgr5) +0 (Hellreaver 2) +0 Con = +4		
Page 263: [20] Commented [EB1043]	Eric Boyd	6/1/12 10:59:00 AM
+4 (Rgr5) +0 (Hellreaver 2) +3 Dex = +7		
Page 263: [21] Commented [EB1044]	Eric Boyd	6/1/12 10:59:00 AM
+1 (Rgr5) +3 (Hellreaver 2) +1 Wis = +5		
Page 263: [22] Commented [EB1045]	Eric Boyd	8/23/12 6:42:00 AM
+7 (BAB) +2 Str +1 (Weapon Focus) +1 (+1 falchion) -2 (T	wo-Weapon Fighting) = +9
Page 263: [23] Commented [EB1046]	Eric Boyd	8/23/12 6:42:00 AM
+7 (BAB) +2 Str +1 (mwk dagger) -2 (Tw	o-Weapon Fightii	ng) = +8
Page 263: [24] Commented [EB1047]	Eric Boyd	8/23/12 6:45:00 AM
+7 (BAB) +2 Str +1 (mwk longbow) -2 (T	wo-Weapon Figh	ting)
Page 263: [25] Commented [EB1048]	Eric Boyd	8/23/12 6:47:00 AM
+7 (BAB) +3 Dex +1 (mwk longbow)		
Page 263: [26] Commented [EB1049]	Eric Boyd	6/1/12 10:59:00 AM
+5 (Rgr5) +2 (Hellreaver 2) = +7.		
Page 263: [27] Commented [EB1051]	Eric Boyd	6/1/12 10:59:00 AM
Base Abilities: Str 14, Dex 15, Con 10, Int 12, Wis 13, Cha 8.	12, Wis 13, Cha 8	8. No racial. After level: Str 14, Dex 16, Con 10, Int
Page 263: [28] Commented [EB1052]	Eric Boyd	6/1/12 10:59:00 AM
5 (Rgr 5) +1 (Cha) +2 Handle Animal syn	ergy	
Page 263: [29] Commented [EB1054]	Eric Boyd	8/23/12 6:35:00 AM
(6+1)*(5+3)+(2+1)*2=62. Bluff -1 synergy), Gather Information +6 (5cc -1 (1+1 Int +2 Survival synergy), Knowledge	(0 -1 Cha), Diplor Cha +2 racial), Ha ge (the planes) +5 nse Motive +9 (8	macy +3 (0 -1 Cha +2 racial +2 Sense Motive ndle Animal +4 (5 -1 Cha), Knowledge (nature) +4 (4 cc +1 Int), Listen +9 (7 +1 Wis +1 racial), Ride +7 +1 Wis), Survival +9 (8 +1 Wis), Search +2 (0 +1 Int
Page 263: [30] Commented [EB1055]	Eric Boyd	8/23/12 6:51:00 AM
Expected: 7,200 gp. Actual value: 900 (m +2,375 (+1 falchion) +302 (mwk dagger)		nposite longbow [+2 Str]) +4,150 (elven chain)

Page 263: [31] Commented [EB1056] Eric Boyd 6/1/12 10:59:00 AM

Complete Adventurer, page 56-58.

Page 263: [32] Commented [EB1057] Eric Boyd 6/1/12 10:59:00 AM

Neutral in N5 – Under Illefarn, page 18. Chaotic Neutral in Volo's Guide to the Sword Coast, pages 219-220.

Page 263: [33] Commented [EB1058]		8/6/12 10:19:00 PM
Player's Guide to Faerûn, page 24. Commo Heartlands region.	on, Gnome, Chond	athan are automatic languages. Western
Page 263: [34] Commented [EB1060]	Eric Boyd	6/1/12 10:59:00 AM
+1 (Wiz5) +0 (Maestro 1) +2 Con = +3		
Page 263: [35] Commented [EB1061]	Eric Boyd	6/1/12 10:59:00 AM
+1 (Wiz5) +0 (Maestro 1) +2 Dex = +3		
Page 263: [36] Commented [EB1062]	Eric Boyd	6/1/12 10:59:00 AM
+4 (Wiz5) +2 (Maestro 1) +1 Wis = +7		
Page 263: [37] Commented [EB1063]	Eric Boyd	6/1/12 10:59:00 AM
+2 -2 Str +1 (mwk dagger) = +1.		
Page 263: [38] Commented [EB1064]	Eric Boyd	6/1/12 10:59:00 AM
+2 (Wiz5) +0 (Maester 1) = +2.		
Page 263: [39] Commented [EB1066]	Eric Boyd	8/23/12 6:56:00 AM
10 +3 (level) +1 (racial) +1 (Spell Focus)) +3 (Int)	
Page 263: [40] Commented [EB1067]	Eric Boyd	8/23/12 6:56:00 AM
10 +2 (level) +1 (racial) +1 (Spell Focus)) +3 (Int)	
Page 263: [41] Commented [EB1068]	Eric Boyd	8/23/12 6:56:00 AM
10 +2 (level) +1 (racial) +1 (Spell Focus)) +3 (Int)	
Page 263: [42] Commented [EB1069]	Eric Boyd	8/23/12 6:56:00 AM
10 +1 (level) +1 (racial) +1 (Spell Focus)) +3 (Int)	
Page 263: [43] Commented [EB1070]	Eric Boyd	8/23/12 6:56:00 AM
10 +1 (racial) +1 (Spell Focus)) +3 (Int)	•	
Page 263: [44] Commented [EB1072]	Eric Boyd	8/23/12 6:55:00 AM
10 +1 (racial) +1 (Spell Focus)) +3 (Int)		
Page 263: [45] Commented [EB1074]	Eric Boyd	6/1/12 10:59:00 AM
Base Str 8, Dex 14, Con 13, Int 15, Wis 12, 10.	, Cha 10. After rac	ce/level: Str 6, Dex 14, Con 15, Int 16, Wis 12, Cha
Page 263: [46] Commented [EB1075]	Eric Boyd	8/23/12 7:00:00 AM
3 (6th level) +1 (Scribe Scroll) +1 (Wiz5)	+1 (maester 1) +	1 (familiar) = 7.
Page 263: [47] Commented [EB1076]	Eric Boyd	8/23/12 7:06:00 AM
(2 + 3) * (5 + 3) + (4 + 3) * 1 = 47. Apprais Con), Craft (alchemy) +5 (0 +3 Int +2 raci (arcana) +8 (5 +3 Int), Listen +3 (0 +1 Wi	e +14 (8 +3 Int +3 al), Craft (gemcut s +2 racial +2 Ale	3 Skill Focus) (+16 gems), Concentration +9 (8 +1 ting) +15 (9 +3 Int +3 Skill Focus), Knowledge extness), Spellcraft +10 (5 +3 Int +2 Knowledge tness), Profession (jeweler) +9 (8 +1 Wis), Use
Page 263: [48] Commented [EB1077]	Eric Boyd	6/1/12 10:59:00 AM
Expected: 5,600 gp. Actual value: 100 (ch (<i>Ulbrent's brightjewel</i>) +1,500 (spells in k		wk gemcutting tools) +302 (mwk dagger) +7,500
Page 263: [49] Commented [EB1078]	Eric Boyd	6/1/12 10:59:00 AM
FR11 – Dwarves Deep, page 56.		
Page 266: [50] Commented [EB1114]	Eric Boyd	6/1/12 10:59:00 AM
2 (3rd level) +1 (Duskblade 2) +1 (human	n) = 4.	

Page 266: [51] Commented [EB1115] Eric Boyd 6/1/12 10:59:00 AM

(3+3)*(2+2+1) = 30. Climb +7 (5 +2 Str), Concentration +6 (5 +1 Con), Knowledge (arcana) +7 (5 +2 Int), Ride +6 (5 +1 Dex), Jump +7 (5 +2 Str), Spellcraft +9 (5 +2 Int +2 Knowledge [arcana] synergy), Tumble +3 (0 +1 Dex +2 Jump synergy).

Page 266: [52] Commented [EB1116] Eric Boyd 6/1/12 10:59:00 AM

Expected Value: 2,500. Actual Value: 9 (light steel shield) +2,100 (mithral shirt) +315 (mwk longsword) +50 (potion of cure light wounds) +25 (scroll of magic weapon) = 2,499 gp.

Page 266: [53] Commented [EB1118] Eric Boyd 8/10/12 9:40:00 PM

5*(4.5+1)+3 (Toughness) = 30.5

Page 266: [54] Commented [EB1122] Eric Boyd 8/24/12 12:47:00 PM

+5 (BAB) +1 Str +1 (mwk longsword)

Page 266: [55] Commented [EB1123] Eric Boyd 8/24/12 12:47:00 PM

+5 (BAB) +0 Dex +1 (mwk composite shortbow [+1]) = +6

Page 266: [56] Commented [EB1126] Eric Boyd 8/10/12 9:39:00 PM

Base: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8. After level: Str 13, Dex 11, Con 12, Int 10, Wis 10, Cha 8.

Page 266: [57] Commented [EB1128] Eric Boyd 8/24/12 11:29:00 AM

(2 + 0 + 1) * (5 + 3) = 24. Climb +0 (4 + 1 Str - 5 armor check penalty), Handle Animal +3 (4 - 1 Cha), Intimidate +3 (4 - 1 Cha), Listen +4 (2 cc + 0 Wis + 2 Alertness), Ride +4 (4 + 0 Dex), Spot +4 (2 cc + 0 Wis + 2 Alertness)

Page 266: [58] Commented [EB1129] Eric Boyd 8/24/12 12:46:00 PM

Expected: Unclear. 3,300 GP (NPC Gear Level 4) seems high. Actual value: 300 (mwk chain mail) +170 (mwk heavy steel shield) +315 (mwk longsword) +50 (oil of magic weapon) +50 (potion of cure light wounds) +451 (mwk composite shortbow and 20 arrows) = 1,336 gp.

Page 266: [59] Commented [EB1130] Eric Boyd 8/24/12 12:50:00 PM

2*(4.5+1)+3 (Toughness) = 14

Page 266: [60] Commented [EB1137] Eric Boyd 8/16/12 10:48:00 PM

(2+3)*(2+0+1) = 15. Gather Information +3 (2cc +1 Cha), Intimidate +4 (3 +1 Cha), Listen +2 (1cc -1 Wis +2 Alertness), Sense Motive +4 (2cc -1 Wis +3 Skill Focus), Spot +2 (1cc -1 Wis +2 Alertness).

Page 266: [61] Commented [EB1138] Eric Boyd 8/16/12 11:28:00 PM

Expected: ? (>120 gp). Actual: 0 (club) +9 (light steel shield) +10 (longsword) +150 (chainmail) = 169 gp.

