

ELVES  
OF THE FEHIN DAE  
A FACTION GUIDE FOR THE DIVINE  
SHADOWS OF ENYRYSS

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## ***Introduction***

I've felt for a long time that elves needed a bit of a shakeup in the fantasy genre. Their society and culture is always portrayed as aloof, but generally on the good side of the spectrum. As such, elves tend to be shepherds of the shorter lived races, guiding them towards greatness and prosperity.

With this faction guide I want to reveal a new facet of an immortal existence. One that views the other cultures around them as mere tools to be used, broken, and discarded at the whim of their betters. The elves of the Fehin Dae are meant to be masterful manipulators, moving through the shadows of other civilizations and guiding the destinies of "lesser" races to achieve a grand scheme, unknown to those outside of the cabal's membership.

## ***Overview***

The Fehin Dae are a cabal of ruthless manipulators born from the remains of a fallen civilization. Using a combination of potent magic and advanced technology they infiltrate nations and organizations across the realms in pursuit of a grand, unknowable, goal.

Dynasties have risen from dust and fallen to ash with the unseen guiding hand of the Fehin Dae. They view the nations of other races as one might view a pet or family business. Entire royal lines owe their existence to these secretive elves and likely don't even realize it. Every action of the Fehin Dae is carefully planned, sometimes for decades, to create the maximum desired effect.

All of these machinations are orchestrated as a form of worship or reverence to Enyryss, the fallen goddess of shadows. Enyryss was slain during the War of Sundering, but the Fehin Dae believe that she is merely wounded and waiting for her opportunity to emerge once more and reclaim her throne from the usurpers. Whether there is any truth to this belief remains to be seen, but the Fe-

hin Dae have remained true to their purpose since their inception, and it would be difficult to argue that they do not have the blessing of Enyryss. Their historical successes could serve as proof enough of divine grace from the Maiden of Whispers.

## ***History***

The origin of the Fehin Dae lies within the conflicts that arose during the War of Sundering when celestials and fiends rose to make war against their deific masters. During this time, mortal nations clashed with each other or tore themselves apart in civil wars, mimicking the actions of their otherworldly patrons.

The elvish nation of Nasqurel became a victim of these conflicts, along with the principle worship of Enyryss, the goddess of shadows. In the last days of the War of Sundering, Enyryss was betrayed and struck down by her favored servant, Ilyssara. As she fell, Enyryss reached out with the last of her essence and took hold of the shadow of her betrayer using it to flee to relative safety. As Ilyssara struck the final blow, in her hubris, she failed to notice that she no longer cast a shadow.

Within the beshadowed cathedrals of Nasqurel, a similar betrayal was taking place. For years the cult of Ilyssara had grown within the church of Enyryss. With Enyryss' faithful focusing their efforts beyond Nasqurel's borders keeping the neighboring nations at each other's throats, those who came to revere the betrayer were able to eliminate several key clergy members before suffering retaliation.

As Enyryss' power faded, so too did the blessings of her clerics. While many went mad, others came to see the betrayal within their own church and struck back against the turncoats. Unfortunately, this left Nasqurel bereft of the illusions and subterfuge that had kept it protected from the

predations of its neighbors who soon turned their crusaders toward the elven forest.

The border villages were trampled beneath the heavy booted feet of humanity's soldiers while the elven clerics slew each other within the temples. The chaos and uncertainty forced many citizens of Nasqurel to attempt to flee their forest home, meeting with varied degrees of success. When Ilyssara struck the final blow against Enyryss and the fallen goddess stole her betrayer's shadow, a curse tore through Ilyssara's cultists that transformed them into horrifying creatures now called bhaynes. The touch of shadow burns these creatures and within the forests their echoing howls pierced the daylight hours until they could climb to the top of the forest canopy where they now reside.

Before the final crusades descended on Nasqurel's cities and the betrayers of Ilyssara were cursed to remain in the treetops during the daylight hours, several remaining clergy of Enyryss that had escaped madness, managed to abscond with a small library of tomes and relics and retreat from the capital to take refuge in the forest. Using their limited arcane knowledge, and what few of Enyryss' blessings remained, they managed to hide themselves from the marauding crusaders as well as the bhaynes until the fighting had subsided.

As the dust settled, Nasqurel was no more and its people suffered greatly under the yoke of their conquerors as their culture and knowledge were slowly eroded away and lost to the chaotic entropy of history. The Fehin Dae survived amidst the ruins of their former civilization for a time, but while the First Council were without divine assistance, they were practiced deceivers and manipulators and eventually insinuated themselves into the society of their nation's conquerors, where they waited, observed, and plotted.

Over the next several decades, the Fehin

Dae gathered influence and power in secret, manipulating nobility and criminals alike within the nation of Feron through blackmail, misdirection, and arcane enchantments. Over time these manipulations fomented into civil war and shattered Feron into the independent city-states now collectively known as the Rivenlands. With the success of their scheme came a brief vision; the faintest of whispers from a goddess that was thought to be dead. With this vision came purpose, and the clerics of Enyryss anointed themselves as the First Council of the Fehin Dae. With the few faithful still at their side, the First Council began to extend their grasp beyond the borders of the Rivenlands to guide nations, great families, and powerful individuals into ruin as sacrifices to the Whispering Maiden to restore their goddess with the wreckage of those that ushered in her downfall.

Within the following century, the Fehin Dae cemented their hold over the Rivenlands through a cautious campaign of manipulation that stoked the flames of the feuding nobility. Those in power that could be seen as a threat were often deposed by agitators and revolutionaries who had no idea that they were pawns of the First Council. The various city-states were often goaded into wars to foster mistrust and feuds between families that could eventually have grown into a unifying force. The Fehin Dae became masters of the criminal underworld and noble courts of the Rivenlands without most people even knowing that they existed. Because they numbered so few, roughly two dozen elves, the faithful of Enyryss operated through proxy, using other organizations to accomplish the less important aspects of an individual mission while the elves focused solely upon the most important tasks required for success. This success almost always involved the dissolution of one or more of the proxies used by the fledgling organization, usually those who had the most contact with Fehin Dae agents.

