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Enlightenment can penetrate even the helm of iron. —Cuthbertine proverb

CAMPAIGN NEWS

ROAD OF SKULLS TO OPEN IN 593 CY

Starting in 2003 (or the 593 campaign year for those of you stuck in CY mode) the LIVING GREYHAWK campaign will open a whole new world of opportunities for those with a thirst for danger and the heart of a hero. Next year, your character will get a chance to try his blade against the forces of Turrosh Mak or walk down luz's Road of Skulls (if you have the courage). If he has the wits, he might even survive. You'll be able to do this thanks to the campaign's brand new "metaregional" structure. News about the reorganization of LIVING GREYHAWK has already spread on the Internet, but for those of you not yet in the know, here's the scoop:

Starting next year, the Circle of Six will be reorganized, with each member put in charge of one of five "metaregions," each consisting of a number of Triad-controlled regions. Each metaregion is grouped together by either a common theme (as in the case of luz's Border States) or by Flanaess geography. The groups are as follows:

Metaregion I: Sheldomar Valley; Bissel, Geoff, Gran March, Keoland, Yeomanry, Principality of Ulek

Metaregion II: Tuflik, Fals, and Velverdyva Trade Route; Dyvers, Ekbir, Ket, Tusmit, Veluna, Verbobonc

Metaregion III: luz's Border States; Bandit Kingdoms, Furyondy, Highfolk, Perrenland, Shield Lands

Metaregion IV: Nyrond and Environs; County of Urnst, Duchy of Urnst, Nyrond, Ratik, Theocracy of the Pale

Metaregion V: Against the Brotherhood; Ahlissa [Adri], Ahlissa [Naerie], Bone March [Knurl], Lordship of the Isles, Onnwal, Sea Barons, Sunndi, Dullstrand

The goal of this reorganization is to provide a more concrete structure for communication, scenario sanctioning, and problem resolution. However, there is another benefit as well—metaregional scenarios. With the discontinuation of adaptable scenarios, a void has been left in the Living Greyhawk experience—one that we hope to fill with new metaregional scenarios.

What does all this mean to you? A couple of points bear particular attention. Under the new organization, players and Triads will have only one circle member to pose questions to as opposed to all six under the previous model. As a bonus, when your character is thrown into a slave pit in the heart of Dorakaa, you will know exactly who to ask about escaping. From the opposite side, this means that each circle member will get a fraction of the questions that they previously received.

This leads to a quicker response time and a more thorough understanding of the issues that crop up within a metaregion.

The new system also affects the way scenarios will be sanctioned. Currently, regional modules are sent directly to HQ to be reviewed and sanctioned. Major events and other logjams can sometimes cripple this process, which often is quite time consuming. The new system eases this burden by giving the events another round of editing before they are even sent to HQ. Both the local triad and their respective circle member will work together to polish the events to a high sheen before sending them to HQ for final approval. This is an extra step that is sure to shorten the time a scenario spends at HQ. In the end, this means that conventions will get the new events earlier, resulting in better-prepared judges and more fun for you.

Last, but certainly not least, this new structure allows for a whole new type of play experience. Metaregional scenarios will allow you to get involved with power struggles and dangers that cross the boundaries of regional affairs. Alongside other adventurers who share your metaregion, you will be able to take the battle to the Old One, thwart the greater plans of the Scarlet Brotherhood, and fight back against the foul priests taking residence in the Temple of Elemental Evil. Don't be sur-

prised if some of the villains you thought were only a local menace make an appearance or two as well. Triads and their respective circle members will work on these plotlines together, making sure to deliver a high quality product with a unique feel, not to mention a challenging experience.

Each metaregion will produce eight events per year. These events will only be available for ordering in their particular metaregion, but characters from any region will be able to play them (those from outside the region will have to pay a higher time unit cost). By their very nature, most of these scenarios will be set for higher level characters, although some scenarios suitable for greener adventurers will crop up. Look for these events to start showing up at your local conventions and gamedays early next year.

Sharpen your blades, stock up on scrolls, and polish your armor now because the metaregions are going to take you to new heights of adventure. luz is waiting.