Page 266: [62] Commented [EB1145] Eric Boyd 8/24/12 2:26:00 PM

+6 (BAB) +1 Str +1 (Weapon Focus) +1 (+1 longsword) -2 (Two-Weapon Fighting) +7

Page 266: [63] Commented [EB1148] Eric Boyd 8/22/12 10:55:00 AM

Base Abilities: Str 15, Dex 13, Con 8, Int 10, Wis 14, Cha 12. After level: Str 15, Dex 13, Con 9, Int 10, Wis 14, Cha 12

Page 266: [64] Commented [EB1149] Eric Boyd 8/22/12 11:49:00 AM

6 (Rgr 6) +1 (Cha) +2 Handle Animal synergy

Page 266: [65] Commented [EB1150] Eric Boyd 8/22/12 1:40:00 PM

1 (human) +3 (6th level) +4 (Rgr6) = 8.

Page 266: [66] Commented [EB1151] Eric Boyd 8/22/12 1:17:00 PM

(6 + 0 +1) * (6 + 3) = 63. Bluff +3 (2cc +1 Cha), Gather Information +10 (4cc +1 +2 Knowledge [local] synergy +3 Skill Focus), Handle Animal +6 (5 +1 Cha), Knowledge (local) +4 (4cc +0 Int), Knowledge (nature) +7 (5 +0 Int +2 Survival), Listen +7 (5 +2 Wis), Ride +4 (1 +1 Dex +2 Handle Animal synergy), Search +5 (5 +0 Int), Spot+7 (5 +2 Wis), Sense Motive +6 (4cc +2 Wis), Survival +11 (9 +2 Wis) (+13 aboveground, following tracks)

Page 266: [67] Commented [EB1152] Eric Boyd 8/22/12 1:39:00 PM

Expected: 5,600 gp. Actual value: 1,250 (+1 chain shirt) +2,315 (+1 longsword) +2,310 (+1 short sword) = 5,875 gp.

Page 266: [68] Commented [EB1153] Eric Boyd 8/22/12 5:48:00 PM

+2 (Dex) +4 (Improved Initiative) = +6.

Page 267: [69] Commented [EB1155] Eric Boyd 9/8/14 1:40:00 PM

Dungeon Master's Guide, page 137.

Page 267: [70] Commented [EB1156] Eric Boyd 9/8/14 1:40:00 PM

Dungeon Master's Guide, page 139.

Page 267: [71] Commented [EB1161] Eric Boyd 9/30/14 8:24:00 AM

+7 (BAB) +2 Str +1 (Weapon Focuss) +1 (mwk longspear) =+11

Page 267: [72] Commented [EB1164] Eric Boyd 9/30/14 8:24:00 AM

Base Abilities: Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12. After level: Str 15, Dex 14, Con 13, Int 10, Wis 9, Cha 12.

Page 267: [73] Commented [EB1165] Eric Boyd 9/30/14 8:24:00 AM

1 (human) + 3 (7th level) + 4 (Ftr7) = 8.

Page 267: [74] Commented [EB1166] Eric Boyd 8/24/12 4:55:00 PM

(2+0+1)*(7+3) = 30. Gather Information +4 (3cc +1 Cha), Knowledge (local—Sword Coast) +2 (2 cc +0 Int), Jump +12 (10 +2 Str -5 armor class penalty +5 boots), Listen +3 (2cc -1 Wis +2 Alertness), Ride +3 (1 +2 Dex), Spot +3 (2cc -1 Wis +2 Alertness), Swim +3 (1 +2 Str), Tumble -1 (0 +2 Dex +2 Jump synergy -5 armor check penalty).

Page 267: [75] Commented [EB1167] Eric Boyd 8/22/12 5:56:00 PM

Expected: 7,200 gp. Actual value: 5,500 (*boots of striding and springing*) +1,300 (*+1 chainmail*) +305 (mwk longspear) +170 (mwk heavy steel shield) = 7,275 gp. Note that boots of striding and springing seemed like a reasonable, correctly priced substitute for a *ring of jumping* and *boots of levitation*.

Page 267: [76] Commented [EB1173] Eric Boyd 8/23/12 11:14:00 AM

+2 (Ftr7) +1 (Battlesmith 3) -1 Dex = +2

Page 267: [77] Commented [EB1174] Eric Boyd 8/23/12 11:14:00 AM

+2 (Ftr7) +1 (Battlesmith 3) +2 Wis = +5

Page 267: [78] Commented [EB1175] Eric Boyd 8/23/12 3:35:00 PM

+10 (BAB) +3 Str +1 (Weapon Focus) +2 (+2 dwarvencraft returning warhammer) = +16

Page 267: [79] Commented [EB1176] Eric Boyd 8/23/12 3:35:00 PM

+10 (BAB) -1 Dex +1 (Weapon Focus) +2 (+2 dwarvencraft returning warhammer) = +12

Page 267: [80] Commented [EB1177] Eric Boyd 8/23/12 11:18:00 AM

+7 (Ftr7) +3 (Battlesmith 3) = +10

Page 267: [81] Commented [EB1179] Eric Boyd 8/23/12 11:02:00 AM

Base Abilities: Str 15, Dex 8, Con 14, Int 12, Wis 13, Cha 10. After racial: Str 15, Dex 8, Con 16, Int 12, Wis 13, Cha 8. After level: Str 16, Dex 8, Con 16, Int 12, Wis 14, Cha 8.

Page 267: [82] Commented [EB1180] Eric Boyd 8/23/12 11:03:00 AM

4 (10th level) + 4 (Ftr7) + 1 (Battlesmith 3) = 9.

Page 267: [83] Commented [EB1181] Eric Boyd 8/23/12 4:16:00 PM

(2+1)*(7+3)+(2+1)*3=39. Appraise +3 (2+1 Int), Craft (armorsmithing) +18 (13+1 Int+2 racial+2 Ironstar Bloodline), Craft (stonemasonry) +4 (1+1 Int+2 racial), Craft (weaponsmithing) +18 (13+1 Int+2 racial+2 Ironstar Bloodline), Knowledge (arcana) +8 (5cc+1 Int+2 Ironstar Bloodline), Search +1 (0+1 Int)

Page 267: [84] Commented [EB1182] Eric Boyd 8/23/12 4:02:00 PM

Expected: 16,000 gp. Actual value: 7,362 (+2 dwarvencraft returning warhammer, crafted by him) +2,525 (+2 full plate) +545 (+1 heavy steel shield) +6,000 (ring of adamantine touch) = 16,432 gp. Normally the warhammer should cost 18,612. Derval's cost is (0.75*0.5*18,000) +612 = 7,362 gp. Normally the armor should cost 5,650. Derval's cost is (0.75*0.5*5,000) +650 = 2,525 gp. Normally the shield should cost 1,170 Derval's cost is (0.75*0.5*1,000) +170 = 545 gp.

Page 267: [85] Commented [EB1191] Eric Boyd 8/24/12 5:51:00 PM

Base: Str 8, Dex 9, Con 10, Int 13, Wis 11, Cha 12. After age: Str 7, Dex 8, Con 9, Int 14, Wis 12, Cha 13

Page 268: [86] Commented [EB1198] Eric Boyd 8/25/12 11:23:00 PM

+7 (Rog11) +1 Con +1 racial = +9

Page 268: [87] Commented [EB1199] Eric Boyd 8/25/12 11:24:00 PM

+7 (Rog11) + 4 Dex + 1 racial = +12

Page 268: [88] Commented [EB1200] Eric Boyd 8/25/12 11:24:00 PM

+3(Rog11) - 1 Wis +1 racial = +3

Page 268: [89] Commented [EB1201] Eric Boyd 8/26/12 6:34:00 AM

+8 (BAB) +4 Dex +1 (+1 shadowstrike short sword) +1 (size) = +14

Page 268: [90] Commented [EB1202] Eric Boyd 8/26/12 6:34:00 AM

+8 (BAB) +4 Dex +1 (mwk sling) +1 size +1 racial = +15

Page 268: [91] Commented [EB1205] Eric Boyd 8/25/12 8:14:00 PM

Base: Str 13, Dex 15, Con 12, Int 14, Wis 8, Cha 10. After racial: Str 11, Dex 17, Con 12, Int 14, Wis 8, Cha 10. After level: Str 12, Dex 18, Con 12, Int 14, Wis 8, Cha 10.

Page 268: [92] Commented [EB1207] Eric Boyd 8/26/12 6:26:00 AM

(8 + 2) * (11 + 3) = 140. Balance +13 (7 +4 Dex +2 Tumble synergy), Climb +10 (7 +1 Str +2 racial), Disable Device +18 (14 +4 Dex), Hide +22 (14 +4 Dex +4 size), Jump +12 (7 +1 Str +2 racial +2 Tumble synergy), Listen +15 (14 -1 Wis +2 racial), Move Silently +20 (14 +4 Dex +2 racial), Open Lock +18 (14 +4 Dex), Profession +13 (14 -1 Wis), Search +15 (14 +1 Int), Spot +13 (14 -1 Wis), Survival -1 (0 -1 Wis), (+1 following tracks), Tumble +13 (7 +4 Dex +2 Jump synergy).

Page 268: [93] Commented [EB1213] Eric Boyd 8/26/12 2:46:00 PM

+4 (Ari5) +2 (Exp1) +1 (MP3) +1 Wis = +8

Page 268: [94] Commented [EB1214] Eric Boyd 8/26/12 8:27:00 AM

+5 (BAB) +0 (Str) +1 (+1 short sword) = +6

Page 268: [95] Commented [EB1215] Eric Boyd 8/26/12 2:47:00 PM

+3 (Ari5) +0 (Exp1) +2 (MP3) = +5

Page 268: [96] Commented [EB1217] Eric Boyd 8/26/12 2:28:00 PM

Base: Str 12, Dex 8, Con 13, Int 15, Wis 10, Cha 14. After age: Str 11, Dex 7, Con 12, Int 16, Wis 11, Cha 15. After level: Str 11, Dex 8, Con 12, Int 16, Wis 12, Cha 16.

Page 268: [97] Commented [EB1218] Eric Boyd 8/26/12 8:01:00 AM

3 (merchant prince 3) +2 Int= +5

Page 268: [98] Commented [EB1219] Eric Boyd 8/26/12 2:43:00 PM

+15 (Profession [merchant]) +1 (5 ranks in Gather Information and Knowledge (local)) +1 (member of Knights of the Shield) +2 (more than 40 hours per week assisting business growth) +2 (Business Savvy) -4 (high-resource business) -4 (high-risk business) +6 (master of commerce) = +19.