After the Fehin Dae had a secure hold in the Rivenlands, they began to focus on outward pursuits. They looked to the noble families of neighboring kingdoms and contemplated how their brief existence could be leveraged against them. The elves collected vast knowledge of noble genealogies and national histories. Using this knowledge, the Fehin Dae began to truly play the long game. The elves guided the evolution of entire bloodlines of humanity through arranged marriages and scandalous affairs to guide generations toward power or ruin as they desired. The dynasties of the broken empire of Tarkenwold, that ruled for over four centuries, owed their creation and existence to the guiding hand of the Fehin Dae, but so too did the ravaging hordes of Solken Lok that marched across the steppe to tear down the Tarkenwold walls.

Throughout the centuries, the Fehin Dae have orchestrated the collapse of numerous regimes without discovery. The Balgrid Mercantile Guild's collapse after the discovery of powerful demonic relics in several of their warehouses, the usurpation of the throne in the kingdom of Velgun by a relatively minor noble family, and the fracturing of the thieves guild of Port Allor into multiple warring sects are all examples of the Fehin Dae's extensive reach. The nearest they ever came to a failure was when several freelance adventurers unwittingly interfered with a plot against a powerful merchant guild in the kingdom of Gormensk. The adventurers discovered the conspiracy by accident while working for the local magistrate to track down a guild of thieves. The thieves in question had ties to the Fehin Dae, and key information about their part in the conspiracy. The discovery of this information opened an investigation that revealed the much grander scheme against the guild and their associates.

The Fehin Dae in charge of this operation, Nalise, had to act quickly to sever any leads that could reveal her organization's existence. As such

the memory alterations and record purges were performed at a substandard level which allowed some rumors to circulate that a secretive organization was somehow controlling vast portions of the criminal elements within several cities of the realm. The merchant guild initially profited from its infamy as a target of the Fehin Dae, but their accounts eventually dried up as former business contacts began to utilize competing guilds. Thus cementing the rumors of a great shadow cabal as fact among the citizenry of Gormensk.

The following decades leading up to present day saw the Fehin Dae scale back many of their operations to avoid discovery. Instead they focused much more on recruitment in order to reduce their reliance on outside elements that lacked the proper discretion.

The recruitment had mixed results. Many of the elves remaining in the Rivenlands had become comfortable with their positions in the, predominantly human, city-states. In a somewhat uncharacteristic move, however, half-elves began to be approached as possible candidates. The societal isolation endured by half-elves meant that many were eager to join an organization that welcomed them, gaining the Fehin Dae multitudes of skilled operatives. Though half-elves aren't typically well regarded by their elven peers unless they distinguish themselves in a truly grand fashion.

### ***Organization***

The Fehin Dae is a relatively small organization that wields immense influence. They accomplish this by using small teams, or even solo operatives, that infiltrate the influential facets of a society and manipulate its members toward whatever goal they desire via blackmail, extortion, seduction, bribery, disinformation, and, occasionally, murder. Due to the incredibly long lifespan afforded to elves, the plans of these infiltrators take place over the course of years or even decades.

At the head of the Fehin Dae are the members of the First Council. These elves are the same priests and priestesses of Enyryss that evaded the subjugation of Nasqurel over a thousand years ago. They are ancient, even by elven standards, and rarely interact directly with anyone beyond the other members of the First Council. They prefer, instead to communicate their wishes through an artifact known as the Shadowmind which can communicate across vast distances with a form of telepathy to implant an agent's orders directly into their mind.

Each of the five Councilors, or Drusei, are in charge of a single facet of the Fehin Dae's operation. Lirwen is the Councilor in charge of the organization's arcane development, the Istan Ruil. The wizards and sorcerers under her command are responsible for developing the powerful memory altering enchantments and the various arcane tools and implements used by the Fehin Dae to hinder divination magic used against them.

Derisand is the Councilor in charge of the Fehin Dae's technological advancements in the Glaross Ruil. His crystalline technology has been used to create several unique weapons and surveillance devices utilized by the Fehin Dae. This division contains many of the youngest members of the organization as well as the largest concentration of half-elves amongst the Fehin Dae.

Tesiren is the Councilor in charge of the Fehin Dae's recruitment efforts with the Annura Ruil. She allows the priests and priestesses of her group great autonomy when choosing individuals or groups to target for potential recruitment. Tesiren does, however, take great pains to monitor and research the potential recruits to make sure they can be trusted. Any that she deems incapable or untrustworthy vanish before they are offered a place in the organization. This typically happens without an individual recruiter's knowledge.

Ilduan is the Councilor in charge of the organization's training group, the Misaani Ruil. Ilduan works very closely with Tesiren when determining a recruit's placement within the organization. Each recruit is paired with a personal tutor that directs their training and prepares them for whatever duties they will be performing in the Fehin Dae. Depending on a recruit's previous experience and skills, training can last anywhere from 2 years up to 2 decades. During this time the recruit learns how to utilize the various magical and technological items used by the Fehin Dae, spy craft techniques, assorted mnemonic exercises, and cultural knowledge of the region in which they will be operating to mold them into highly skilled and adaptable agents of the Fehin Dae. It is also during this time that the recruit is educated on the tenets of Enyryss and the divine purpose driving the Fehin Dae.

Nusaar is the Councilor in charge of the largest sub-group of the Fehin Dae, the Lussa Ruil. Members of this group are the agents which venture into the wider world to sow chaos, mistrust, and eventually the downfall of the nation, guild, or noble family that is targeted as a sacrifice to Enyryss. These agents are given little direction as to how to accomplish their task. The objective is always the same, however, total collapse.

Within each of these groups, the individuals hold a rank that differs only in its moniker, dependent upon which group they work with. An operative from the Lussa Ruil holds the same level of influence as an arcanist of the Istan Ruil. Over the decades an unofficial rank came into use that is reserved for members that have participated in multiple successful operations, or offerings as the Fehin Dae are fond of saying. The rank is Nualthan and is used as a prefix to the operatives normal rank to denote a sort of seniority amongst their peers. An individual whose advice should be heeded because of their experience in the field. Be-

cause it is used for members that participated in an offering, it is most likely to be encountered in reference to members of the Lussa Ruil, but it has begun to emerge in the other groups as well.