Jason Bulmahn
Metaregional Circle member for luz's
Border States
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NO WORD FROM TENH

Dark rumors and strange tales concerning the Duchy of Tenh can be heard in every tavern throughout the city of Greyhawk. The region, once a proud and noble land, has fallen on hard times since the Greyhawk Wars. Most of the lands are now directly under the thumb of the Old One. None of this, however, explains the complete lack of communication with the shattered lands. Merchants and traders making rounds to the settlements have failed to return, and scouting parties have disappeared without a trace. No word has come from Tenh in more than a month. Many of the adventurers traveling there in search of strange black

stones have failed to return, as well.

For more information on this growing concern, play CORo2-11: *Escape From Tenh*, part one of the *Ether Threat* plotline.

Your character will get a chance to try his blade against the forces of Turrosh Mak or walk down luz's Road of Skulls.



New Skill for the Living Greyhawk campaign

The next time your character gains a level, you might want to consider the following skill when allotting those precious points. Who knows? It might just save you from a horrible fate.

Knowledge (Ether Creatures) (Int: Trained Only)

This skill represents an understanding of creatures native to the Ethereal Plane. **Check:** Answering a question with this field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions). **Retry:** No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something that the character never learned in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

This skill is a class skill for clerics, sorcerers, and wizards. Any PC who has 3 ranks in this skill will be eligible for a special event at a later date. There may be other ways to qualify for this event—keep a watch on *Campaign News* for breaking information.

Recent Rulings

A few bits of clarity from the Circle that send the Chaos domain running for cover:

The D&D FAQ is Official: As many of you already know, the Frequently Asked Questions document produced by Wizards of the Coast is officially accepted for use in the LIVING GREYHAWK campaign. This means that at the current moment, all of you

shield spell enthusiasts have to rely on only a +7 AC bonus without the full benefits of three-quarters cover.

Regionals at the Big Three: Gen Con, Origins, and Winter Fantasy have long been showcase conventions for the RPGA Network. As such, the Circle believes that no region should shine above any other at these premiere events. This means that regional scenarios should not be run at the same venue during the hours of these conventions without approval from the campaign staff. Events run on dates immediately before and after the show are, of course, acceptable.

It's All in the DUNGEON MASTER's Guide: There has been a bit of confusion over what items can be purchased from the *DUNGEON MASTER's Guide*. To clarify, without campaign documentation the only magic items available for purchase are found within the *DUNGEON MASTER's Guide*, exactly as they appear. This means that magical arrows must be purchased in lots of 50 (as lots of 3 are not priced out in the *DUNGEON MASTER's Guide*). All potions, scrolls, and wands purchased must be listed on tables 8-18, 8-24, 8-25, or 8-27 of the *DUNGEON MASTER's Guide*, respectively. These items are always at minimum caster level and without any metamagic feats applied. Charged items can only be acquired fully charged. As always, campaign documentation supercedes this ruling and allows the purchase of non-standard items. ✨

What is LIVING GREYHAWK?

LIVING GREYHAWK is the largest, most popular shared-world DUNGEONS & DRAGONS campaign in the history of gaming. Run under the auspices of the RPGA Network (RPGA), the campaign offers gamers around the world the chance to contribute to the developing history of Oerth by playing specially constructed adventures at conventions, game days, or in the comfort of home. For more information on how you can get involved in the campaign, visit www.livinggreyhawk.com

Playing Pieces:

DENIZENS OF DARKNESS



by Frederick Weining · illustrations by Karl Kersch and Kalman Andrasofszky



Two months ago, *LIVING GREYHAWK Gazetteer* co-author Frederick Weining revealed the treacherous secrets of Erelhei-Cinlu, the decadent dark elf city that looms over the legendary Vault of the Drow. The following NPCs support that article, as all have ties to that den of evil. **DUNGEON MASTERS** interested in using these villains on the surface world should have little difficulty changing a detail here and there to give the characters a reason to visit the world above. Alternatively, you should feel free to completely rework the character backgrounds as appropriate to your personal campaign flavor. All location notes refer to the article "The Vault of the Drow," which appeared in *DRAGON* #298.