Page 268: [99] Commented [EB1221] Eric Boyd 8/26/12 6:44:00 PM

(5+3)*(4+2+1)+1*(6+2+1)+3*(6+2+1) = 56+9+27 = 92. Appraise +10 (8+2 Int), Bluff +12 (7+3 Cha +2 Persuasive), Concentration +6 (5+1 Con), Craft (any) +4 (0+2 Int +2 Gond's Forge), Decipher Script +7 (5+2 Int), Diplomacy +18 (7+3 Cha +2 Bluff synergy +2 Knowledge [nobility] +2 Sense Motive synergy +2 Negotiator), Disguise +3 (0+3 Cha) (+5 in character), Forgery +10 (8+2 Int), Gather Information +15 (8+3 Cha +2 Knowledge [local] synergy +2 Favored in Guild), Intimidate +7 (0+3 Cha +2 Bluff synergy +2 Persuasive), Knowledge (local—Sword Coast) +9 (7+2 Int), Knowledge (local—Waterdeep) +9 (7+2 Int), Knowledge (nobility and royalty) +9 (7+2 Int), Profession (merchant) +15 (11+1 Wis +3 Skill Focus), Ride +5 (5+0 Dex), Sense Motive +10 (7+1 Wis +2 Negotiator)

Base: Str 10, Dex 8, Con 13, Int 12, Wis 15, Cha 14. (Assumes "lame" status reduced Dexterity to 8.) After level: Str 10, Dex 8, Con 13, Int 12, Wis 16, Cha 14. After age: Str 9, Dex 7, Con 12, Int 13, Wis 17, Cha 15.

Page 270: [101] Commented [EB1256] Eric Boyd 8/12/12 7:54:00 PM

(8 + 1) * (2 + 3) + (2 + 1) * 4 = 57. Appraise +6 (5 +1 Int), Bluff +7 (5 +2 Cha), Concentration +8 (7 +1), Diplomacy +6 (0 +2 Cha +2 Bluff synergy +2 Sense Motive synergy), Gather Information +9 (5 +2 Cha +2 Knowledge [local] synergy), Intimidate +4 (0 +2 Cha +2 Bluff synergy), Knowledge (local—The Sword Coast) +6 (5 +1 Int), Knowledge (religion) +6 (5 +1 Int), Listen +7 (5 +2 Wis), Search +6 (5 +1 Int), Sense Motive +8 (5 +3 Wis), Sleight of Hand +6 (5 +1 Dex +2 Bluff synergy -2 armor check penalty), Spot +7 (5 +2 Wis)

Page 270: [102] Commented [EB1257] Eric Boyd 8/12/12 7:53:00 PM

Expected: 5,600 gp. Actual value: 1,100 (+1 chain shirt) +302 (mwk dagger) +4,301 (+1 returning shuriken) = 5,703 gp.

Page 270: [103] Commented [EB1261]	Eric Boyd	8/12/12 9:02:00 PM	
5 * (4.5+0) +4 * (4.5 +0) = 40.5			
Page 270: [104] Commented [EB1262]	Eric Boyd	8/12/12 9:12:00 PM	
+4 (Clr 5) +4 (Morninglord 4) +0 Con = +8			
Page 270: [105] Commented [EB1263]	Eric Boyd	8/12/12 9:12:00 PM	
+1 (Clr 5) +4 (Morninglord 4) -2 Dex = +3			
Page 270: [106] Commented [EB1264]	Eric Boyd	8/12/12 9:12:00 PM	
+4 (Clr 5) +4 (Morninglord 4) +4 (Wis) = +12			
Page 270: [107] Commented [EB1265]	Eric Boyd	8/13/12 6:07:00 PM	
+6 (BAB) +1 Str +1 (+1 light mace) +1 (Weapor	1 Focus) = +9		
Page 270: [108] Commented [EB1266]	Eric Boyd	8/13/12 6:08:00 PM	
+6 (BAB) -2 (Dex) +1 (mwk heavy crossbow) =	+5		
Page 270: [109] Commented [EB1267]	Eric Boyd	8/12/12 9:07:00 PM	
+3 (Clr5) +3 (Morninglord 4) = +6			
Page 270: [110] Commented [EB1269]	Eric Boyd	8/12/12 9:21:00 PM	
3 +2 Cha +4 (Extra Turning) = 9			
Page 270: [111] Commented [EB1270]	Eric Boyd	8/12/12 8:32:00 PM	
+2 (Cha) +2 (Knowledge [religion])			

House-rule. If you take Animal and Plant domains (which have the same granted power of adding Knowledge [nature] to your class list), you get Skill Focus (Knowledge [nature]) as a bonus feat.

Eric Boyd

8/14/12 8:53:00 AM

Page 272: [112] Commented [EB1296]

Page 272: [113] Commented [EB1297]

Eric Boyd

8/14/12 9:42:00 AM

(2+1+1)*(8+3) = 44. Concentration +8 (8 +0 Con), Diplomacy +8 (5 +3 Cha), Handle Animal +8 (5 +3 Cha), Heal +10 (6 +4 Wis), Knowledge (nature) +12 (8 +1 Int +3 Skill Focus), Knowledge (religion) +9 (8 +1 Int), Ride +5 (4 -1 Dex +2 Handle Animal synergy), Survival +4 (0 +4 Wis)

Page 272: [114] Commented [EB1298]

Eric Boyd

8/14/12 9:45:00 AM

Expected: 9,400 gp. Actual value: 4,000 (belt of giant strength +2) +160 (mwk leather armor) +318 (mwk scythe) +300 (potion of barkskin +2) +300 (potion of cat's grace) +4,400 (thorn pouch) =9,478 gp.

Page 272: [115] Commented [EB1299]

Eric Boyd

8/12/12 10:15:00 AM

2 (spriggan LA) + 1 (rogue 1) = 3

Page 272: [116] Commented [EB1300]

Eric Boyd

6/1/12 10:59:00 AM

This is not part of the *Fiend Folio* write-up, but it's kind of the whole point of the race. They are called gnomekin in the racial description.

Page 272: [117] Commented [EB1303]

Eric Boyd

8/12/12 8:47:00 AM

+1 (5 HD fey) +0 (rogue 1) +1 Con = +2

Eric Boyd

8/12/12 8:47:00 AM

Page 272: [118] Commented [EB1304]+4 (5 HD fev) +2 (rogue 1) +5 Dex = +11

+4 (5 HD fey) +2 (rogue 1) +5 Dex = +11 Page 272: [119] Commented [EB1305]

Eric Boyd

8/12/12 8:47:00 AM

+4 (5 HD fey) +0 (rogue 1) -1 Wis = +3

Page 272: [120] Commented [EB1307]

Eric Boyd

8/12/12 8:49:00 AM

+2 (5 HD fey) +0 (rogue 1) = +2

Page 272: [121] Commented [EB1309]

Eric Boyd

8/22/12 6:58:00 PM

(6+0)*(5+3)+(8+0)*1=56. Climb +5 (7+0 Str -2 armor check penalty), Disable Device +7 (7+0 Int), Hide +12 (5+5 Dex +4 size -2 armor check penalty), Listen +8 (7-1 Wis +2 Alertness), Move Silently +10 (7+5 Dex -2 armor check penalty), Open Lock +12 (7+5 Dex), Sleight of Hand +10 (7+5-2 armor check penalty), Speak Lanaguage (2), Spot +8 (7-1 Wis +2 Alertness).

Page 272: [122] Commented [EB1315]

Eric Boyd

8/12/12 10:25:00 AM

Climb +9 (7 +4 Str -2 armor check penalty), Hide +4 (7 +3 Dex -4 size -2 armor check penalty), Move Silently +8 (7 +3 Dex -2 armor check penalty), Open Lock +10 (7 +3 Dex), Sleight of Hand +8 (7 +3 Dex -2 armor check penalty)

Page 272: [123] Commented [EB1321]

Eric Boyd

8/12/12 11:41:00 AM

+4 (BAB) -2 Str +1 (+1 dagger) = +3

Page 272: [124] Commented [EB1324]

Eric Boyd

8/12/12 11:35:00 AM

Base: Str 8, Dex 14, Con 13, Int 15, Wis 10, Cha 12. After level: Str 8, Dex 14, Con 13, Int 17, Wis 10, Cha 12. After age: Str 7, Dex 13, Con 12, Int 18, Wis 11, Cha 13.

Page 273: [125] Commented [EB1327]

Eric Boyd

8/12/12 2:15:00 PM

Expected: 9,400 gp. Actual value: 9,000/2 (bracers of armor +3) +2,302 (+1 dagger) +400 (lesser crystal of illumination) +150/2 (scroll of bull's strength) +21,000/10 (wand of fear [5 charges]) = 9,377 gp. For game purposes, did not count value of spellbooks.

Page 273: [126] Commented [EB1339]

Eric Boyd

8/25/12 8:03:00 AM

Base Abilities: Str 13, Dex 10, Con 14, Int 15, Wis 12, Cha 8. After racial/Ironstar Bloodline: Str 13, Dex 10, Con 16, Int 15, Wis 10, Cha 8. After age: Str 10, Dex 7, Con 13, Int 17, Wis 12, Cha 10. After level: Str 10, Dex 7, Con 14, Int 18, Wis 12, Cha 10.