The official ranks for each of the divisions are as follows: Members of the Istan Ruil are known as Mereen, members of the Glaross Ruil are known as Firaas, members of the Annura Ruil are known as Leshvar, members of the Misaani Ruil are known as Juras, and members of the Lussa Ruil are known as Lussa. The largest of these groups is, of course, the Lussa Ruil, but even they number only a few dozen. Total membership for the Fehin Dae is only around 70-80 individuals, though, due to their clandestine nature, it is unlikely that anyone outside of the First Council knows the truth of this.

Members of the Fehin Dae rarely congregate and so the organization itself has no need for training halls or guild houses. The only structure that is truly necessary for the existence of the Fehin Dae, is known as the Fading Tower. This tower is located within what remains of the ancient forest of Nasqurel and houses the First Council as well as the Shadowmind Pool. On rare occasions, members of the Fehin Dae will be summoned to the tower to discuss an assignment that requires a degree of specificity that is impossible to impart over the limited timeframe allowed by the Shadowmind. As yet, no one outside of the Fehin Dae has ever seen the Fading Tower. This is due, in large part, to the tower's ability to shift completely into the Ethereal plane. The powerful enchantments and illusions surrounding the location of the tower also work to confound and befuddle anyone that comes within a mile of the tower's material plane location.

### ***Gaining Membership***

Because of the nature of their duties and reverence of a goddess that is illegal in many regions, and unknown, in many others, the Fehin Dae are ex-

ceedingly cautious when recruiting new members. First and foremost, the candidate must be an elf or half-elf, beyond that the recruiters of the Annura Ruil weigh several factors before approaching an individual. Reverence and knowledge of Enryryst is a factor that weighs heavily, but if the candidate's skill set is extremely useful to the organization then their religious preference is not as much of a factor. Another factor is a candidate's assets, both material and social. Particularly well-connected individuals or those with vast wealth or arcane and religious relics can often be more useful to the Fehin Dae than one who is highly skilled in a particular craft.

After weighing all of these factors, the candidate is typically observed for 2-3 years before a recruiter considers approaching them with an offer, though sometimes this observation can last decades. It is typical for a recruiter to interact with the candidate during this observational period to establish a rapport with the individual and test their knowledge, ability, and character, but if the candidate is deemed unfit or refuses the offer once it is made, their memories are cleansed of all interactions with the agent.

In a few rare instances, individuals are targeted by the Fehin Dae purely for their intrinsic attributes rather than any learned skills or ideology. These candidates are used by the organization in a manner similar to breeding stock in order to create offspring with exceptional natural ability and are never actually recruited to the organization. The offspring are then raised within the Fehin Dae from birth to become highly effective operatives. The parents, after they have produced the offspring, often have their memories altered to erase the knowledge of the child, but in a few instances have simply been eliminated if they were deemed to be a particularly high risk to the organization. Typically only one parent is a "breeder", as they are derogatively known within the Fehin

Dae, while the other is a member of the organization itself. Occasionally both parents are chosen from outside the organization and manipulated into birthing a child which is then taken by a recruiter of the Fehin Dae to be raised within the organization, and the parents memories are cleansed.

## Notable Personalities

### Lirwen

As the Councilor in charge of the arcane arm of the Fehin Dae, Lirwen has had a hand in pioneering some of the most effective magical tools in the organization's arsenal. Even at her venerable age, Lirwen's keen mind is as sharp as ever. Her focus on matters of the arcane has lead some to believe that her dedication to Enryriss has waned over the centuries, replaced by a thirst for sorcerous knowledge. While she is not as well versed in the rites and rituals of the faith as the rest of the council, there is no denying that the research performed by Lirwen and her subordinates has been instrumental in allowing the Fehin Dae to operate undetected for such an extensive length of time.

Lirwen is a quiet woman, rarely speaking above the volume of a whisper. Her presence is rarely noticed unless she desires it to be so, and when she moves it is with the ethereal grace of a shadow. Lirwen leads the Istan Ruil as a teacher overseeing the education of her students, gently nudging them toward ever deepening arcane secrets. Those favored by Lirwen are allowed to assist the sorceress in her personal research into the link between a deity and her clerics and how that link could be generated artificially to bolster a deity's personal

**Lirwen** (Cleric 5/ Sorcerer 14)

**AC:** 11 (14 with mage armor)

**Hit Points:** 119

**Speed:** 30 ft.

**Str:** 8 **Dex:** 13 **Con:** 14 **Int:** 16 **Wis:** 16 **Cha:** 20

**Saving Throws:** Constitution +8, Charisma +11, Wisdom +9

**Skills:** Arcana +9, Religion +9, Deception +11, Insight +9, Perception +9

**Senses:** darkvision 60 ft., passive Perception 19

**Languages:** Elvish, Common

**Fey Ancestry:** Lirwen has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Weapon Training:** Lirwen has proficiency with the longsword, shortsword, shortbow, and longbow in addition to standard proficiencies.

**Bend Luck:** Lirwen has the ability to twist fate using her sorcerous power. When another creature that she can see makes an attack roll, ability check, or saving throw, she can use her reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty to the creature's roll.

**Cantrip:** Lirwen can use the cantrip *friends*. This uses Intelligence as her spellcasting ability.

**Spellcasting:** Lirwen casts spells as a multiclass cleric and sorcerer.

**Cantrips:** acid splash, chill touch, guidance, mage hand, mending, message, minor illusion, prestidigitation, resistance, thaumaturgy

**1st Level (4 slots):** bless, charm person, command, cure wounds, disguise self, fog cloud, mage armor, witch bolt

**2nd Level (3 slots):** augury, detect thoughts, mirror image, pass without trace, silence, suggestion, zone of truth

**3rd Level (3 slots):** blink, counterspell, dispel magic, hypnotic pattern, speak with dead, tongues

**4th Level (3 slots):** confusion, dimension door

**5th Level (3 slots):** dominate person, telekinesis

**6th Level (2 slots):** mass suggestion

**7th Level (1 slot):** etherealness

**8th Level (1 slot)**

**9th Level (1 slot)**

### Actions

**Shadow Fang:** melee attack +8, reach 5ft., one target (1d4+2) piercing damage plus (2d10) poison damage. A successful Constitution saving throw DC 18 halves the poison damage.

essence.

On rare occasions, these favored in-

dividuals are invited to join Lirwen at the Fading Tower for a time.