Ool Eurts, Male Drow Sorc: CR 10; Medium-size humanoid (elf); HD $gd4+18$; hp 40; Init +1; Spd 30 ft.; AC 13 (touch 13, flat-footed 12); Atk +7 melee ($1d6+3$ /crit $18-20/x2$, +2 rapier); SQ Darkvision 120 ft., drow traits, SR 20; AL CN; SV Fort +5, Ref +4, Will +10; Str 12, Dex 13, Con 14, Int 19, Wis 14, Cha 14.

Skills and Feats: Alchemy +16, Concentration +13, Craft (painting) +14, Diplomacy +7, Knowledge (arcana) +15, Listen +4, Scry +13, Search +6, Spellcraft +13, Spot +4; Enlarge Spell, Iron Will, Scribe Scroll, Still Spell.

Spells Known (6/7/7/6/4; base DC = 12 + spell level): 0—*arcane mark, dancing lights, daze, detect poison, ghost sound, mage hand, mending, ray of frost*; 1st—*charm person, erase, mage armor, magic missile, shield*; 2nd—*glitterdust, mirror image, magic mouth, web*; 3rd—*haste, illusory script, secret page*, 4th—*improved invisibility, phantasmal killer*.

Possessions: +2 rapier, ring of protection +2, *Nolzur's marvelous pigments*, scroll of *alter self*, *potion of invisibility*.

The drow artiste Ool Eurts has become quite a celebrity in his adopted city of Erelhei-Cinlu. Invitations to the popular exhibitions at his Twilight Gallery are sought after by noble and commoner alike, as well as by visitors from many distant realms (including the Abyss). Although most renowned for his dreamscapes, his portraits are of excellent quality, and his erotica is found in many



wealthy homes. He can be seen wandering the streets of the city in search of new subjects, his favorite being combinations of the grotesque and beautiful. Eurts maintains an entourage of doppelgangers who not only model for him, but also impersonate him, to distract his fans when working on difficult projects. Eurts's renown extends far beyond the Vault of the Drow—some of his works have reached the surface world, where wealthy human collectors have no clue of the master's origins or whereabouts.

Drucena, Female Drow BrdII:

CR 12; Medium-size humanoid (elf); HD 11d6-11; hp 27; Init +1; Spd 30 ft.; AC 13 (touch 13, flat-footed 12); Atk +8/+3 melee (1d4/crit 19-20/x2, *dagger of venom*); SQ Darkvision 120 ft., drow traits, SR 22; AL CE; SV Fort +2, Ref +8, Will +8; Str 9, Dex 13, Con 8, Int 15, Wis 12, Cha 18.

Skills and Feats: Alchemy +11, Diplomacy +20*, Disable Device +3, Hide +2, Jump +10, Listen +5, Perform +16*, Pick Pocket +15, Search +4, Spot +5, Swim +10, Use Magic Device +19*; Alertness, Craft Wand, Enlarge Spell, Weapon Finesse (dagger).

* Includes +2 competence bonus from *circlet of persuasion*.

Spells Known (3/4/4/4/2; base DC = 14 + spell level): 0—*daze, flare, ghost sound, mage hand, ray of frost, read magic*; 1st—*charm person, feather fall, hypnotism, mage armor*; 2nd—*detect thoughts, enthrall, suggestion, tongues*; 3rd—*bestow curse, confusion, emotion, lesser geas*; 4th—*dimension door, dominate person, modify memory*.

Possessions: *Dagger of venom, ring of protection +2, circlet of persuasion, periapt of proof against poison.*

Drucena is the most prominent playwright currently working in Erelhei-Cinlu. This is due almost entirely to the fact that she is herself a theater-owner, and because of her connections to house Alevel by which she manages to disrupt the productions of rival theaters. The promise of steady employment and large audiences lures many performers into her stable of talents, and Drucena always encourages them to acquire new addictions and vices. She promotes her own legend by spreading rumors that she is

the avatar of Zinzerena, but of course this is false; in fact, Drucena is a worshiper of Keptolo, who enjoys nothing better than elevating young performers to stardom, then helping them destroy themselves for the sake of the drama it provides.

Drucena's theater, the infamous Silver Stage in Erelhei-Cinlu's Ghetto of Performers, holds the city's largest performance space. The venue specializes in depravity and blood theater, which predictably packs the house for nearly every performance. Drucena prefers to act through agents on the rare occasions in which she interacts with the surface world, but rumors of a particularly artful or disturbing play might be enough to draw her from the relative safety of the Vault of the Drow in search of new artistic talent to recruit (willingly or otherwise).