Page 273: [127] Commented [EB1343]

Eric Boyd

8/25/12 8:12:00 AM

(2 + 4) * (5 + 3) + (2 + 4) * 1 + (2 + 4) * 2 = 66. Appraise +4 (0 +4 Int), Concentration +13 (11 +2 Con), Craft (armorsmithing) +19 (11 +4 Int +2 racial +2 Ironstar Bloodline), Craft (stonemasonry) +19 (11 +4 Int +2

racial +2 Stoneshaper), Craft (weaponsmithing) +19 (11 +4 Int +2 racial +2 Ironstar Bloodline), Knowledge (arcana) +17 (11 +4 Int +2 Ironstar Bloodline), Knowledge (architecture and engineering) +15 (11 +4 Int), Search +4/+8 (0 +4 Int; +2 stonecunning +2 Stoneshaper)

Page 273: [128] Commented [EB1344] Eric Boyd 8/25/12 9:05:00 AM Expected: 9,400 gp. Actual value: 3,400 (Dervin's runetome) +4,612 (+1 dwarvencraft returning warhammer, crafted by him) +2,150 (+1 full plate) +670 (+1 heavy steel shield) = 10,832 gp. Normally the warhammershould cost 8,612. Dervin's cost is (0.5 * 8,000) +612 = 4,612 gp. Normally the armor should cost 2,650. Dervin's cost is (0.5 * 1,000) + 1,650 = 2,150 gp. Normally the shield should cost 1,170. Dervin's cost is (0.5 * 1,000) + 1,650 = 2,150 gp. Normally the shield should cost 1,170. 1,000) + 170 = 670 gp.Page 275: [129] Commented [EB1370] Eric Boyd 6/1/12 10:59:00 AM 2 (base for 3 HD imp) +1 (1 per 2 HD added) +1 (1 per associated class level) = 4. Page 275: [130] Commented [EB1372] **Eric Boyd** 6/1/12 10:59:00 AM 6*(4.5+0) + 1*(3.5+0) = 30.5.Page 275: [131] Commented [EB1373] Eric Boyd 8/19/12 12:11:00 PM +5 (6 HD) +2 (fiend of possession 1) +0 Con = +7Page 275: [132] Commented [EB1374] Eric Boyd 6/1/12 10:59:00 AM +5 (6 HD) +2 (fiend of possession 1) +5 Dex = +12Page 275: [133] Commented [EB1375] **Eric Boyd** 6/1/12 10:59:00 AM +5 (6 HD) +2 (fiend of possession 1) +2 Wis = +9Page 275: [134] Commented [EB1376] Eric Boyd 6/1/12 10:59:00 AM +6 (BAB) +2 (size) +5 (Dex) = +13.Page 275: [135] Commented [EB1377] Eric Boyd 6/1/12 10:59:00 AM 10 + 0 (Con) + 2 (racial) = 12. Not sure why it is DC 13 in *Monster Manual*. Page 275: [136] Commented [EB1378] Eric Boyd 6/1/12 10:59:00 AM +6 (BAB) +0 (fiend of corruption 1) = +6. Page 276: [137] Commented [EB1385] **Eric Boyd** 8/24/12 6:17:00 PM 2*(4.5+0)+3 (Toughness) = 12 Page 276: [138] Commented [EB1389] Eric Boyd 8/24/12 6:20:00 PM +2 (BAB) -1 (Str) +1 (mwk dagger) = +2Page 276: [139] Commented [EB1390] Eric Boyd 8/24/12 6:35:00 PM +2 (BAB) -1 (Str) -2 (two weapons)= -1 Page 276: [140] Commented [EB1393] **Eric Boyd** 8/24/12 6:14:00 PM Base: Str 10, Dex 8, Con 12, Int 13, Wis 9, Cha 11. After age: Str 9, Dex 7, Con 11, Int 14, Wis 10, Cha 12 Page 276: [141] Commented [EB1395] Eric Boyd 8/24/12 6:32:00 PM (2+3)*(2+2+1) = 25. Gather Information +3 (2cc +1 Cha), Intimidate +5 (4+1 Cha), Listen +2 (2cc +0 Wis), Sense Motive +2 (2cc +0 Wis), Spot +2 (2cc +0 Wis), Swim +4 (5 -1 Str). Page 276: [142] Commented [EB1396] Eric Boyd 8/24/12 6:44:00 PM Expected: ? (>120 gp). Actual: 250 (mwk chain shirt) +302 (mwk dagger) +0 (quarter staff) = 552 gp.Page 276: [143] Commented [EB1397] **Eric Boyd** 8/24/12 6:43:00 PM 3*(4.5+1)+3 (Toughness) = 19.5 Page 276: [144] Commented [EB1401] Eric Boyd 8/24/12 6:41:00 PM

+2 (BAB) +1 (Str) +1 (mwk short sword) = +4

Page 276: [145] Commented [EB1405]

Eric Boyd

8/24/12 7:07:00 PM

(3+3)*(2-1+1) = 12. Listen +1 (0-1 Wis +2 Alertness), Knowledge (local—Sword Coast) +2 (3cc-1 Int), Profession (innkeeper) +5 (3cc-1 Wis +3 Skill Focus), Spot +1 (0-1 Wis +2 Alertness)

Page 276: [146] Commented [EB1406]

Eric Boyd

8/24/12 6:45:00 PM

Expected: ? (>120 gp). Actual: 250 (mwk chain shirt) +310 (mwk short sword) = 560 gp.

Page 276: [147] Commented [EB1417]

Eric Boyd

8/24/12 7:21:00 PM

(3+3)*(6+2+1) = 54. Bluff +7 (6-1 Cha +2 Persuasive), Diplomacy +8 (5-1 Cha +2 Bluff synergy +2 Sense Motive synergy), Gather Information +10 (6-1 Cha +2 Knowledge [local] synergy +3 Skill Focus), Intimidate +3 (0-1 Cha +2 Bluff synergy +2 Persuasive), Knowledge (local—Sword Coast) +8 (6+2 Int), Knowledge (local—Waterdeep) +8 (6+2 Int), Listen +6 (6+0 Wis), Profession (seneschal) +9 (6+0 Wis +3 Skill Focus), Ride +1 (1+0 Dex), Sense Motive +6 (6+0 Wis), Spot +6 (6+0 Wis).

Page 276: [148] Commented [EB1418]

Eric Bovd

8/24/12 7:05:00 PM

Expected: Unclear. Actual: 250 (mwk chain shirt) +302 (mwk dagger) = 552 gp.

Page 276: [149] Commented [EB1419]

Eric Boyd

7/4/12 5:26:00 PM

(6-1)*(4+3) = 35. Hide +9 (1+0 Dex + 8 Tiny), Listen +9 (7+0 Wis + 2 Alertness), Search +6 (7-1 Int), Spot +9 (7+0 Wis + 2 Alertness), Move Silently +6 (6+0 Dex), Swim +7 (7+0 Int)

Page 276: [150] Commented [EB1420]

Eric Boyd

6/1/12 10:59:00 AM

Serpent Kingdoms, pages 64-65.

Page 278: [151] Commented [EB1443]

Eric Boyd

6/1/12 10:59:00 AM

ECL = 2 (lizardfolk HD) +1 (Level Adjustment) +7 (Barbarian 7) = 10. Expected Value: 1,700 (+1 dragonhide breastplate) + 4,350 gp (+1 keen greatsword) + 10,000 (glaring eye) = 16,050 gp.

Page 278: [152] Commented [EB1444]

Eric Boyd

6/1/12 10:59:00 AM

Races of the Dragon, page 128-129.

Page 278: [153] Commented [EB1446]

Eric Boyd

6/1/12 10:59:00 AM

2*(4.5+3)+7*(6.5+3) = 81.5-2 (glaring eye) = 79.5

Page 278: [154] Commented [EB1447]

Eric Boyd

6/1/12 10:59:00 AM

+0 (lizardfolk) +5 (barbarian 7) +3 Con

Page 278: [155] Commented [EB1448] +0 (lizardfolk) +2 (barbarian 7) +0 Wis

Eric Boyd

6/1/12 10:59:00 AM

+0 (IIZaruitik) +2 (Darbarian /) +0 Wis

Page 278: [156] Commented [EB1449]

Eric Boyd

6/1/12 10:59:00 AM

+8 (base) +4 (Str) +1 (+1 dragon bane longspear) +1 Weapon Focus = +14

Page 278: [157] Commented [EB1452]

Eric Boyd

6/1/12 10:59:00 AM

Elite Array: Str 15, Dex 8, Con 13, Int 12, Wis 10, Cha 14. Racial: +2 Str, +2 Con, -2 Int. 9 HD: +1 Str +1 Con.

Page 278: [158] Commented [EB1453]

Eric Boyd

6/10/12 4:43:00 PM

5*(2+0) + 7*(4+0) = 38. Balance +5 (6 +4 racial -1 Dex -4 armor check penalty), Intimidate +8 (6 +2 Cha), Jump +10 (6 +4 racial +4 Str -4 armor check penalty), Knowledge (religion) +3 (6cc +0 Int), Listen +4 (4 +0 Wis), Search +2 (0 +0 Int +2 glaring eye), Spot +2 (0 +0 Wis +2 glaring eye), Survival +2 (2 +0 Wis), Swim +16 (8 +4 racial +4 Str).

Page 279: [159] Commented [EB1459]

Eric Boyd

6/1/12 10:59:00 AM

Normal: 14 * (4.5 +4) +3 (Toughness) = 122. Actual 46. (37.5%)

Page 279: [160] Commented [EB1471]

Eric Boyd

7/20/12 10:29:00 AM

(1+3)*(6+1+1) = 32. Appraise +5 (4 +1 Int), Bluff +5 (4 +1 Cha), Diplomacy +7 (4 +1 Cha +2 Negotiator), Gather Information +5 (4 +1 Cha), Knowledge (local—Waterdeep) +5 (4 +1 Int), Listen +2 (2 +0 Wis),

Profession (innkeeper) +7 (4 +0 Wis +3 Skill Focus), Sense Motive +7 (4 +1 Wis +2 Negotiator), Spot +2 (0 +2 Wis)

Expected: 75. Actual: 1 (10 bolts) +2 (dagger) +12 (heavy mace) +35 (light crossbow) +25 (studded leather) = 75 gp.

Page 279: [162] Commented [11473] Internet2 7/15/12 9:02:00 AM

+0 (Dex) +4 (Improved Initiative) = +4.

Page 279: [163] Commented [11474] Internet2 7/15/12 9:02:00 AM

Assume Common, Illuskan are automatic languages. (Sword Coast region, as defined in *Player's Guide to Faerûn*, page 8, 15.)

Page 279: [164] Commented [11475] Internet2 7/15/12 9:02:00 AM

10 + 0 Dex + 7 (+2 chainmail) = 17.

Page 279: [165] Commented [11476] Internet2 7/15/12 9:02:00 AM

6 + (3.5 + 0) *6 + (5.5 + 0) *5 = 6 + 21 + 33 = 60.

Page 279: [166] Commented [11477] Internet2 7/15/12 9:02:00 AM

+2 (expert 7) +4 (fighter 1) +0 (Con) = +6.

Page 279: [167] Commented [11478] Internet2 7/15/12 9:02:00 AM

+2 (expert 7) +1 (fighter 1) +0 (Dex) +2 (Lightning Reflexes)= +5.

Page 279: [168] Commented [11479] Internet2 7/15/12 9:02:00 AM

+2 (expert 7) +1 (fighter 1) +1 (Wis) =+7.

Page 279: [169] Commented [11480] Internet2 7/15/12 9:02:00 AM

+10 (base) +3 Str +2 weapon +1 (Weapon Focus) = +16.

Page 279: [170] Commented [11481] Internet2 7/15/12 9:02:00 AM

+5 (expert 7) +5 (fighter 5) = +10.