## ***Derisand***

### **Derisand**

Cleric 17

**AC:** 18 (magical scale mail)

**Hit Points:** 102

**Speed:** 30 ft.

**Str:** 12 **Dex:** 14 **Con:** 15 **Int:** 16 **Wis:** 17 **Cha:** 12

**Saving Throws:** Wisdom +9, Charisma +7

**Skills:** History +9, Insight +9, Perception +9

**Senses:** darkvision 60 ft., passive Perception 19

**Languages:** Elven, Common, Draconic, Dwarven

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

**Weapon Training:** Derisand is proficient with longswords, short-swords, shortbows, and longbows in addition to his class proficiencies.

**Read Thoughts:** As an action, Derisand can read a creature's thoughts within 60 feet. The creature rolls a Wisdom saving throw DC 17. Failure indicates that Derisand can read the surface thoughts of the creature for up to 1 minute. At any point within the duration Derisand can use an action to end this effect and cast *suggestion* without expending a spell slot. The target receives no saving throw against the suggestion effect.

**Cantrip:** Derisand can cast the cantrip *dancing lights* using his Intelligence for the ability score.

**Spellcasting:** Derisand casts spells as a 17th level cleric

*Cantrips:* light, mending, resistance, sacred flame, thaumaturgy

*1st Level (4 slots):* command, detect magic, healing word, identify, purify food and drink, shield of faith

*2nd Level (3 slots):* augury, enhance ability, hold person, locate object, protection from poison, suggestion

*3rd Level (3 slots):* magic circle, nondetection, protection from energy, sending, speak with dead

*4th Level (3 slots):* arcane eye, confusion, divination, locate creature

*5th Level (2 slots):* geas, legend lore, planar binding, scrying

*6th Level (1 slot):* find the path, harm

*7th Level (1 slot):* divine word

*8th Level (1 slot):* anti-magic field

*9th Level (1 slot):* mass heal

### **Action**

**Harmonic Rod:** ranged attack +10, range 120 ft. one target suffers 2d10 thunder damage.

As the youngest member of the First Council, Derisand is somewhat of an oddity amongst his peers. He has retained a staggering amount of the exuberance of his youth as well as a rather unique sense of humor. Under Derisand's direction, the Glaross Ruil has made significant advances on the crystalline harmonic technologies pioneered by Nasqurel over a millennia ago. His division also includes the largest membership of half-elves of any other division of the Fehin Dae, a fact that has brought him into contention with Ilduan on more than a few occasions.

While he may seem whimsical and carefree, Derisand has a very shrewd mind for deception and politics. He is often able to hide his true intentions beneath layers of humorous anecdotes and flippant behavior until he has achieved whatever outcome he desired. Most subordinates learn to recognize Derisand's various tells in order to keep themselves in the Councilor's good graces. Those that don't sometimes find themselves carrying out very dangerous assignments with precious little support.

## ***Terisen***

Terisen is the eldest of the First Council, and the architect of the Fehin Dae's exodus from Nasqurel. She was granted a vision foretelling of the impending doom all those centuries ago and convinced many other clerics of the temple of the veracity of her vision. Terisen views her position at the head of the Annura Ruil as a service to Enyryss for granting her this vision so her culture could continue



even after its desecration at the hands of nations of, what she calls, savages.

Terisen has nothing but contempt for hu-

### Terisen

Cleric 19

**AC:** 20 (magical scale mail and shield)

**Hit Points:** 95

**Str:** 8 **Dex:** 12 **Con:** 10 **Int:** 16 **Wis:** 20 **Cha:** 18

**Saving Throws:** Charisma +10, Wisdom +11

**Skills:** History +9, Medicine +9, Persuasion +10, Religion +9

**Languages:** Elven, Common

**Fey Ancestry:** Terisen has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Weapon Training:** Terisen has proficiency with longswords, shortsword, shortbows, and longbows in addition to her class proficiencies.

**Cloak of Shadows:** As an action, Terisen can become invisible until the end of her next turn. This can be done up to 3 times per long rest.

**Cantrip:** Terisen can cast the cantrip *message*, using Intelligence as its ability score.

**Spellcasting:** Terisen casts spells as a 19th level cleric.

*Cantrips:* guidance, mending, resistance, spare the dying, thaumaturgy

*1st Level:* charm person, cure wounds, disguise self, sanctuary, shield of faith,

*2nd Level:* calm emotions, blindness/deafness, mirror image, pass without trace

*3rd Level:* bestow curse, blink, dispel magic, spirit guardians

*4th Level:* dimension door, divination, freedom of movement, locate creature, polymorph

*5th Level:* commune, dispel evil and good, dominate person, hallow, modify memory, planar binding

*6th Level:* forbiddance, true seeing, word of recall

*7th Level:* divine word, etherealness, symbol

*8th Level:* control weather, holy aura

*9th Level:* gate, mass heal

### Actions:

**Breath of the Shadow Queen:** melee attack +7, reach 5ft., one target suffers (2d10) necrotic damage and 1 level of exhaustion. A successful Constitution saving throw DC 20 negates the exhaustion.

manity. She sees them as an infestation of pests. This attitude has lead her into many vigorous arguments with Derisand about the inclusion of half-elves to the Fehin Dae, as the elder Councilor sees them as tainted by the society that destroyed her home. Terisen was originally against the idea of allowing half-elves membership, but after stepping back to view the proposal from a more practical perspective, the venerable elf was able to see that the unique position of half-elves in many nations throughout the region created near perfect conditions for breeding ideal recruits with nearly as much distaste for humanity as herself.

For an elf that should be nearing the end of her natural life, Terisen is remarkably resilient. Her eyes still hold the same vigor and conviction that she held over a millennia past. This is due to the powerful elven relic she possesses, Breath of the Shadow Queen. This relic is able to temporarily stave off the effects of aging by siphoning the essence of another individual that has been willingly linked to the relic. Terisen typically dupes a new recruit into linking with the relic every few decades before the recruit notices their own hastened aging. This process is nearly always performed on a half-elven recruit, though particularly irksome elves have also been used at times.

### Ilduan

During his days as a templar at the cathedral in Nasqurel, Ilduan was a rather jovial man. Now that Nasqurel has fallen, and his patron goddess has been reduced to no more than a shade of her former strength, Ilduan has become a much more stern and subdued individual. The excessive paranoia that has started to manifest has strained his relations with the other members of the First Council, but has yet to cause any lasting damage to the Fehin

Dae.