Telagos, Male Human Vampire FtrII: CR 13; Medium-size undead; HD 11d12; hp 71; Init +8; Spd 20 ft.; AC 29 (touch 11, flat-footed 28); Atk +21/+16/+11 melee (2d6+15/crit 17-20/x2 +2d6 unholy, +1 *unholy greatsword*);

SA Blood drain, charm, children of the night, create spawn, energy drain; SQ Undead, damage reduction 15/+1, alternate form, cold and electricity resistance 20, fast healing 5, gaseous form, spider climb, vampire weaknesses; AL CE; SV Fort +7, Ref +9, Will +4; Str 26, Dex 19, Con —, Int 18, Wis 13, Cha 14.

Skills and Feats: Bluff +17, Heal +3, Hide +17, Intimidate +8, Jump +13, Knowledge (nature) +10, Knowledge (religion) +6, Listen +9, Move Silently +7, Search +12, Sense Motive +11, Spot +9, Tumble +8; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Endurance, Great Cleave, Improved Critical (greatsword), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Quick



Draw, Sunder, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 unholy greatsword, +4 full plate.

The vampire-lord Telagos was once a mercenary for House Lenaf, having fled to the Vault from the surface nation of Geoff many years before. In proper drow form, he was betrayed by his employers at the start of one of their more foolish gambits, which ultimately resulted in the house's fall. House Lenaf was eventually replaced by house Despana, but not before Telagos had personally exterminated all the Lenaf survivors. Now, after more than 300 years among the drow, he has come to hate all nobles, drow or otherwise. He makes Sarcoma Keep, his stronghold in the Ghetto of the Dead, a haven for the enemies of the nobles, but has little real hope of seeing them all eliminated.

Despite his centuries in the night below, Telagos longs to return to the surface world. A mention that his family has gained considerable political clout in Geoff during recent reclamation efforts against the giants who infested the nation during the Greyhawk Wars just might be enough to convince the brooding old warrior to make a trip to the surface to "reconnect" with his bloodline.

Kemehdra, Female Drow Cleric: CR 10; Medium-size humanoid (elf); HD 9d8-9; hp 31; Init +0; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atk +9/+4 melee

(1d8+1/crit 19-20/x2 and wounding, +1 longsword of wounding); SQ Darkvision 120 ft., drow traits, SR 20; AL CE; SV Fort +5, Ref +5, Will +8; Str 12, Dex 11, Con 9, Int 12, Wis 15, Cha 15.

Skills and Feats: Craft +12, Knowledge (arcana) +6, Knowledge (religion) +12, Listen +6, Search +3, Spellcraft +10, Spot +6; Alertness, Enlarge Spell, Lightning Reflexes, Weapon Focus (longsword).

Spells Prepared (6/6/6/4/3/2; base DC = 12 + spell level): 0—*detect magic* (2), *detect poison* (2), *read magic*, *resistance*; 1st—*cause fear**, *curse water*, *deathwatch* (2), *doom*, *inflict light wounds*; 2nd—*darkness* (2), *desecrate**, *hold person* (2), *spiritual weapon*; 3rd—*animate dead**, *bestow curse*, *blindness/deafness*, *speak with dead*; 4th—*discern lies*, *poison*, *unholy blight**; 5th—*mark of justice*, *slay living**.

*Domain spell. *Deity:* Kiaransali. *Domains:* Death (death touch once per day); Evil (cast evil spells as 10th level cleric).

Possessions: +1 longsword of wounding, +3 chainmail, *potion of ghoul touch*, *potion of invisibility*.

Kemehdra "the Carver" presides over Erelhei-Cinlu's Verdict Hall, a typically corrupt drow institution that preys upon the city's commoners. This priestess of Kiaransali has no power over the nobles, or even the city patrols, but she works hard to maintain an air of authority even in the face of these limitations. She has begun requiring confessions of guilt from the accused before they are sentenced, a process seldom bothered with in the past, and has hired a number of torturers to procure these confessions. This has led to complaints of damaged merchandise from many slave-traders in the city. Kemehdra's ambitions are not limited to her current duties. In fact, she has invited an embassy from the ghoulish White Kingdom to pursue the possibility of a trading outpost in the Ghetto of Slaves.