Page 279: [171] Commented [11483] Internet2 7/15/12 9:02:00 AM

Non-elite array: Str 15, Dex 10, Con 8, Int 14, Wis 13, Cha 12. Added +1 Str, +2 Con for 12 levels. This gets him near the 2e stats of Str 16, Int 16, Wis 16. Note I did not include modifiers for middle-aged. Possibly I should have.

Page 279: [172] Commented [11484] Internet2 7/15/12 9:02:00 AM

1 + 1 (human) + 4 (12 HD/3) + 3 (fighter) = 9.

Page 279: [173] Commented [11485] Internet2 7/15/12 9:02:00 AM

Total Skill Points: (6+2+1)*(7+3)+(2+2+1)*5=115. Bluff +11 (10 +1 Cha), Diplomacy +15 (10 +1 Cha +2 Bluff synergy +2 Sense Motive synergy), Disguise +1 (+3 in character) (0 +1 Cha), Climb +13 (10 +3 Str), Gather Information +13 (10 +1 Cha +2 Knowledge [local] synergy), Intimidate +3 (0 +1 Cha +2 Bluff synergy), Jump +9 (10 +3 Str -4 AC penalty), Knowledge (local—Sword Coast) +12 (10 +2 Int), Listen +11 (10 +1 Wis), Profession (innkeeper) +14 (13 +1 Wis), Ride +10 (10 +0 Dex), Sense Motive +11 (10 +1 Wis), Speak Language (Chondathan, Elven) (2), Spot +11 (10 +1 Wis).

Page 279: [174] Commented [11486] Internet2 7/15/12 9:02:00 AM

Note these possessions are listed in *Volo's Guide to the Sword Coast*, pages 215-216. I ignored the *vampiric ring of regeneration*. I merged the bracers into the chainmail as they don't stack. Target: 27,000 gp (12th level character). Actual: $4,300 \ (+2 \ masterwork \ chainmail) + 14,800 \ (Nightstalker) + 15,000/2 \ (one of a pair of sending stones) = 26,950 gp. Nightstalker has a CL 6th, so <math>4,350 + (3*6*2000/5) + 0.75*(2*6*2000/5) = 4,000 + 7,200 + 3,600 = 15,150 gp.$

Page 279: [175] Commented [EB1487] Eric Boyd 7/20/12 2:05:00 PM

Page 280: [176] Commented [EB1496] **Eric Boyd** 7/20/12 3:42:00 PM

Expected: 2,000. Actual: 900 (acrobat boots) +1 (arrows) +100 (chain shirt) +225 (composite shortbow [+2]) +620 (2 mwk short swords) +50 (oil of magic weapon) +100 (2 potions of cure light wounds) = 1,996 gp.

The class build was chosen as the low level approach to getting the ability to acquire the Wyrmgrafter feat (10 ranks in Heal) and sense of the dragon (3rd level arcane spell), so as to be able to graft a glaring eye on Redeye. Incantatrixes / incantatars have the Heal skill, which is very unusual for non-divine characters. The

rest just flowed from there, as metamagic specialists work well as arcane followers of Talos.				
Page 280: [178] Commented [EB1498]	Eric Boyd	8/6/12 10:19:00 PM		
Player's Guide to Faerûn, page 61-63.				
Page 280: [179] Commented [EB1500]	Eric Boyd	7/15/12 9:02:00 AM		
5 * (2.5+1) + 2 * (2.5+1) = 24.5 -4 (gleaming skin)	= 20.5			
Page 280: [180] Commented [EB1501]	Eric Boyd	7/15/12 9:02:00 AM		
+1 (Wiz5) +0 (Inc2) +1 Con = +2				
Page 280: [181] Commented [EB1502]	Eric Boyd	7/15/12 9:02:00 AM		
+1 (Wiz5) +0 (Inc2) +2 Dex = +3				
Page 280: [182] Commented [EB1503]	Eric Boyd	7/15/12 9:02:00 AM		
+4 (Wiz5) +3 (Inc2) +1 Wis +2 (Iron Will) = +10				
Page 280: [183] Commented [EB1504]	Eric Boyd	7/21/12 8:43:00 AM		
+3 +0 Str +1 (mwk dagger) = +4				
Page 281: [184] Commented [I1521] Interne	et2 8/22/	12 7:06:00 PM		
Wealdath region, Player's Guide to Faerûn, page 8,	23.			
Page 281: [185] Commented [I1522] Interne	et2 7/15/	12 9:02:00 AM		
10 +3 Dex +6 (+2 mithral shirt) = 19.				
Page 281: [186] Commented [I1527] Interne	et2 7/15/	12 9:02:00 AM		
+5 (base) +0 Str +1 (Weapon Focus) +1 (masterw	ork) = +7.			
Page 281: [187] Commented [EB1540]	Eric Boyd	7/20/12 5:09:00 PM		
+4 (doppelganger) +2 (Spellthief 2) +2 Wis = +8				
Page 281: [188] Commented [EB1542]	Eric Boyd	7/21/12 7:39:00 AM		
+5 (BAB) +1 Str -2 (Two-Weapon Fighting) = +4				
Page 281: [189] Commented [EB1543]	Eric Boyd	7/20/12 5:09:00 PM		

Page 281: [189] Commented [EB1543]	Eric Boyd	7/20/12 5:09:00 PM	

+4 (as Ftr4) +1 (Spellthief 2) = +5

Page 281: [190] Commented [EB1546] **Eric Boyd** 7/21/12 7:38:00 AM

(4+3)*(2+1)+2*(6+1)=35. Bluff +10 (5+1 Cha +4 racial), Diplomacy +3 (0+1 Cha +2 Bluff synergy), Disguise +9 (4+1 Cha +4 racial) (+11 acting), Knowledge (nature) +5 (5cc +0 Int), Intimidate +3 (0+1 Cha +2 Bluff synergy), Listen +6 (4 +2 Wis), Sense Motive +6 (4 +2 Wis), Spot +6 (4 +2 Wis), Use Magic Device +5 (4 +1 Cha)

Page 281: [191] Commented [EB1547] **Eric Boyd** 7/21/12 8:04:00 AM

Expected: 5,600 gp (doppelganger +4 LA, so as level 6 character). Actual value: 100 (chain shirt) +2,000 (horn of fog) +620 (2 mwk short swords) +750 (potion of nondetection) +2,000 (silkslick belt) =5,470 gp

(2+3)*(2+0+1) = 15. Handle Animal +3 (4-1 Cha), Listen +2 (1cc-1 Wis +2 Alertness), Ride +6 (5+1 Dex), Spot +2 (1cc-1 Wis +2 Alertness),

Page 283: [193] Commented [EB1583] Eric Boyd 7/14/12 10:28:00 PM

Expected: ? (>120 gp). Actual: 1 (20 arrows) +2 (bit and bridle) +2 (dagger) +9 (light steel shield) +150 (light warhorse) +15 (longsword) +10 (riding saddle) +50 (scale mail) +30 (shortbow) = 269 gp.

(2+3)* (6+0+1) = 35. Appraise +5 (5+0 Int), Bluff +6 (5+1 Cha), Diplomacy +10 (5+1 Cha +2 Bluff synergy +2 Sense Motive synergy), Disguise +1 (0+1 Cha), Gather Information +7 (4+1 Cha +2 Knowledge [local] synergy), Intimidate +3 (0+1 Cha +2 Bluff synergy), Knowledge (local—Waterdeep) +5 (5+0 Int), Profession (merchant) +9 (5+1 Wis +3 Skill Focus), Ride +0 (1-1 Dex), Sense Motive +6 (5+1 Wis)

Expected: ? gp (>120+300 gp). Actual: 1 (10 bolts) +100 (chain shirt) +2 (dagger) +12 (heavy mace) +35 (light crossbow) = 150 gp. Presumably the balance is spent on investments in wagons (at 35 gp each), horses, goods, salaries, etc.

Page 283: [196] Commented [EB1592] Eric Boyd 9/30/14 10:16:00 AM

Not sure if there are rules for the CR of a commoner 1, but it should at least be less than a warrior 1, which is $CR\ 1/2$.

(1+3)*(2+0+1) = 12. Handle Animal +7 (4+0 Cha +3 Skill Focus), Profession (wagoner) +4 (4+0 Wis), Ride +4 (4+0 Dex -0 armor check penalty). Note, he is not proficient in armor or shield, so armor check penalties apply.

Page 283: [198] Commented [EB1601] Eric Boyd 8/15/12 5:28:00 PM

Expected: 12 gp. Actual: 0 (club) +3 (light wooden shield) +5 (padded armor) +1 (whip) = 9 gp.

Champions of Valor, page 154, Monster Manual, page 273. Based on light horses.

Page 283: [200] Commented [EB1606] Eric Boyd 7/19/12 6:07:00 PM

Base: Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6. After template: Str 14, Dex 13, Con 17, Int 2, Wis 14, Cha 8.

Page 283: [201] Commented [EB1607] Eric Boyd 7/19/12 6:07:00 PM

(2-1)*(3+3) = 6. Listen +5 (3+2) Wis, Spot +5 (3+2) Wis.

Page 283: [202] Commented [EB1608] Eric Boyd 7/19/12 6:07:00 PM

Champions of Valor, page 154, Monster Manual, page 274. Identical to light warhorses.

1*(2.5+0)+3 (Toughness) = 5.5

Page 288: [204] Commented [EB1644] Eric Boyd 7/15/12 7:56:00 AM

(1+3)*(2+0+1) = 12. Handle Animal +7 (4+0 Cha +3 Skill Focus), Listen +1 (1+0 Wis), Profession (farmer) +4 (4+0 Wis), Ride +2 (2+0 Dex -0 armor check penalty), Spot +1 (1+0 Wis). Note, not proficient in armor or shield, so armor check penalties apply.

Page 288: [205] Commented [EB1645] Eric Boyd 7/15/12 9:04:00 AM

Expected: 12 gp. Actual: 5 (padded armor) +6 (sickle) = 11 gp.

Page 288: [206] Commented [EB1653] Eric Boyd 7/15/12 8:00:00 AM

(1+3)*(2+0+1) = 12. Listen +1 (1cc +0 Wis), Profession (hunter) +4 (4+0 Wis), Spot +1 (1cc +0 Wis), Survival +7 (4+0 Wis +3 Skill Focus)

Expected: 75 gp. Actual: 1 (20 arrows) +10 (leather armor) +30 (shortbow) +10 (short sword) = 51 gp.