Ilduan can be a harsh leader toward his subordinates, even more so with the recruits themselves, but it comes from his desire to serve Enryriss in the best way that he can. Right now,

### Ilduan

Paladin 17

**AC:** 20 (magical breastplate and shield)

**Hit Points:** 136

**Speed:** 30 ft.

**Str:**18 **Dex:** 14 **Con:** 14 **Int:** 10 **Wis:** 11 **Cha:** 14

**Saving Throws:** Charisma +8, Wisdom +6

**Skills:** Intimidation +8, Insight +6, Perception +6, Religion +6

**Senses:** darkvision 60 ft., passive Perception 16

**Fey Ancestry:** Ilduan has advantage on saving throws against charm effects, and magic can't put him to sleep.

**Smite:** When Ilduan makes a melee attack, he can choose to expend a spell slot to deal necrotic damage. This extra damage is 2d8 for a 1st level spell and increases by 1d8 per spell level higher than 1st up to 5d8.

**Divine Health:** Ilduan is immune to disease via his divine connection with Enryriss.

**Cantrip:** Ilduan can cast the cantrip *true strike* using his Intelligence as its ability score.

**Spellcasting:** Ilduan casts spells as a 17th level paladin.

*1st Level (4 slots):* bane, detect magic, divine favor, hunter's mark, shield of faith

*2nd Level (3 slots):* hold person, misty step, protection from poison, zone of truth

*3rd Level (3 slots):* aura of vitality, dispel magic, haste, protection from energy

*4th Level (3 slots):* aura of purity, banishment, death ward, dimension door

*5th Level (1 slot):* circle of power, hold monster, scrying

**Reaction:**

**Relentless:** When Ilduan strikes with an opportunity attack, he may move up to half his speed as part of the same reaction.

**Action:**

**Whispering Blade:** 2 melee attacks +12, reach 5ft., one target (1d8+6) slashing damage plus (1d10) necrotic damage. This necrotic damage is doubled against bhaynes and fiends.

that is accomplished by ensuring that all recruits leave his care with the skills to accomplish whatever tasks Enryriss and the First Council have for them. His concerns about the recent influx of recruits from half-elven communities has been tempered by his desire to see these same recruits swell the ranks of Enryriss' faithful. As such his focus on training has begun to focus more on the religious aspects of the Fehin Dae to cultivate greater zeal amongst the newest members.

### Nasaar

As the head of the operational division of the Fehin Dae, Nasaar has overseen the downfall of dozens of nations, syndicates, and noble families. He is a ruthless and cunning elf; able to see the ebb and flow of politics that controls the lives of the masses within the nations of humanity. He is able to create and exploit weaknesses through careful and cautious action only exposing the Fehin Dae for the briefest of moments before his operatives vanish and the memories of those still standing are cleansed of even a glimpse of the architects of their destruction.

Nasaar's calm demeanor can be disturbing for younger operatives. He frequently discusses the death or ruination of tens of thousands of humans as though he was culling a herd of sheep. The older operatives, however, can appreciate his detachment as it allows Nasaar to foresee eventualities that might remain hidden to them.

When the venerable elf sends his agents on a mission, it is typically with very broad and innocuous instructions, such as "build an information network", "Collapse the value of silver in this region", or "Offer this city to Enryriss". On occasion his instructions can be extremely specific targeting only a single individual or household with particular instruc-

tions as to their fate, but these instances are a rarity though their outcomes can be no less devastating.

### **Nasaar**

Rogue 18

**AC:** 19 (magical studded leather)

**Hit Points:** 108

**Speed:** 30 ft.

**Str:** 10 **Dex:** 20 **Con:** 13 **Int:** 16 **Wis:** 11 **Cha:** 16

**Saving Throws:** Dexterity +11, Intelligence +9

**Skills:** Deception +15, Insight +12, Investigation +15  
Perception +12, Stealth +11

**Senses:** blindsense 10ft., darkvision 60ft., passive Perception 16

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

**Weapon Training:** Nasaar has proficiency with short-swords, longswords, shortbows, and longbows in addition to his class proficiencies.

**Cantrip:** Nasaar can cast the cantrip *minor illusion* using his Intelligence for its ability score.

**Infiltrator:** Nasaar is able to create impeccable false identities for himself. By spending 7 days establishing history, profession, and affiliation, he is able to insinuate himself into any organization. Thereafter, when adopting the identity as a disguise everyone believes him to be that person.

**Impostor:** Nasaar can perfectly imitate a person's speech and mannerisms to such a degree that he has advantage on all Disguise and Deception checks to avoid detection.

**Assassinate:** Any attack Nasaar makes against a surprised opponent is a critical hit.

### **Reaction**

**Dodge:** When a creature strikes Nasaar with an attack, he can use his reaction to halve the damage from the attack.

### **Action**

**Dusk Sliver:** Melee attack +13, reach 5ft., one target (1d6+7) piercing damage and inflicts blindness on the target until the end of Nasaar's next turn. A successful Wisdom saving throw DC 19 negates the blindness effect. Additionally if Nasaar has advantage on the attack roll or if an ally is in melee with the target, once per turn the attack inflicts an additional (9d6) damage.

### ***Ilitha Mandeel***

Ilitha was welcomed into the Fehin Dae as one of the first half-elf recruits to be allowed into the Lussa Ruil. When she was initially approached by the Fehin Dae recruiters, she was working as a freelance assassin during a particularly brutal period in the Rivenlands. The nobility and merchant guilds were warring over various land rights which made for quite a lot of lucrative work...if you worked *with* the syndicates. More than a few of Ilitha's employers tried to eliminate her once the job was completed. She was growing tired of scap- ing for contracts and looking to leave the Rivenlands when an elf by the name of Feluan approached her with an offer to leave the petty squabbles of the guilds behind and join the Fehin Dae. Though initially skeptical of Feluan's true intentions, Ilitha came to the eventual realization that she had already been working for the Fehin Dae unknowingly and she would much rather be the one pulling the strings than the one being played.