Govoc the Prophet, Male Drow Druid: CR 13; Medium-size humanoid (elf); HD 12d8-12; hp 42; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +16/+11 melee (1d6+7, +4 quarterstaff); SQ Darkvision 120 ft., drow traits, druid abilities, SR 23; AL NE; SV Fort +7, Ref +8, Will +11; Str 14, Dex 15, Con 8, Int 15, Wis 17, Cha 7.

Skills and Feats: Diplomacy +13, Escape Artist +9, Heal +18, Hide +9, Knowledge (nature) +18, Listen +10, Move Silently +5, Pick Pocket +9, Search +5, Spot +5; Blind-Fight, Brew Potion, Empower Spell, Lightning Reflexes, Weapon Focus (quarterstaff).

Druid Abilities: Nature sense, animal companion, woodland stride, trackless step, resist nature's lure, *wild shape* (dire, 4/day), venom immunity.

Spells Prepared (6/6/5/5/3/3/2; base DC = 13 + spell level): 0—*guidance* (3), *detect poison*, *mending* (2); 1st—*obscuring mist* (3), *shillelagh* (2), *magic fang*; 2nd—*charm person or animal* (2), *resist elements*, *soften earth and stone*, *warp wood*; 3rd—*contagion* (3), *meld into stone*, *dominate animal*; 4th—*dispel magic*, *freedom of movement*, *rusting grasp*; 5th—*unhallow*, *transmute mud to rock*, *transmute rock to mud*; 6th—*antilife shell*, *wall of stone*.

Possessions: +4 quarterstaff, *amulet of natural armor* +2, *bag of tricks* (gray).

Govoc the Prophet is the leader of the Poxbearers. Many years ago, he formed a secret cult dedicated to the worship



of an Elder Elemental power whose altar he discovered hidden in the sewers of Erelhei-Cinlu. The primitive rituals that he and his followers enact, however, do not constitute an actual religion. Instead, their rites are dedicated solely to summoning a manifestation of their "god," to whom they sacrifice living offerings. Any living creature will suffice, so Govoc and his beggars wander the streets collecting stray animals, or sometimes people, who are never seen again. The city authorities are aware of this and use the beggars to handle certain awkward "disposal" jobs for them, in return for being otherwise left alone.



Merkin Street Triad

This three-member troop of Lurking Mimes claims the vicinity of Merkin Street in Erelhei-Cinlu's Ghetto of Performers as its territory. They sporadically solicit "donations" from local merchants and artists whom they have quietly intimidated, and take vengeance against any who defy the triad. Visitors to the city might be unaware of the danger presented by the Lurking Mimes and could easily misunderstand an encounter with them. Whether they choose to respond to indignities or disrespect by foreigners with wit, violence, or both, is impossible to predict, but the mimes' retort is always memorable.

Trochas the Strange, Male Drow Rgr6/Asn6: CR 13; Medium-size humanoid (elf); HD 6d10+18 plus 6d6+18; hp 90; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +14/+9 melee (1d8+4/crit 19-20/x2, +1 *longsword*); SA Favored enemy (elves +2, humans +1), fight with two weapons, sneak attack +3d6, death attack; SQ Darkvision 120 ft., drow traits, SR 23, uncanny dodge (Dex bonus to AC, can't be flanked); AL NE; SV Fort +10, Ref +11, Will +6; Str 17, Dex 19, Con 16, Int 15, Wis 14, Cha 11.

Skills and Feats: Balance +14, Disguise +10, Escape Artist +7, Hide +19, Intuit Direction +8, Listen +15, Move Silently +16, Pick Pocket +6, Search +4, Spot +13, Tumble +7, Use Rope +12, Wilderness Lore +7 (+5 Rank, +2 Wis); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Silent Spell, Track.

SA—Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+6 rounds) or kill the victim (Fortitude save, DC 18 to resist). See the *DUNGEON MASTER'S Guide* for details.

Assassin Spells Prepared (2/2/1; base DC = 12 + spell level): 1st—*spider climb* (2); 2nd—*alter self* (2); 3rd—*invisibility*.