Page 288: [208] Commented [EB1660]	Eric Boyd	7/19/12 6:59:00 PM
+3 (BAB) +2 (Str) +1 (mwk longsword) = +6		
Page 288: [209] Commented [EB1661]	Eric Boyd	7/19/12 7:01:00 PM
+3 (BAB) +2 (Dex) +1 (mwk composite longbow	[+2]) = +6	
Page 288: [210] Commented [EB1663]	Eric Boyd	7/19/12 6:44:00 PM
3 (Rgr 3) +0 (Cha) +2 Handle Animal synergy		
Page 288: [211] Commented [EB1664]	Eric Boyd	7/19/12 6:33:00 PM
1 (human) +2 (Rgr3) +3 (Rgr3 bonus feats) = 6 .		
Page 288: [212] Commented [EB1665]	Eric Boyd	7/19/12 7:09:00 PM
(3+3)*(6-1+1) = 36. Handle Animal +5 (5+0 C Wis +2 Self-Sufficient), Knowledge (nature) +5 (6 Animal), Search +7 (6-1 Int +2 Investigator), Spo	6 -1 Int), Listen +	-7 (6 +1 Wis), Ride +4 (0 +2 Dex +2 Handle
Page 288: [213] Commented [EB1666]	Eric Boyd	8/3/12 5:10:00 PM
Expected: 2,500 gp. Actual: 1 (20 arrows) +100 (<i>Mielikki</i>) +600 (mwk composite longbow [+2]) + (<i>restful crystal</i>) = 2,526 gp.		
Page 288: [214] Commented [EB1667]	Eric Boyd	7/19/12 6:26:00 PM
Not sure if there are rules for the CR of a common CR 1/2.	ner 1, but it shou	ıld at least be less than a warrior 1, which is
Page 288: [215] Commented [EB1668]	Eric Boyd	7/19/12 6:26:00 PM
1*(2.5+0)+3 (Toughness) = 5.5		
Page 288: [216] Commented [EB1674]	Eric Boyd	7/19/12 6:26:00 PM
(1+3)*(2+0+1) = 12. Handle Animal +7 (4+0 0 +4 (4+0 Wis), Ride +2 (2+0 Dex -0 armor check shield, so armor check penalties apply.		
Page 288: [217] Commented [EB1675]	Eric Boyd	7/19/12 6:31:00 PM
Expected: 12 gp. Actual: 0 (club) +5 (padded arm	nor) +8 (mule) =	13 gp.
Page 288: [218] Commented [EB1676]	Eric Boyd	7/19/12 6:25:00 PM
Not stated in write-up but copied from light hors	e write-up.	
Page 288: [219] Commented [EB1677]	Eric Boyd	7/15/12 7:40:00 PM
Not sure if there are rules for the CR of a common CR 1/2.	ner 1, but it shou	ıld at least be less than a warrior 1, which is
Page 288: [220] Commented [EB1678]	Eric Boyd	7/15/12 7:42:00 AM
1 * (2.5 +0) +3 (Toughness) = 5.5		
Page 289: [221] Commented [EB1685]	Eric Boyd	11/25/14 3:11:00 PM
(1+3)*(2+0+1) = 12. Handle Animal +7 (4+0 (shepherd) +4 (4+0 Wis), Spot +2 (2+0 Wis)	Cha +3 Skill Focu	s), Listen +2 (2 +0 Wis), Profession
Page 289: [222] Commented [EB1686]	Eric Boyd	11/25/14 3:11:00 PM
Expected: 12 gp. Actual: 10 (leather armor) +0 (c	quarterstaff) = 10) gp.
Page 289: [223] Commented [EB1687]	Eric Boyd	7/15/12 7:35:00 AM
Not sure if there are rules for the CR of a common CR 1/2.	ner 1, but it shou	ıld at least be less than a warrior 1, which is

Assuming this is a bonus language unique to the Gurs, regardless of region.

Page 289: [225] Commented [EB1697]

Eric Boyd

7/15/12 7:35:00 AM

(1+3)*(2+0+1) = 12. Craft (whitesmithing) +5 (2 +0 Int +3 Skill Focus), Handle Animal +2 (2 +0 Cha), Profession (tinker) +4 (4 +0 Wis), Knowledge (history) +1 (1cc +0 Int), Ride +2 (2 +0 Dex -0 armor check penalty). Note, not proficient in armor or shield, so armor check penalties apply.

Page 289: [226] Commented [EB1698]

Eric Boyd

7/15/12 9:06:00 AM

Expected: 12 gp. Actual: 2 (dagger) +2 (2 javelins) +3 (light wooden shield) +5 (padded armor) = 10 gp.

Page 289: [227] Commented [EB1705]

Eric Boyd

8/3/12 5:10:00 PM

(2+3)* (6+1+1) = 42. Appraise +6 (5+1 Int), Bluff +6 (5+1 Cha), Diplomacy +10 (5+1 Cha +2 Bluff synergy +2 Sense Motive synergy), Disguise +1 (0+1 Cha), Gather Information +7 (4+1 Cha +2 Knowledge [local] synergy), Intimidate +3 (0+1 Cha +2 Bluff synergy), Knowledge (geography) +4 (3+1 Int) Knowledge (local—Sword Coast) +6 (5+1 Int), Profession (merchant) +7 (5-1 Wis +3 Skill Focus), Ride +5 (5+0 Dex), Sense Motive +4 (5-1 Wis)

Page 289: [228] Commented [EB1706]

Eric Boyd

7/21/12 3:53:00 PM

Expected: ? gp (>120+300 gp). Actual: 1 (10 bolts) +100 (chain shirt) +2 (dagger) +12 (heavy mace) +35 (light crossbow) = 150 gp. Presumably the balance is spent on investments in wagons (at 35 gp each), horses, goods, salaries, etc.

Page 289: [229] Commented [EB1714]

Eric Boyd

8/25/12 7:50:00 PM

Base: Str 13, Dex 12, Con 14, Int 8, Wis 15, Cha 10. After age: Str 10, Dex 9, Con 11, Int 10, Wis 17, Cha 12.

Page 289: [230] Commented [EB1716]

Eric Bovd

8/25/12 8:03:00 PM

(3+3)* (6+0+1) = 42. Appraise +5 (5+0 Int), Bluff +6 (5+1 Cha), Diplomacy +12 (5+1 Cha +2 Bluff synergy +2 Sense Motive synergy +2 Negotiator), Disguise +1 (0+1 Cha), Gather Information +8 (5+1 Cha +2 Knowledge [local] synergy), Intimidate +3 (0+1 Cha +2 Bluff synergy), Knowledge (local—Sword Coast) +6 (6+0 Int), Profession (merchant) +12 (6+3 Wis +3 Skill Focus), Ride +3 (4-1 Dex), Sense Motive +11 (6+3 Wis +2 Negotiator)

Page 289: [231] Commented [EB1717]

Eric Boyd

7/21/12 3:28:00 PM

Expected: 2,000 gp. Actual: 1 (10 bolts) +1,100 (+1 chain shirt) +2 (dagger) +12 (heavy mace) +35 (light crossbow) +50 (potion of cure light wounds) +600 (wink brooch) = 1,800 gp. Presumably the balance is spent on investments in wagons (at 35 gp each), horses, goods, salaries, etc.

Page 290: [232] Commented [EB1725]

Eric Boyd

7/6/12 6:20:00 AM

Base: Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 15. After Racial: Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 13

Page 290: [233] Commented [EB1727]

Eric Boyd

8/24/12 7:27:00 PM

(2 + 0) * (1 + 3) = 8. Bluff +7 (4 + 1 Cha + 2 racial), Hide +4 (0 + 2 Dex + 2 racial), Ride +4 (2 + 2 Dex), Speak Language (2).

Page 290: [234] Commented [EB1728]

Eric Boyd

7/7/12 1:07:00 PM

Expected: 900. Actual: 1 (20 arrows) +2 (bit and bridle) +200 (breastplate) +225 (composite shortbow [+2]) +315 (mwk longsword) +150 (light warhorse) +30 (riding saddle) = 923.

Page 290: [235] Commented [EB1730]

Eric Boyd

7/6/12 7:19:00 AM

One of the shield dwarven clans of Kanaglym.

Page 290: [236] Commented [EB1733]

Eric Boyd

8/22/12 8:57:00 PM

Assuming maeluths get Infernal and Dwarven as automatic languages.

Page 290: [237] Commented [EB1735]

Eric Boyd

7/6/12 9:30:00 PM

+2 (Clr1) +1 (Con) +2 (Great Fortitude) =+5

Page 290: [238] Commented [EB1738]

Eric Boyd

7/6/12 9:15:00 PM

+0 (BAB) +2 (Str) +1 (mwk battleaxe)

Page 290: [239] Commented [EB1739]	Eric Boyd	7/6/12 7:59:00 AM
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Base: Str 14, Dex 10, Con 13, Int 8, Wis 15, Cha 12. After Racial: Str 14, Dex 8, Con 17, Int 8, Wis 15, Cha 12

Page 290: [240] Commented [EB1744] Eric Boyd 7/6/12 10:22:00 PM

Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Tyrants of the Nine Hells, page 83.

(2 + 1) * (1 + 3) = 12. Bluff +5 (4 +1 Cha), Concentration +5 (4 +1 Con), Use Magic Device +5 (4 +1 Cha).

Page 291: [243] Commented [EB1759] Eric Boyd 11/25/14 3:12:00 PM

Expected: 900 gp. Actual value: 2 (bit and bridle) +100 (chain shirt) +460 (eternal wand of ray of frost) +225 (Amphail Gray) +302 (mwk dagger) +10 (riding saddle) = 1099 gp.

Page 291: [244] Commented [EB1760] Eric Boyd 7/7/12 10:27:00 AM

1 (Scout 1) + 1 (tainted one) = 2

Page 291: [245] Commented [EB1761] Eric Boyd 8/6/12 10:19:00 PM

Monsters of Faerûn, pages 94-96, Races of Faerûn, page 153, Player's Guide to Faerûn Web Enhancement, page 7, Serpent Kingdoms, pages 190-191.

Page 291: [246] Commented [EB1775] Eric Boyd 8/22/12 9:05:00 PM

(8 +1) * (1 +3) = 36. Climb +6 (4 +2 Str), Hide +6 (4 +2 Dex), Listen +6 (4 +0 Wis +2 Alertness), Move Silently +6 (4 +2 Dex), Ride +4 (2 +2 Dex), Search +5 (4 +1 Int), Speak Language (2), Spot +6 (4 +0 Wis +2 Alertness), Survival +4 (4 +0 Wis), Tumble +6 (4 +2 Dex)

Expected: 900 gp. Actual value: 1 (20 arrows) +2 (bit and bridle) +225 (composite shortbow [+2]) +175 (mwk studded leather) +150 (light warhorse) +310 (mwk short sword) +10 (riding saddle) = 873 gp.