Ilitha's training within the Fehin Dae took several years, though much of this time was spent dedicated to the more religious pursuits of the organization as she was already a rather skilled criminal. One of the biggest hurdles for the half-elf was learning that murder seldomly leads to the desired objective and can actually become a hindrance if applied in certain situations. Beyond that, however, Ilitha was a star pupil, her already callous attitude towards the denizens of the Rivenlands made her an ideal choice to join the Lussa Ruil. Over the last decade she has participated in a few group operations where she was able to test her skills and learn from more experienced adepts. At present, Ilitha is running her first solo operation in the neighboring nation of Cantor to disrupt an alliance between two powerful noble families that control a vast portion of the nation's farmland.

## Ilitha

Rogue 11

**AC:** 16 (leather armor)

**Hit Points:** 77

**Speed:** 30 ft.

**Str:** 8 **Dex:** 20 **Con:** 12 **Int:** 16 **Wis:** 12 **Cha:** 18

**Saving Throws:** Dexterity +9, Intelligence +7

**Skills:** Acrobatics +9, Deception +12, Investigation +11, Perception +9, Persuasion +8, Stealth +13

**Senses:** darkvision 60 ft., passive Perception 15

**Fey Ancestry:** Ilitha has advantage on saving throws against being charmed, and magic can't put her to sleep.

**Infiltrator:** Ilitha is able to create impeccable false identities. By spending 7 days to establish the history, profession, and affiliation for the identity, she is able to insinuate herself into an organization. Thereafter when adopting the identity as a disguise everyone believes her to be that person.

**Assassinate:** Any attack against a surprised opponent is a critical hit.

### Reaction

**Dodge:** When struck by an attack, Ilitha can use her reaction to halve the damage inflicted.

### Action

**Twin Daggers:** Melee attack +10, reach 5ft., one target takes (1d4+6) piercing damage. Additionally, if Ilitha has advantage on the attack or if an ally is within 5 ft. of the target, once per round the attack deals an additional (6d6) damage.

### Bonus Action

**Twin Strike:** As a bonus action Ilitha can make an attack with the dagger wielded in her off-hand.

## Haroan Lushem

One of the earliest arcanists to join the Fehin Dae after the fall of Nasquirel, Haroan is a skilled illusionist. Many younger members of the organization that encounter him mistakenly believe Haroan to be a cleric of the Queen of Shadows as her symbol adorns his robes as well as a fine silver am-

## Haroan

Wizard 16

**AC:** 12 (16 with mage armor)

**Hit Points:** 64

**Speed:** 30 ft.

**Str:** 10 **Dex:** 14 **Con:** 10 **Int:** 20 **Wis:** 14 **Cha:** 14

**Saving Throws:** Intelligence +10, Wisdom +7

**Skills:** Arcana +10, Perception +7, Religion +10

**Senses:** darkvision 60 ft., passive Perception 17

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

**Weapon Training:** Haroan has proficiency with short-swords, longswords, longbows, and shortbows in addition to his class proficiencies.

**Cantrip:** Haroan can cast the cantrip *prestidigitation* using Intelligence as the ability score.

**Spellcasting:** Haroan casts spells as a 16th level wizard.

**Cantrips:** blade ward, dancing lights, fire bolt, friends, mage hand, minor illusion

**1st Level:** alarm, charm person, color spray

**2nd Level:** blur, invisibility, phantasmal force

**3rd Level:** clairvoyance, major image, nondetection

**4th Level:** confusion, phantasmal killer, wall of fire

**5th Level:** mislead, modify memory, seeming

**6th Level:** mass suggestion, programmed illusion

**7th Level:** project image, simulacrum

**8th Level:** mind blank, mnemonic simulacrum

### Reaction

**Illusory Self:** As a reaction, Haroan can interpose an illusory duplicate of himself between an attack. The attack automatically misses and the illusion dissipates. This can only be used once per short or long rest.

### Action

**Staff of Power:** melee attack +5 to hit, reach 5ft., one target takes (1d6) bludgeoning damage. The staff also has all of the standard abilities of a typical Staff of Power.

ulet that he keeps around his neck at all times. He also tends to discuss theological philosophy rather than any of his arcane theories as he much prefers

the discourse this creates rather than the blank stares that accompany his knowledge of the arcane.

Haroan is disarmingly polite when dealing with people, even those outside of the Fehin Dae. This politeness is a carefully crafted façade to keep those around him off-balance allowing the wizard to collect as much information as he can without the subject's knowledge. He believes these interactions aid him somehow in creating more believable glamers and illusions. Few would argue against Haroan's skill as an illusionist, whether or not his inquisitions have something to do with this is anyone's guess.

Haroan's longstanding project with the Fehin Dae has always been the creation of simulacra. These doppelgangers are often used to sow confusion and mistrust amongst the Fehin Dae's targets. Almost as often, however, they are used to gain information about an individual as Haroan has discovered processes that allow the simulacrum to copy the memories of the original which can then be extracted readily by simply asking the creation the proper questions.

### ***Plot Hooks***

#### ***Voice from the Past***

A PC receives a message from an old friend or family member asking for help. The message seems very urgent and the PC is asked to come immediately. When the PCs arrive, their friend/family has no recollection of ever sending the message or even of why they would send such a message, but there are a few minor gaps in their recollection of the last month or two.

#### ***Pawns in a Game***

A charming noble approaches the PCs with an offer of employment. A local thieves guild has stolen a precious heirloom of their family and the authorities are unwilling to help. The noble is actually a

proxy of the Fehin Dae in the city that are looking to acquire a relic of ancient Nasqurel as well as eliminate the thieves who were paid to steal it from a local museum.

### ***Lost Memories***

The PCs wake up in the morning only to discover that 4 days have passed since they can last recall. A team of bounty hunters has also arrived; having been hired by a local merchant guild to apprehend the PCs for theft of valuable property, an ancient elven scrying stone.

### ***Magic Items***

#### ***Dreamweaver Drops***

*Potion, Very Rare*

Each vial of this potent concoction contains enough liquid for 3 uses. To use this potion, the recipient must be asleep while a single drop of the liquid is placed on their lips. The recipient is then affected as the suggestion spell and will remain asleep as you tell them the conditions of your suggestion. The suggestion must be able to be accomplished within 12 hours of the recipient waking up. A successful Charisma saving throw DC 17 negates this effect.