Ranger Spells Prepared (2; base DC = 12 + spell level): 1st—*resist elements, magic fang*.

**Possessions:* +1 *longsword*, +2 *leather armor*, *mask of the skull*.

The mime Trochas, a drow of middle years, serves as the nominal leader of the Merkin Street Triad. He discovered his two young partners when they were still children, noticing the silent rapport they already shared with each other, along with their natural talents at camouflage. Seeing great potential in the pair, he fostered them into the society of the Lurking Mimes. Now he travels with them both within Erelhei-Cinlu, and occasionally outside the city. It would take a considerable bounty to draw the Merkin Street Triad from the Vault itself, but the Flanaess teems with rich would-be employers in search of the perfect silent killers, suggesting that the Lurking Mimes could appear anywhere in the surface world.

Sinister Portira, Female Drow Rgr5/Asn5: CR 11; Medium-size humanoid (elf); HD 5d10+5 plus 5d6+5; hp 55; Init +5; Spd 30 ft.; AC 15 (touch 15, flat-footed 15); Atk +9/+4 melee (1d4+3/crit 19-20/x2, +1 *dagger*) and +9 melee (1d4+2/crit 19-20/x2, +1 *dagger*); SA Favored enemy (elves +2, humans +1), fight with two weapons, sneak attack +3d6, death attack; SQ Darkvision 120 ft., drow traits, SR 21, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +6, Ref +11, Will +6; Str 15, Dex 21, Con 12, Int 14, Wis 18, Cha 14.



Skills and Feats: Balance +17, Disguise +17, Escape Artist +11, Hide +18, Listen +13, Move Silently +18, Search +10, Spot +10, Wilderness Lore +8; Dodge, Expertise, Mobility, Spring Attack, Track.

*Includes +2 competence bonus from *beret of persuasion*.

SA—Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+5 rounds) or kill the victim (Fortitude save, DC 17 to resist). See the *DUNGEON MASTER'S Guide* for details.

Assassin Spells Prepared (2/2; base DC = 12 + spell level): 1st—*ghost sound*, *spider climb*; 2nd—*alter self* (2).

Ranger Spells Prepared (1; base DC = 14 + spell level): 1st—*resist elements*.

Possessions: +1 dagger (2), *beret of persuasion* (as circlet), *ring of friend shield*.

Sinister Portira is an atypical drow female, showing deference to both her male mentor, Trochas, and her twin brother Opelleron. Of the three, she is the most graceful killer, using her forked daggers, or "tines," to great effect. Portira prefers to observe each victim for a long period before striking, but will not hesitate to join any fray at a moment's notice in order to assist her partners.

Shadowy Opelleron, Male Drow Rgr5/Asn5: CR 11; Medium-size humanoid (elf); HD 5d10+15 plus 5d6+15; hp 75; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 15); Atk +13/+8 melee (1d3+5 subdual damage, unarmed strike); SA Favored enemy (elves +2, humans +1), fight with two weapons, sneak attack +3d6, death attack; SQ Darkvision 120 ft., drow traits, SR 21, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +8, Ref +7, Will +6; Str 20, Dex 14, Con 16, Int 13, Wis 18, Cha 14.

Skills and Feats: Climb +13, Disguise +15, Hide +15, Jump +9, Listen +9, Move Silently +15, Search +10, Spot +8, Tumble +8, Wilderness Lore +8; Deflect Arrows, Improved Unarmed Strike, Run, Stunning Fist, Track.

SA—Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+5 rounds) or kill the victim (Fortitude save, DC 16 to resist). See the *DUNGEON MASTER'S Guide* for details.

Assassin Spells Prepared (2/1; base DC = 11 + spell level): 1st—*spider climb* (2); 2nd—*alter self*.

Ranger Spells Prepared (1; base DC = 14 + spell level): 1st—*pass without trace*.

Possessions: *Collar of armor* +3 (as bracers), *ring of friend shield*, daggers (3).

Opelleron is a young male drow of tremendous strength.

Unlike his highly agile sister, he prefers the tactile pleasures of strangling his victims. Both brother and sister are very protective of each other, a rare trait among drow siblings. As evidence of this, Opelleron and Portira wear matched *rings of friend shield* and ward each other almost selflessly when the need arises. ✨