Page 291: [248] Commented [EB1777] Eric Boyd 7/7/12 10:44:00 AM

According to *Serpent Kingdoms*, page 190, this ability replaces the poison bite ability given in *Monsters of Faerûn*.

Complete Divine, page 6, Miniatures Handbook, page 5.

Page 291: [250] Commented [EB1782] Eric Boyd 8/1/12 1:47:00 PM

+0 (Scout1) +2 (FS1) -1 Con = +1

Page 291: [251] Commented [EB1783] Eric Boyd 8/1/12 1:46:00 PM

+2 (Scout1) +2 (FS1) +2 Dex = +6

Page 291: [252] Commented [EB1784] Eric Boyd 8/1/12 1:47:00 PM

+0 (Scout1) +2 (FS1) +1 Wis =+3

Page 291: [253] Commented [EB1785] Eric Boyd 8/1/12 2:23:00 PM

+0 (BAB) +0 (Str) +1 (mwk battleax) = +1

1 (human) + 1 (Scout1/FS1) = 2.

Melandrach's class was a very difficult choice. Originally, he was a fighter 10 / druid 7. In first edition, the multi-class didn't add much to his overall power, but he was still way too powerful to have been brought down by lowly goblins. In addition, Nevertheless, there was no apparent need for his druid abilities other

than to say "he cares about the forest." Looking at the various prestige classes written for ranger / druids and fighter / druids, wildrunner was clearly the best fit roleplaying-wise. Plus, it had the 9th level change to "fey" for type, which is perfect to enable Melandrach to use the *crossroads and backroads*. The chief problem was that this required a ranger 5/ wildrunner 9 build, which is still CR 14, way too powerful for the goblins to have brought him down. Adding venerable makes it more credible.

Page 300: [256] Commented [EB1848]

Eric Boyd

6/1/12 10:59:00 AM

Nominally 14. I made it lower (11) to reflect his venerable status, which significantly impacts his fighting ability. Essentially a -6 Str, -6 Dex, is equivalent to -3 levels of a fighter BAB progression.

Page 300: [257] Commented [EB1849]

Eric Boyd

6/1/12 10:59:00 AM

Using the elf ranger racial substitution levels found in *Races of the Wild*, pages 155-157.

Page 305: [258] Commented [EB1937]

Eric Boyd

6/1/12 10:59:00 AM

+1 (Scout 4) +0 (Con) +1 (Battle Fortitude)

Page 305: [259] Commented [EB1940]

Eric Boyd

8/19/12 12:11:00 PM

+3 +1 Str -2 (Two-Weapon Fighting) +1 (+1 short sword)

Page 305: [260] Commented [EB1942]

Eric Boyd

6/1/12 10:59:00 AM

Gorn's abilities before old age adjustments: Str 14, Dex 8, Con 13, Int 10, Wis 17, Cha 12.

Page 305: [261] Commented [EB1944]

Eric Boyd

8/6/12 10:19:00 PM

Player's Guide to Faerûn, page 46.

Page 305: [262] Commented [EB1945]

Eric Boyd

6/1/12 10:59:00 AM

(8+1)*(4+3) = 63. Appraise +1 (0 +1 Int); Balance +5 (0 +3 Dex +2 Tumble synergy), Craft (trapmaking) +8 (7 +1 Int), Diplomacy +1 (0 -1 Cha +2 Thunder Twin), Hide +10 (7 +3 Dex), Intimidate +1 (0 -1 Cha +2 Thunder Twin), Jump +3 (0 +1 Str +2 Tumble synergy), Knowledge (dungeoneering) +8 (7 +1 Int), Knowledge (nature) +3 (0 +1 Int +2 Survival synergy), Listen +9 (7 +2 Wis), Move Silently +10 (7 +3 Dex), Search +8/+10 (7 +1 Int; +2 stonecunning), Spot +7 (7 +2 Wis), Survival +9 (7 +2 Wis) (+11 underground, following tracks), Tumble +10 (7 +3 Dex).

Page 305: [263] Commented [EB1946]

Eric Boyd

6/1/12 10:59:00 AM

Expected: 3,300 gp. Actual value: 1,100 (mithral shirt) $+1310 \times 2 (+1 \text{ short sword } \times 2) = 3,720 \text{ gp.}$

Page 305: [264] Commented [EB1950]

Eric Boyd

6/1/12 10:59:00 AM

+1 (Clr 5) +1 (Run 4) -2 (Dex with *gloves*)

Page 307: [265] Commented [EB1976]

Eric Boyd

8/23/12 5:10:00 AM

Shield Dwarf, Sword Coast region. Assumes Chondathan instead of Illuskan.

Page 307: [266] Commented [EB1986]

Eric Boyd

8/23/12 5:09:00 AM

(2-1)*(4+3) = 7. Appraise -1 (0-1 Int), Concentration +3 (2+1 Con), Knowledge (religion) +4 (5-1 Int), Search +1/+3 (0+1 Int +2 stonecunning).

Page 307: [267] Commented [EB1987]

Eric Boyd

6/1/12 10:59:00 AM

Expected: 3,300 gp. Actual value: 150 (chain mail) +4,350 (+1 flaming greatsword) = 4500 gp.

Page 307: [268] Commented [EB1988]

Eric Boyd

8/23/12 5:11:00 AM

Shield Dwarf, Sword Coast region. Assumes Chondathan instead of Illuskan.

Page 307: [269] Commented [EB1995]

Eric Boyd

6/1/12 10:59:00 AM

Base: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8. After racial: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 6.

Page 307: [270] Commented [EB1996]

Eric Boyd

6/1/12 10:59:00 AM

(2+0)*(2+3) = 10. Appraise +1 (1 cc +0 Int); Craft (blacksmithing) +2 (0 +2 racial); Craft (stonemasonry) +2 (0 +2 racial); Listen +3 (4 -1 Wis); Spot +3 (4 -1 Wis)

Page 307: [271] Commented [EB1997]

Eric Boyd

11/16/14 8:30:00 AM

Expected: Unclear. 900 GP (NPC Gear Level 1) seems high. I assumed 2 x max starting GP = 240 gp. Actual value: 30 (dwarven waraxe) +150 (chainmail) +20 (heavy steel shield) +31 (shortbow and 20 arrows) = 231

Page 308: [272] Commented [EB2000] Eric Boyd 8/26/12 7:17:00 AM

In N5 – Under Illefarn, page 36, Kelthas was a "necromancer," which meant a 10th level magic-user. The level seemed to have been a function of the fact that animate dead was a 5th level spell. In Lost Empires of Faerûn. page 145, Kelthas was presumed to have died in this adventure and returned as a mohrg. His statistics are listed as: CE male human mohrg necromancer 10). I decided to dial him back in this adventure to the minimum needed to cast animate dead, which is also commensurate with the level of Korin Ironaxe (Ftr7) and Wartsnak Direlord (CR6 fiendish fighter 5). The Wearer of the Purple prestige class was detailed in Faiths & Pantheons, pages 210-212, and updated to 3.5e in Dragons of Faerûn, page 67.

Page 308: [273] Commented [EB2002]	Eric Boyd	6/1/12 10:59:00 AM
6 * (2.5+1) + 1 * (3.5+1) = 25.5		
Page 308: [274] Commented [EB2003]	Eric Boyd	6/1/12 10:59:00 AM
+2 (Wiz6) +0 (WotP1) +1 Con = +3		
Page 308: [275] Commented [EB2004]	Eric Boyd	6/1/12 10:59:00 AM
+2 (Wiz6) +0 (WotP1) +2 Dex = +4		
Page 308: [276] Commented [EB2005]	Eric Boyd	6/1/12 10:59:00 AM
+5 (Wiz6) +2 (WotP1) +0 Wis +2 (Iron Will) = +9)	
Page 308: [277] Commented [EB2006]	Eric Boyd	6/1/12 10:59:00 AM
+7 +4 Str +1 (Weapon Focus) +3 (dwarven throw	<i>er</i> in hands of a d	lwarf)
Page 308: [278] Commented [EB2022]	Eric Boyd	6/24/12 6:57:00 AM
Base: Str 20, Dex 14, Con 15, Int 10, Wis 12, Cha 8	3. After template:	Str 22, Dex 12, Con —, Int —, Wis 10, Cha 1.
Page 309: [279] Commented [EB2034]	Eric Boyd	6/1/12 10:59:00 AM
+1 (Cha) +2 (Knowledge [religion])		
Page 309: [280] Commented [EB2035]	Eric Boyd	8/29/12 3:31:00 PM
Last Francisco of Francisco of A1		

Pa	ge 309: [280] Commented [EB2035]	Eric Boyd	8/29/12 3:31:00 PM	

Lost Empires of Faerûn, page 41.

Page 309: [281] Commented [EB2036] **Eric Boyd** 8/6/12 10:19:00 PM

Myrkul's domains listed in Lost Empires of Faerûn, page 41. Took Undeath. Follower of the Scaly Way allows Scalykind for the second domain. Bone Wing Level 1 adds Dragon.

Page 309: [282] Commented [EB2037]	Eric Boyd	6/1/12 10:59:00 AM	

Base: Str 13, Dex 8, Con 10, Int 12, Wis 15, Cha 14. After racial: Str 15, Dex 8, Con 10, Int 10, Wis 15, Cha 12. After level: Str 15, Dex 8, Con 10, Int 10, Wis 16, Cha 12.

Page 309: [283] Commented [EB2038]	Eric Boyd	6/1/12 10:59:00 AM	

3 (6th level) + 1 (Undeath Domain) + 1 (bone wing class feature) = 5.

Page 309: [284] Commented [EB2039] Eric Boyd 8/23/12 5:14:00 AM

(2+0)*(5+3)+(2+0)*1=18. Bluff +6 (5+1 Cha), Concentration +2 (2+0 Int), Diplomacy +3 (0+1 Cha+2) Bluff synergy), Intimidate +5 (2 +1 Cha +2 Bluff synergy), Knowledge (religion) +5 (5 +0 Int), Listen +5 (0 +3 Wis +2 Alertness), Spot +5 (0 +3 Wis +2 Alertness), Speak Language (4).

Page 309: [285] Commented [EB2040]	Eric Boyd	6/1/12 10:59:00 AM	

Expected: 5,600 gp. Actual value: 1,500 (full plate) +4,000 (+1 keen scythe) +150 (scroll of bear's endurance) = 5,650.