#### ***Mindwipe Tonic***

*Potion, Very Rare*

This potion is extremely dangerous to those unskilled in its use. Any creature that imbibes this tonic enters a state of hypnosis for the next hour. During this hour, you may erase up to 10 memories that occurred within the last year by describing the memory to the recipient and telling them it never happened. A successful Charisma (Persuasion) check DC 15 is necessary to avoid improperly erasing a memory, failure means the target suffers 3d10 psychic damage at the end of the hypnosis as their mind reels from the conflicting memories. A successful Wisdom saving throw DC

17 negates the effects of this tonic.

### ***Portable Door***

*Wondrous Item, Rare*

This rolled silk fabric can be unfurled and placed upon any wall that is less than a foot thick. When this is done, the fabric transforms from the image of a door to an actual door leading into whatever room or passage is beyond the wall. This door remains for up to 24 hours or until a command word is spoken that transforms it back into the roll of fabric.

### ***The Shadowmind Pool***

*Artifact*

Constructed from ancient obsidian drawn from the shores of the Scarred Coast that was shattered during the War of Sundering, this rune-carved ring is filled with a black ephemeral liquid. Constructed by the First Council in the decades after the fall of Nasqurel, the pool is the last link to the dying goddess Enyryss. As the Fehin Dae continue to tear apart nations and organizations in tribute to Enyryss, tokens of those sacrifices are cast into the pool to revitalize the Queen of Shadows.

Enyryss has lent some of what remains of her divine essence to the pool, allowing members of the First Council and other devoted followers the ability to use the pool to send their voice across the aether to communicate with members of the faith. There is no limit to the range at which this communication can occur, but the target must be on the same plane of existence. The message cannot be heard by anyone other than the intended target as the words are spoken directly into their mind. The process is exhausting for the individual initiating the communication and they suffer 1 level of exhaustion for every minute that they use the pool in this fashion.

Anyone that gazes into the liquid shadow of

the pool that is not a worshipper of Enyryss suffers 8d10 psychic damage and gains a level of exhaustion. A successful Wisdom saving throw DC 21 halves the damage.

### ***Spells***

#### ***Memory Manipulation***

**Level:** 7th

**Casting Time:** 1 action

**Range:** Touch

**Components:** VSM

**Duration:** Concentration, up to 8 hours

Casting this spell requires a rare blend of fey-touched herbs that have been ground into a fine powder worth 100 gold pieces. This small pouch is placed against the target's forehead as the caster mutters the incantation. Upon completing this incantation the target makes an Intelligence saving throw, failure places them in a comatose sleep for the next 8 hours or until the caster's concentration is broken. While the target is unconscious, the caster is able to erase or alter the memories of the target within the last 10 years. Only 8 memories can be altered in this fashion, 1 for each hour of duration. Only up to 1 hour can be altered per memory, so altering a total of 8 hours of memory would cover the entire casting of this spell.

**Casting at a higher level:** If this spell is cast at a level higher than 7th, two additional memories can be erased or altered per increase in the spell's level.

#### ***Mnemonic Simulacrum***

**Level:** 8th

**Casting Time:** 12 hours

**Range:** Touch

**Components:** VSM

**Duration:** Until dispelled

Casting this spell requires a large amount of clay infused with amber worth 500 gold pieces. The spell creates a duplicate of a humanoid that is

within range for the entire casting time of the spell. This duplicate is partially formed out of the clay, and it can take actions and be affected as a normal creature. The duplicate appears in all respects to be the original creature, but has only half of the hit points. Otherwise it uses all of the same statistics as the original creature. The duplicate also retains all of the memories and knowledge of the original.

The simulacrum is friendly to you and anyone you designate. It obeys your commands, and acts in accordance with your wishes. In all other respects, the simulacrum behaves exactly as the original, though it cannot learn, gain experience, or regain expended spell slots.

Damage to the duplicate can be repaired in an alchemical lab by using rare minerals worth 150 gp per hit point that it regains. If the simulacrum is reduced to 0 hit points it turns to dust and is destroyed.

### ***Ward Against Scrying***

**Level:** 6th

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** VS

**Duration:** 12 hours

Upon casting this spell, the target becomes more difficult to be targeted by divination magics. Against any divination spell that allows a saving throw, the target rolls with advantage. Additionally, the target may expel the magical energy of the ward dispelling any divination spell cast upon them. This ends the duration of the ward.

### ***Gear***

#### ***Recording Crystal***

These small translucent crystals are cut with exacting precision and then encircled by a lattice-work of intricate mechanical machinery. When ac-

tivated, the intricate machinery etches miniscule grooves into the facets of the crystal for the next 24 hours. Once this is complete, the crystal can be recovered and placed within another device, called a sonic harmonizer, and any sounds that occurred within 30 feet of the recording crystal while it was activated can be replayed in perfect clarity.

**Cost:** 100 gp per crystal, 250 gp for the sonic harmonizer

#### ***Harmonic Resonator***

When holding clandestine meetings, the Fehin Dae prefer to keep the details of their dealings out of reach of eavesdroppers. The harmonic resonator is a small bronze rod capped with a blue-white crystal held in place by three sharp prongs. As a bonus action the haft of the rod can be twisted to activate the resonator, filling a 30 foot radius with a low hum that emanates from the crystal. This hum makes it difficult to hear anything from more than 5 feet away making Wisdom (Perception) checks to hear anything going on within the area of effect suffer disadvantage.

**Cost:** 300 gp

#### ***Harmonic Disintegrator***

Occasionally speed is more important to an operation than total stealth. It is for this reason that the harmonic disintegrator was designed. This small copper plate has four crystals inset in the corners with intricate machinery linking them. As an action this device can be secured to any surface and activated. Upon activation the crystals begin to vibrate and emit a low hum that rises in pitch over time. After 3 rounds the pitch evens out at a particular frequency and a five foot cube of whatever surface the device is attached to falls away to dust. If attached to a creature for the full 3 round duration, the creature suffers 10d10 thunder damage and is stunned for 1 minute. A successful Constitution saving throw DC 16 halves the damage and

reduces the stun effect to 1 round. The device is destroyed after 1 use.