Page 310: [286] Commented [EB2065]	Eric Boyd	6/1/12 10:59:00 AM	

Expected: 2,500 gp. Actual value: 700/2 (half-pried black dragon blood elixir) +302 (half-priced dragonfang dagger) +1,100 (*elixir of fire breath*) +110 (*everburning torch*) +15/50 * 2250 (*wand of magic missiles*, 15 charges) = 2537.

charges) = 2537.					
Page 310: [287] Commented [EB2066]	Eric Boyd	6/1/12 10:59:00 AM			
Monster Manual II, pages 97-99.					
Page 310: [288] Commented [EB2067]	Eric Boyd	6/1/12 10:59:00 AM			
(6.5 + 0) *6 +3 (Toughness) = 42					
Page 310: [289] Commented [EB2081]	Eric Boyd	6/1/12 10:59:00 AM			
+2 (Cha) +2 (Knowledge [religion])					
Page 310: [290] Commented [EB2082]	Eric Boyd	8/29/12 3:31:00 PM			
Lost Empires of Faerûn, page 41.					
Page 310: [291] Commented [EB2083]	Eric Boyd	8/6/12 10:19:00 PM			
Myrkul's domains listed in <i>Lost Empires of Faerûn</i> , page 41. Took Undeath. Follower of the Scaly Way allows Scalykind for the second domain. Bone Wing Level 1 adds Dragon.					
Page 310: [292] Commented [EB2084]	Eric Boyd	6/1/12 10:59:00 AM			
1 (human) +2 (3rd level) +1 (cleric weapon) +1 (Undeath domain) = 5.					
Page 310: [293] Commented [EB2085]	Eric Boyd	8/23/12 5:16:00 AM			
(2+1)*(3+3) = 18. Bluff +7 (5+2 Cha), Concesynergy), Intimidate +8 (4+2 Cha+2 Bluff synethy Alertness), Spot +4 (0+2 Wis+2 Alertness).	ergy), Knowledge				
Page 310: [294] Commented [EB2086]	Eric Boyd	6/1/12 10:59:00 AM			
Page 310: [294] Commented [EB2086] Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp.					
Expected: 2,500 gp. Actual value: 1700 (+1 drag					
Expected: 2,500 gp. Actual value: $1700 (+1 drag of faith +4) = 2,618 gp.$	gonhide breastpla	nte) +318 (mwk scythe) +600 (potion of shield			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118]	gonhide breastpla	nte) +318 (mwk scythe) +600 (potion of shield			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha	gonhide breastpla Eric Boyd 6 Eric Boyd	hte) +318 (mwk scythe) +600 (potion of shield 6/1/12 10:59:00 AM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124]	gonhide breastpla Eric Boyd 6 Eric Boyd	hte) +318 (mwk scythe) +600 (potion of shield 6/1/12 10:59:00 AM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124] Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6	gonhide breastpla Eric Boyd 6 Eric Boyd Eric Boyd	6/1/12 10:59:00 AM 6/1/12 10:59:00 AM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124] Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Page 312: [297] Commented [EB2135]	gonhide breastpla Eric Boyd 6 Eric Boyd Eric Boyd	6/1/12 10:59:00 AM 6/1/12 10:59:00 AM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124] Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Page 312: [297] Commented [EB2135] Assumes Infernal is an automatic language for 1	Eric Boyd 6 Eric Boyd Eric Boyd Eric Boyd half-fiends. Eric Boyd	6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 8/23/12 5:23:00 AM 6/13/12 4:02:00 PM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124] Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Page 312: [297] Commented [EB2135] Assumes Infernal is an automatic language for 19 Page 312: [298] Commented [EB2140]	Eric Boyd 6 Eric Boyd Eric Boyd Eric Boyd half-fiends. Eric Boyd	6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 8/23/12 5:23:00 AM 6/13/12 4:02:00 PM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124] Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Page 312: [297] Commented [EB2135] Assumes Infernal is an automatic language for 1 Page 312: [298] Commented [EB2140] +5 (BAB) +7 (Str) +1 (+1/+1 orc double axe) +1	Eric Boyd Eric Boyd Eric Boyd Eric Boyd half-fiends. Eric Boyd (Weapon Focus) Eric Boyd 12. After race/lev	6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 8/23/12 5:23:00 AM 6/13/12 4:02:00 PM 1-2 (Two Weapon Fighting) = +12. 6/13/12 3:38:00 PM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124] Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Page 312: [297] Commented [EB2135] Assumes Infernal is an automatic language for 1 Page 312: [298] Commented [EB2140] +5 (BAB) +7 (Str) +1 (+1/+1 orc double axe) +1 Page 312: [299] Commented [EB2142] Base Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 14, Int 10, Wis 8, Cha 14, Int 10, Wis 8, Cha 15, Cha 16, Int 12, Wis 12, Con 16,	Eric Boyd Eric Boyd Eric Boyd Eric Boyd half-fiends. Eric Boyd (Weapon Focus) Eric Boyd 12. After race/lev Vis 6, Cha 12. Eric Boyd	6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 8/23/12 5:23:00 AM 6/13/12 4:02:00 PM 1-2 (Two Weapon Fighting) = +12. 6/13/12 3:38:00 PM rel: Str 20, Dex 13, Con 14, Int 8, Wis 6, Cha 10. 8/23/12 5:24:00 AM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124] Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Page 312: [297] Commented [EB2135] Assumes Infernal is an automatic language for 1 Page 312: [298] Commented [EB2140] +5 (BAB) +7 (Str) +1 (+1/+1 orc double axe) +1 Page 312: [299] Commented [EB2142] Base Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 1 After template: Str 24, Dex 17, Con 16, Int 12, W	Eric Boyd Eric Boyd Eric Boyd Eric Boyd half-fiends. Eric Boyd (Weapon Focus) Eric Boyd 12. After race/lev Vis 6, Cha 12. Eric Boyd	6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 8/23/12 5:23:00 AM 6/13/12 4:02:00 PM 1-2 (Two Weapon Fighting) = +12. 6/13/12 3:38:00 PM rel: Str 20, Dex 13, Con 14, Int 8, Wis 6, Cha 10. 8/23/12 5:24:00 AM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124] Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Page 312: [297] Commented [EB2135] Assumes Infernal is an automatic language for 19 Page 312: [298] Commented [EB2140] +5 (BAB) +7 (Str) +1 (+1/+1 orc double axe) +1 Page 312: [299] Commented [EB2142] Base Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 14 After template: Str 24, Dex 17, Con 16, Int 12, Wis 10 Page 312: [300] Commented [EB2144] (2+1)* (5+3) = 24. Intimidate +5 (4+1 Charis Language (4) Page 312: [301] Commented [EB2145]	Eric Boyd Eric Boyd Eric Boyd Eric Boyd Eric Boyd Half-fiends. Eric Boyd (Weapon Focus) Eric Boyd 12. After race/lev Vis 6, Cha 12. Eric Boyd ma), Listen +2 (4	6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 8/23/12 5:23:00 AM 6/13/12 4:02:00 PM 1-2 (Two Weapon Fighting) = +12. 6/13/12 3:38:00 PM rel: Str 20, Dex 13, Con 14, Int 8, Wis 6, Cha 10. 8/23/12 5:24:00 AM rcc -2 Wis), Spot +2 (4cc -2 Wis), Speak 6/1/12 10:59:00 AM			
Expected: 2,500 gp. Actual value: 1700 (+1 drag of faith +4) = 2,618 gp. Page 312: [295] Commented [EB2118] Base: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha Page 312: [296] Commented [EB2124] Base: Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6 Page 312: [297] Commented [EB2135] Assumes Infernal is an automatic language for 1 Page 312: [298] Commented [EB2140] +5 (BAB) +7 (Str) +1 (+1/+1 orc double axe) +1 Page 312: [299] Commented [EB2142] Base Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 14, After template: Str 24, Dex 17, Con 16, Int 12, Wis 10, Wis 10, Wis 10, Wis 10, Wis 11, Wis 11	Eric Boyd Eric Boyd Eric Boyd Eric Boyd Eric Boyd Half-fiends. Eric Boyd (Weapon Focus) Eric Boyd 12. After race/lev Vis 6, Cha 12. Eric Boyd ma), Listen +2 (4	6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 6/1/12 10:59:00 AM 8/23/12 5:23:00 AM 6/13/12 4:02:00 PM 1-2 (Two Weapon Fighting) = +12. 6/13/12 3:38:00 PM rel: Str 20, Dex 13, Con 14, Int 8, Wis 6, Cha 10. 8/23/12 5:24:00 AM rcc -2 Wis), Spot +2 (4cc -2 Wis), Speak 6/1/12 10:59:00 AM			

 $dragon\ scales) + 1,650\ (scroll\ of\ mass\ inflict\ moderate\ wounds) + 2,312\ (+1\ warhammer) = 7,282\ {\rm gp}.$

Expected: 7,200 gp. Actual value: 1,500 (claw of Maglubiyet) 1,250 (+1 chain shirt) +570 (necklace of copper

Magic Item Compendium, page 222.

Page 313: [304] Commented [EB2172] Eric Boyd 7/1/12 5:38:00 PM

Base: Str 15, Dex 14, Con 10, Int 8, Wis 12, Cha 13. After Race/Level: Str 14, Dex 16, Con 10, Int 8, Wis 12, Cha 11.

2 (4th level) + 3 (goblin ranger) = 5.

(8-1)* (4+3) = 49. Handle Animal +5 (5+0 Cha), Hide +14 (7+3 Dex +4 size), Listen +8 (7+1 Wis), Move Silently +14 (7+3 Dex +4 racial), Ride +16 (7+3 Dex +2 Handle Animal synergy +4 racial), Speak Language (2), Spot +8 (7+1 Wis), Survival +8 (7+1 Dex).

Page 313: [307] Commented [EB2175] Eric Boyd 7/2/12 12:40:00 PM

Expected: 3,300 gp. Actual value: 100 (chain shirt) +10,800 (*collars of companionship*) +525 (mwk composite shortbow [+2)) +308 (mwk morningstar) =11,733 gp. Obviously this is way off, due to the *collars of companionship*, but that's for story purposes.

(2+0)*(3+3) = 12. Concentration +6 (5+1 Con), Speak Language (2), Use Magic Device +6 (5+1 Cha).

Page 315: [309] Commented [EB2195] Eric Boyd 7/3/12 6:41:00 PM

Expected: 2,500 gp. Actual value: 1,250 (+1 chain shirt) +820 (eternal wand of magic missile) +300 (mwk quarterstaff) +150 (scroll of investiture of the spined devil) = 2,520 gp.

Expected: ?. Actual 75 (falchion) +2 (2 javelins) +3 (light wooden shield) +25 (studded leather armor) = 105 gp.