**Cost:** 500 gp

### ***Enryriss, Queen of Shadows***

The stories and fables of the origins of the Shadow Queen are rife with jealousy, deception, and ruin. Where the problem lies is that no two versions of the same story are alike, depending on where you heard it. The stories are constantly changing as one travels the realm so no one ever really knows the difference between the truth and fallacy. This remains unchanged even after her betrayal in the War of Sundering.

Enryriss is the goddess of shadows, deception, and vengeance. She is believed to be one of the first gods to step forth from the formless chaos of the void alongside her twin sister Verynna, the Maiden of Light. Though the twins are depicted to have similar physical characteristics, their philosophies were vastly different. Enryriss is portrayed as calm, subdued, patient, and cunning while her sister is most generally associated with joy, exuberance, impulsiveness, and truthfulness. The two often quarreled, but never came to violence.

Enryriss thrives on the chaos caused by misdirection and revels in the triumph of turning her foes against each other. She knows the secrets whispered in the shadows and she is able to turn a foe's strength into debilitating weakness. Most importantly, she has a long memory for betrayal. Until the War of Sundering, vengeance was only rarely associated with the Queen of Shadows. It was only after her sister Verynna was slain by her own celestial court, that Enryriss began to be closely associated with the portfolio. Enryriss' pursuit of her sister's murderers is what eventually led to her own downfall, as she was so blinded by her desire for vengeance that she did not see the discord in her own court until it was too late. Before she

was betrayed, Enryriss had fractured much of the celestial court responsible for her sister's demise and the rifts that she created between the different factions remain to this day.

After the betrayal, Enryriss lost much of her power. She still holds a modicum of influence over the portfolio of shadows and deception, but it is her aspect of vengeance that now fuels much of her divine power.

### ***Priests and Temples***

Followers of Enryriss are rare following the War of Sundering. Many of her cults suffered a schism during the conflict when the goddess was betrayed by Ilyssara with the Ilyssaran sect emerging as the victors in almost all cases. A few temples were spared this internal strife and continue to operate as shrines to the Queen of Shadows, though the clergy that serve as caretakers of these temples are severely diminished or, in some cases, afflicted with some form of madness. In several nations, especially those surrounding the Rivenlands, worship of Enryriss is illegal. As such many of her followers are outlaws, rogues, or freelance spies and assassins. These followers rarely congregate, but a few prominent syndicates have formed around a core cabal of the Shadow Maiden's faithful.

Few true priests remain that are faithful to Enryriss, those that do typically lead a secretive existence amongst communities far removed from their former temples. They are often found acting as information brokers at the center of a vast network of informants in league with various underworld elements. A rare few insinuate themselves into the cult of Ilyssara in order to liberate Enryrissan relics from the betrayer's hands and learn what secrets they can of their usurpers.

Temples to Enryriss are no longer the grand beshadowed cathedrals of past ages. Now they are simple stone or wood structures, often hidden in



thick jungles or woodlands where the sun rarely touches the ground. Altars are typically large bowls of dark stone construction with a prayer of offering inscribed around it's lip. The temples are constructed in such a fashion that light never touches the altar.

Typical offerings to Enyryss are most often schemes or lies told to protect ones family or harm a foe; these are written on scraps of paper and burned in the bowl of the altar. Other suitable offerings could include a portion of stolen goods taken under cover of darkness, the tongue of a creature taken in vengeance, or the feather of a great owl burned with a sprig of nightshade.

### *The Bhaynes of Nasqurel*

When Enyryss stole away with Ilyssara's shadow, a powerful curse spread through out the usurper cult in Nasqurel. This curse changed those elves into monstrous beings bereft of the grace and beauty of their former selves. The change shattered the cultist's minds and they regressed to a very basic level of intelligence.

Bhaynes cast no shadows themselves, as they were stolen through the cultist's link with Ilyssara. Moreover the touch of any shadow sears their skin causing incredible pain. This forced the former elves into the pinnacle of the forest canopy in order to avoid the searing touch of the forest tree shadows.

Bhaynes can speak and understand elvish, but their capacity for language is greatly diminished. They are bound by the curse to always speak the truth, and some bhaynes have existed for centuries. This has lead many historians to actually seek out these elder creatures and attempt to communicate with them and their ilk. This has almost always ended in disaster.

A bhayne looks like the twisted mockery of an elf. Scraggly white hair frames its misshapen head that houses two bulging milky eyes. Their arms and fingers have elongated to such a degree that they drag on the ground whenever the bhayne walks. Perhaps most unsettling is the bhayne's high-pitched, chittering, voices.

#### **Bhayne**

*medium fiend, chaotic evil*

**Armor Class:** 19 (natural armor)

**Hit Points:** 96 (13d8+39)

**Speed:** 30 ft., climb 30 ft.

**Str:** 12 **Dex:** 18 **Con:** 17 **Int:** 5 **Wis:** 7 **Cha:** 9

**Saving Throws:** Dexterity +9, Charisma +4

**Senses:** blindsense 30 ft. passive Perception 13

**Skills:** Acrobatics +9, Athletics +6, Perception +3

**Languages:** Elvish

**Challenge:** 6 (2,300 xp)

**Fey Ancestry:** The creature has advantage on all saving throws against being charmed, and magic can't put them to sleep.

**Discordant Howl (recharge 5-6):** Bhaynes often howl before charging their prey. The sound is a mixture of terrible agony and rapturous joy that can shatter the most resolute of minds. As an action, the bhayne can howl affecting all creatures that are not bhaynes within 60 feet. Each creature suf-

fers (4d10) psychic damage and is confused for 1 minute. A successful Wisdom saving throw DC 15 negates the confusion effect and halves the damage.

**Searing Shadows:** If any portion of a bhayne is within an area of shadow, the entire creature is wracked with terrible agony and suffers disadvantage on all attack rolls and ability checks. This debilitation lasts for 3 rounds after the bhayne is out of the area of shadows. The shadow must have been created by a light source, bhaynes do not suffer this effect from complete darkness.

#### **Actions**

**Multiattack:** The bhayne makes 2 claw attacks and a bite attack.

**Bite:** Melee attack +9, reach 5 ft., one target takes (1d10 +4) piercing damage

**Claw:** Melee attack +9, reach 5ft., one target takes (1d8+4) slashing damage.

**Radiant Gaze:** Ranged attack +9, range 60 ft., one target suffers (6d10) radiant damage and is blinded until the end of the bhayne's next round.

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